

SECOND EDITION

PATHFINDER®

Seven Dooms for Sandpoint

ADVENTURE PATH

By James Jacobs



Sandpoint



Junk Beach

Northgate

Lost Coast Road

Tanner's Bridge

Sandpoint Bridge

Lost Coast Road

Schooner Gulch Road

Boggy Creek

Sandpoint Harbor



0 150 300 Feet

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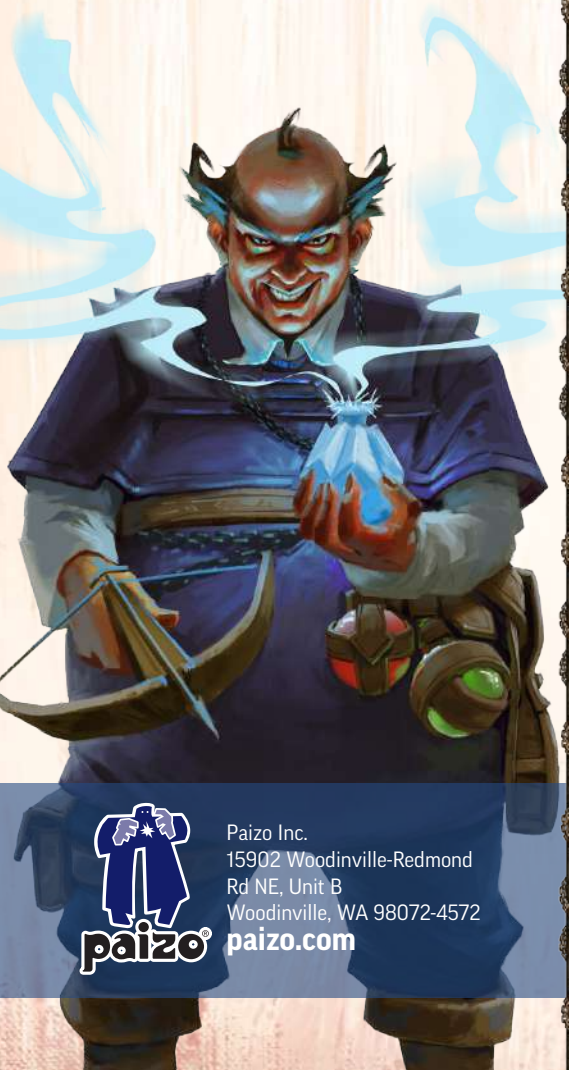
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Seven Dooms for Sandpoint

ADVENTURE PATH



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Campaign Overview

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The town of Sandpoint is worse than doomed.

For decades, this small settlement has endured one potential disaster after the other, but each time, a hero or group of adventurers stepped up to save the day. Yet now, seven separate dooms have come together, converging on the region in a way that, if not defeated in time, could well bring ruin seven times over to the so-called Light of the Lost Coast.

Running This Adventure Path

Seven Dooms for Sandpoint is a milestone volume—the 200th installment of Paizo's long-running Pathfinder Adventure Paths. In addition to returning to the town where it all began in Volume 1 with *Burnt Offerings*, this volume brings over two times the pages of adventure. *Seven Dooms for Sandpoint* is an entirely self-contained Adventure Path, one that will bring a group of PCs from 4th level all the way to 12th.

THE SEVEN DOOMS

The primary villain of this Adventure Path is a mothman priest of Pazuzu known as the Red Bishop, but he is only one of the seven dooms Sandpoint's newest heroes must prevent. While the PCs slowly uncover the true scope of these perils as they play, they're described briefly below for context.

First Doom: The graveknight goblin Ripnugget seeks to burn Sandpoint to the ground.

Second Doom: The Sandpoint Devil awakens to spread terror and death through the town.

Third Doom: The poisoner Aliver Podiker intends to poison the town's water supply with a dangerous supernatural drug known as midnight milk.

Fourth Doom: An evil cult that worships the Sandpoint Devil seeks to transform their leader after preying upon the town.

Fifth Doom: The ghost of murderer Jarvis Stoot possesses a new host to begin a new rampage.

Sixth Doom: The ghast priest Kanker has worked a deal to transform the people of Sandpoint into his undead pawns.

Seventh Doom: The Red Bishop plans to use the PCs to undo an ancient ward that will allow the Abyss

to rupture through reality and create a brand new Worldwound throughout Varisia.

IT'S ALL WHO YOU KNOW


Before diving into this adventure, first read about where it all takes place! "A Doomed Town," starting on page 167, gives an overview of the town, the factions within it, and some prominent movers and shakers in Sandpoint. It also provides tips on using the reputation system in the *Pathfinder Gamemastery Guide* to accentuate your adventuring experience. The PCs' actions and relationships in town can influence the course of this adventure.

SANDPOINT, LIGHT OF THE LOST COAST

While most of "Seven Dooms for Sandpoint" takes place in a sprawling dungeon in and around a local feature known as the Pit, there's still plenty of adventure to be had in town as well. Encounters with locals and locations key to this adventure's plot are presented as needed, and an expanded look at the doomed town of Sandpoint appears near the end of this book, but that section only provides brief descriptions for the locations and people of the town. If you want to breathe more life into Sandpoint, look no further than *Pathfinder Campaign Setting: Sandpoint, Light of the Lost Coast*.

Published in 2018, *Sandpoint, Light of the Lost Coast* presents a detailed, 96-page look at the town of Sandpoint and its hinterlands. While published for Pathfinder First Edition rules, much of this book's information remains edition-neutral and can be of great use for GMs who seek to expand their Sandpoint campaign, particularly for those whose players can't get enough of the town and want to explore all of its secrets. Keep in mind that the resource presents Sandpoint as it was in the years immediately following Karzoug's rise but before local barkeep Ameiko Kaijitsu—yet to discover her true name of Amatatsu—left town to seek her destiny in Minkai.

Much of the plot for this adventure comes from story hooks and details presented in this earlier book, so players familiar with its contents may be aware of



some of the surprises and plot twists in store for them in “Seven Dooms for Sandpoint.” You may wish to remind these players of the value of keeping a barrier between their character’s knowledge and their own knowledge of the region. At the same time, some of the details presented in *Sandpoint, Light of the Lost Coast* have been altered and changed in this adventure to serve the needs of the plot.

KEY NAMES

To help you keep track of all the names in this Adventure Path, the most important are compiled here for reference.

Abstalar Zantus: Sandpoint’s religious leader, and the man who gets the PCs involved in this adventure.

Adimar Scarnetti: A rogue and rival adventurer (and wererat) working as a mercenary for Kaleb Valdemar.

Aliver “Pillbug” Podiker: A local alchemist plots to poison Sandpoint’s water supply with midnight milk.

Arika Avertin: A bard and rival adventurer currently working as a mercenary for Kaleb Valdemar.

Audrahni: A traveling cleric of the goddess of lonely spirits, and a friend of Abstalar Zantus.

Bunyip Club: An association of local smugglers and criminals working in and around Sandpoint.

Charn Scarnetti: A rabble-rouser and troublemaker, destined to become possessed by Jervis Stoot.

Chertus Jheed: A bully, crook, and rival adventurer currently working as a mercenary for Kaleb Valdemar.

Devil’s Disciples: A cult that worships the Sandpoint Devil and seeks a way to become monstrous themselves.

Grubber’s Hermitage: A small island to the west of Sandpoint originally settled by a small group of fishers, but now serving as the domain of the Red Bishop.

Hellstorm Focus: A magical engine hidden under the Sandpoint Cathedral capable of activating an ancient weapon or redirecting teleportation magic.

Ilvarandin: A false paradise located deep underground in the Darklands, ruled by intellect devourers who steal bodies from other creatures.

Jervis Stoot (a.k.a. Chopper): A man, driven to kill by Pazuzu’s influence, whose spree of murders terrorized Sandpoint a few decades ago.

Jordus Munt: Leader of the Devil’s Disciples.

Kabriri: The demon lord of ghouls, graves, and secrets kept by the dead.

Kaleb Valdemar: The wizard son of one of Sandpoint’s recently deceased aristocrats, himself deceased and now serving as a body for Tiluatchek.

Kanker: A ghast alchemist and leader of a cult of Kabriri based in the depths of the Pit.

Keepers of the Hollow Star: A group of deros who worship Azathoth and seek a method of surviving in the sunlight through the use of cloning magic.

Kendra Deverin: Sandpoint’s mayor, who has weathered the many troubles the town has faced in recent years.

Lanalee Magravi: A local woman plagued by horrific dreams about Sandpoint’s future.

Liralarue: An ancient Thassilonian wizard, agent of Karzoug, and architect of the Pit who secretly plotted to become the runelord of vainglory.

Midnight Dawn: A secret society led by Tiluatchek that seeks to harvest humanoids from the surface world for their own needs down in Ilvarandin.

Midnight Milk: A dangerous drug that creates a link between a person’s dreams and the monstrous denizens of Ilvarandin.

Nualia: A woman whose treatment by her foster father and the citizens of Sandpoint led her to a devastating act of vengeance against the town 17 years ago.

Pazuzu: The demon lord of the sky, temptation, and winged creatures.

Pit, the: A deep sinkhole located in a rocky plateau east of Sandpoint; its walls are lined with cave entrances that lead to numerous underground complexes.

Red Bishop: A mothman cleric of Pazuzu who hopes to draw the ancient demon Uvaglor back into the world by offering Sandpoint as a mass sacrifice.



CAMPAIGN TIMELINE

Key events leading up to the start of “Seven Dooms for Sandpoint” are listed below.

Date	Event
Age of Creation	Lamashtu and Pazuzu visit Golarion to enjoy a short-lived tryst; the result of this blasphemous union, the demon Uvaglor, lies dormant underground in the area that eventually becomes the Pit.
-5304 AR	The wizard Liralarue arrives at the Pit and creates numerous hidden laboratories and chambers around its walls, ostensibly to serve as hidden bases for Runelord Karzoug’s spies, but in fact to give her locations where she can plot her path to becoming the eighth runelord.
-5293 AR	Earthfall. The landmass west of the region known as the Rasp sinks into the sea to become the Varisian Gulf, transforming the Rasp into the Lost Coast.
-4188 AR	Uvaglor emerges from the Pit and subjugates the people of western Varisia.
-4172 AR	Sazzleru defeats Uvaglor and creates her ward in the depths of the Pit to prevent his return.
4666 AR	Sandpoint is founded.
4668 AR	Alchemist Endinyon Greethe arrives in Sandpoint and sets up his shop.
4671 AR	Endinyon flees Sandpoint via the smuggler’s tunnels, only to eventually be slain by ghastrs; he rises soon thereafter as the ghastr known today as Kanker.
4684 AR	Nualia is left on the stoop of the Sandpoint Cathedral as a newborn.
4700 AR	The Red Bishop arrives in the region.
4702 AR	In an incident referred to as “The Late Unpleasantness,” Jervis Stoot murders 26 people in Sandpoint before he dies by suicide. Nualia turns to the worship of Lamashtu and burns down the Sandpoint Cathedral before fleeing into the hinterlands.
4707 AR	Nualia gathers several bands of goblins together to raid Sandpoint. Far to the east, Runelord Karzoug stirs from his long slumber. Giants and dragons in the service of the stone giant Mokmurian attack Sandpoint in an attempt to discover the route to an ancient dungeon called Runeforge; some months later, a sinkhole opens just north of the Sandpoint Garrison to reveal a heretofore unknown dungeon below town. Heroes who started their adventuring career in Sandpoint a year earlier defeat Karzoug.
4708 AR	A falling star strikes a small island near Riddleport to the north; the resulting tsunami, while relatively small, still does some damage to Sandpoint’s harbor.
4711 AR	Local bard and tavern-keeper Ameiko Kaijitsu discovers she’s the rightful ruler of Minkai, and travels over the Crown of the World with her friends to secure her birthright.
4712 AR	After a band of heroes rebuilds an ancient artifact known as the <i>Sihedron</i> (or <i>Shattered Star</i>), the lost isle of Xin rises from the seabed far to the west, triggering a tsunami that devastates the Lost Coast. Sandpoint escapes significant damage through a combination of luck and topography, but it takes a year for the town to fully recover.
4718 AR	Runelord Alaznist tampers with the flow of time, and although she’s defeated, repercussions from her attempt result in the rise of New Thassilon along Varisia’s northern border.
4720 AR	The sinkhole that opened in Sandpoint in 4707 is finally filled in, burying the ancient dungeon below once again.
4724 AR	The current year.

Ripnugget: An undead goblin chieftain who now leads a violent band of goblins in the Pit.

Runewatchers: A relatively new group of scholars who study all things Thassilonian.

Sandpoint: A town with just over a thousand residents, located on Varisia’s Lost Coast.

Sandpoint Devil, the: A legendary horse-like monster that has long featured in regional folktales; it’s very real, and lives in the deepest reaches of the Pit.

Sazzleru: A cleric who helped to banish Uvaglor and wove a powerful warding into the Pit in ancient times, remembered today as a saint of the empyreal lords.

Scarhorn: A black dragon who serves the Red Bishop.

Tiluathek: An intellect devourer who leads the Midnight Dawn, and who maintains several different identities in the region. Currently he favors the identity of local aristocrat Kaleb Valdemar.

Uvaglor: Spawn of Pazuzu and Lamashtu; a powerful demon who tormented the region eons ago, and whose emergence into this world created the Pit.

Vizmivool: A serpentfolk priestess who’s taken control of the Clockworks deep within the Pit.

Whistlefangs: A clan of goblins who live in the uppermost reaches of the Pit.

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Chapter 1: Bones and Ashes8

After discovering ghouls at work below the Sandpoint Boneyard, the PCs explore warrens and an ancient catacomb in hopes of recovering the mortal remains of an important historical figure that were stolen from her grave.

Chapter 2: Strange Times in Sandpoint 26

There are many machinations and complex plots afoot in the town of Sandpoint, and as the PCs grow in power, they're drawn into numerous shenanigans and potentially dangerous confrontations.

Chapter 3: Whistles in the Dark 44

After learning of a growing threat in the Sandpoint hinterlands, the PCs discover a goblin clan that has allied with an enemy from the town's past.

Chapter 4: Footprints on the Roof 64

Evidence of a sinister cult that worships the notorious Sandpoint Devil push the PCs deeper into the Pit. The PCs must thwart the cult's nefarious plans for this local legend and eventually defend the town from its attack.

Chapter 5: Shadows at Midnight 80

The cultists known as the Devil's Disciples aren't the only ones operating in the shadows. The PCs must delve further into the Pit as they chase down agents of the mysterious group known as the Midnight Dawn, and stop their plan to poison the town's water supply.

Chapter 6: To Raise the Devil 100

The mysterious leader of the Devil's Disciples plans to use secrets found deeper in the Pit to not only bring back the Sandpoint Devil, but to make it more powerful than before—unless the PCs can stop them once and for all!

Chapter 7: A Pattern of Killings 114

The PCs face hidden dangers and discover greater treasures in the Pit before confronting the ghost of a legendary murderer in Sandpoint.

Chapter 8: Where Corpselight Glows.....132

As the PCs uncover connections between all the threats that Sandpoint has faced, they finally confront the leaders of the Midnight Dawn, only to discover that they, too, were pawns of a greater evil.

Chapter 9: The Red Bishop's Gift150

The PCs travel to the small isle of Grubber's Hermitage, where they'll have a final confrontation with the Red Bishop—a villain whose machinations have threatened Sandpoint with doom for decades.

ADVANCEMENT TRACK

"Seven Dooms for Sandpoint" is designed for four characters.

4: The PCs begin the adventure at 4th level.

5: The PCs should be 5th level before they first enter the Pit.

6: The PCs should be 6th level before delving into the 2nd level of the Pit.

7: The PCs should be 7th level before venturing into the 3rd level of the Pit.

8: The PCs should be 8th level before exploring the 4th level of the Pit.

9: The PCs should be 9th level before attempting the 5th level of the Pit.

10: The PCs should be 10th level before entering the 6th level of the Pit.

11: The PCs should be 11th level before traveling to Grubber's Hermitage.

The PCs should reach 12th level by the end of this adventure.



Chapter 1: Bones and Ashes

During the Age of Anguish, as Golarion recovered from the devastation of Earthfall, a powerful demon named Uvaglor rose to power. Conceived eons before by his demonic parents, Lamashtu and Pazuzu, Uvaglor lay dormant, slowly gestating at the base of a deep hole in the ground. When Thassilon rose in power, a wizard named Liralarue came to this site and, intrigued by the latent power in the area, built a series of underground chambers surrounding the shaft.

Yet Liralarue never fully discovered the true nature of the strange Abyssal power at the bottom of this “pit,” as her studies came to an abrupt end with Earthfall. For decades, the world lay in ruins, and the violence of Earthfall did what a Thassilonian wizard could not—it quickened the nascent demon’s gestation within the stone below and slowly roused him from slumber. The three-eyed fiend emerged from his birthplace into a ruined world, and the site of his emergence would become known, in time, as the Pit.

For years, Uvaglor brutalized the Varisians who dwelled along the Lost Coast, until a priest named Sazzleru banished him into a prison in the Maelstrom. His one-time lair remained a blight on the Lost Coast, so Sazzleru worked great magic to weave a ward into the Pit to contain its Abyssal infection, taking extra care to ensure that none who served the Abyss could ever undo her work.

Knowledge of the Pit’s genesis faded from memory until a mothman priest of Pazuzu known as the Red Bishop discovered this legacy. Inspired by the Worldwound, the Red Bishop had visions of creating a similar devastation in Varisia, but after his initial investigations resulted in a painful lesson about the power that remained in Sazzleru’s magic, he did what mothmen do best—plan, prepare, and enable a burgeoning disaster.

The Red Bishop was pleased at Sandpoint’s location within this new territory, patiently enacting his plans



WHERE AND WHEN?

"Seven Dooms for Sandpoint" takes place in and near the town of Sandpoint, located just north of the city of Magnimar on Varisia's Lost Coast. This location has featured in several other Pathfinder adventures, and events from those adventures are built into this one's plot and history, which takes place in the year 4724–17 years after the events that began with the first Pathfinder Adventure Path, *Rise of the Runelords*. As detailed in the *Seven Dooms for Sandpoint Player's Guide*, this means PCs in this adventure could potentially be the children of previous PCs who played through the very first Pathfinder Adventure Path!

quite yet accomplished something to secure their place in history. Their reputation results in the PCs being contacted by local priest Abstalar Zantus. He invites them to meet him at the Sandpoint Cathedral, where he has a delicate matter to discuss.

THE VIOLATED GRAVE

Abstalar invites the PCs to meet with him at the Sandpoint Cathedral, where he's prepared a table with a modest but delicious lunch. When the PCs arrive, they're met by an acolyte who leads them through the cathedral to the interior veranda where lunch and Abstalar await. The veranda looks out to the south over the cathedral's grassy central courtyard, wherein a set of seven 9-foot-tall menhirs loom around a circular altar stone. Abstalar greets the PCs with a smile and open arms, then invites them to be seated at the table and enjoy the fine weather and food with him. He waves aside questions about why he's called the PCs here for the moment, saying "Let's eat and enjoy the day for a bit before turning to that." Use this lunch as a chance for each of the PCs to introduce themselves. Abstalar certainly knows a bit about any previous adventures the PCs were on—their success at those endeavors being a big reason why he's calling on them now—but is eager to learn a bit more. Give each player a chance to talk about their character's history before proceeding.

Once the PCs are done with lunch, Abstalar gives a heavy sigh and gathers his thoughts for a moment before asking what the PCs know about Sandpoint's shameful history. While the scandal involving Sandpoint's founding several decades ago certainly

to lure Uvaglor back to the Lost Coast. The Red Bishop knew that Uvaglor's return would surely shatter the Pit and transform it into a rent between Golarion and the Abyss, but not as long as Sazzleru's ward remained.

The answer lay in one of mortalkind's most iconic pursuits—adventuring. By manipulating regional events and manipulating visionaries and outcasts such as the eccentric artist Jervis Stoot, the Red Bishop cultivated a culture and need for adventurers. By letting the locals' need for adventure foster itself, he ensured that the resulting adventurers would not be "agents of the Abyss" and, thus, could potentially undo the magic of Sazzleru's ward. Once a group was sufficiently powerful and could be tricked into the Pit to unknowingly remove the ancient wards, the Red Bishop could trigger the final stage of his plan—the incineration of Sandpoint through a devastating fire lit by an ancient remnant of old Thassilon, the Hellstorm Flume. The Red Bishop's visions left him convinced that such a sacrifice in Uvaglor's name would draw the demon's attention back to the Lost Coast, and that his return would tear the Pit open.

The Red Bishop nearly achieved success years ago when one promising group came to Sandpoint's aid, but the rising of Runelord Karzoug diverted their attention away from the region before the Red Bishop could coax them toward the Pit. He's learned from that mistake, and now seeks to even more subtly manipulate events to drive a fresh group of heroes into the Pit to accidentally undo Sazzleru's work.

And so, as the Red Bishop's plans come to a head, seven separate dooms, each with ties to the Pit and links to long-laid plots set in motion by the Red Bishop himself will soon strike the Lost Coast and the town of Sandpoint... unless the PCs can stop them!

Getting Started

This adventure begins with the PCs at 4th level. The *Seven Dooms for Sandpoint Player's Guide*, available for free at paizo.com, provides information for players to help them create brand new 4th-level characters for this adventure, including advice for generating extended backstories to cover the adventures they were on during 1st through 3rd level, and help in determining what magic items they start with.

You might have already run one or more adventures or campaigns set in the town of Sandpoint. When you begin "Seven Dooms for Sandpoint," you'll need to decide whether those previous adventures are canonical in your game, which may mean you'll need to adjust some of the encounters in this adventure.

Regardless of how you begin, your PCs should be known in Sandpoint as adventurers, even if they haven't

THE HELLSTORM CATACOMBS

ONE SQUARE = 5 FEET



didn't start things off on the best foot, what Abstalar is more concerned with is how the town and his predecessor, Ezakien Tobyn, treated the founding aasimar Nualia. Abstalar can fill the PCs in on the whole story (as presented on page 167 under A Doomed Town) if necessary. After he's satisfied the PCs are up to speed on the events that led to Nualia's death, he proceeds as follows.

"And that brings us to today. Over the past seventeen years, I've done much thinking on poor Nualia, as she didn't deserve the fate she got. I'm certainly not justifying her actions, but I wish it never came to that sort of situation in the first place. That I only came to town after the fire that took my predecessor's life is no excuse—all of those who worship Desna should know better and treat the children of the world more kindly. My predecessor's failure to be a father figure is in part what caused Nualia's fall, but the people of Sandpoint were no help in how they treated her as something less than human—something fit only to soften their own fears, or something to jealously covet.

"After her defeat, the least I could do was see to it that she got a proper burial here in town. Some folks blanched at the idea, but I'm glad that most of us were more understanding

and forgiving. Only, I feel like it's not enough. Nualia needs to know we've forgiven her... she needs to know that I have forgiven her. She doesn't deserve an afterlife of torment—her life was torment enough."

Abstalar pauses here to gauge the PCs' reaction to his concerns and observations. He hasn't broached this topic with anyone yet other than his friend Audrahn, and is interested in seeing how the PCs react. He hopes they're compassionate and understanding, but even if they're not, he soon continues.

"I've only spoken of this with one other—a friend named Audrahn. Nualia's been dead for nearly two decades, but time does not pass the same for the dead as it does for the living. Audrahn knows a ritual that can put us in contact with the spirits of the dead and, in her latest letter, she told me she's willing to perform this ritual here when next she visits, so that I can offer Nualia my apologies and forgive her. I don't know if that will be enough to help her, or to stave off an afterlife of torment, but I do know that if nothing is done, Sandpoint will have failed her yet again.

"Here's where the complication comes in. In order for Audrahn's ritual to succeed, we need a physical link to

Nualia's soul. It's been years, and any of her belongings are long gone now, which leaves only her mortal remains. As loath as I was to exhume her body, it was necessary to the ritual, to giving her my forgiveness. But when we opened her grave, we made an awful discovery. Her coffin was empty—tunneled into from below, so that when we reached it, the whole grave caved in. Naffer and I were fortunate enough to escape without much harm, but now there's a hole where her grave used to be—a hole that leads to an underground tunnel below the boneyard."

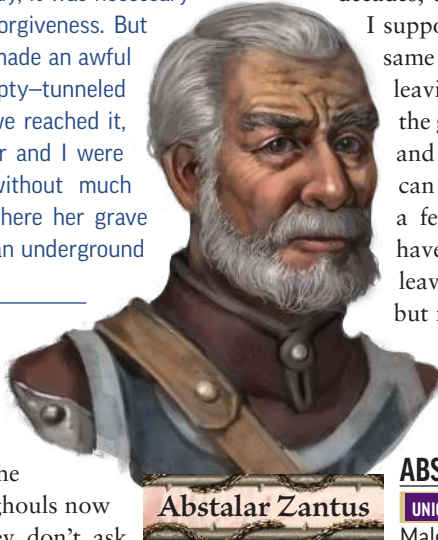
Abstalar pauses to allow the PCs to ask questions. Likely questions and his answers are given below; the most important thing to convey to the PCs here is his suspicion that ghouls now infest the boneyard, so if they don't ask those questions, Abstalar volunteers that information.

Who is Audrahni? "She's a traveling cleric of Ashava, the goddess of lonely spirits. She travels the Lost Coast between Magnimar and Riddleport, helping to soothe unquiet spirits and comfort mourners. She stops here in town a few times each year, and I always look forward to her visits—I love the people of Sandpoint dearly, and those who attend my sermons are certainly devout, but there's not many of them who are interested in long philosophical discussions about history and religion. With Audrahni, I have a conversation partner who views me as her equal, not someone who sees me as a religious leader."

Who is Naffer? "One of my dearest friends. He tends to the graves in the boneyard. He's been worried lately about strange sounds he's been hearing in the graveyard at night, and we suspected that there was something nefarious going on involving the Bunyip Club or smugglers or the like, but it appears to be something much worse."

Why not bring Nualia back to life? "That sort of magic is beyond me, but even if I could restore her to life, I don't know that she'd want to come back. Or if she did, if she'd be accepting of my forgiveness. I have no illusions about her capacity for violence, and I fear that bringing her back from death might cause more harm than good. But again, it's not really an option... maybe something to consider in the future, though."

What do you think happened to her grave? "The subsidence, the claw marks on the underside of the coffin, the missing body, and the tunnel it opens into all suggest ghouls to me. They must have burrowed up from below to rob her grave."



Abstalar Zantus

How can there be ghouls below the boneyard?

"Ghouls have been a problem in the region for decades, although not so much in recent years.

I suppose I grew a bit complacent, but at the same time, they know how to hide and avoid leaving traces. By not tunneling in areas of the graveyard that are in more frequent use, and by backfilling those they defile, ghouls can go unnoticed for ages. Had I waited a few weeks more, no doubt they would have backfilled Nualia's grave as well, leaving me with a mysterious empty coffin but nowhere obvious to go from there, but that says to me that the theft's recent enough that her remains might still be recoverable."

ABSTALAR ZANTUS

CREATURE 7

UNIQUE CG MEDIUM HUMAN HUMANOID

Male human cleric of Desna

Perception +15

Languages Common, Varisian

Skills Arcana +10, Diplomacy +14, Medicine +15, Religion +17, Sandpoint Lore +10

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

Items expanded healer's toolkit, +1 studded leather, +1 striking starknife, scrolls of heal (2), scrolls of remove disease (2), silver religious symbol, 21 gp

AC 22; **Fort** +13, **Ref** +11, **Will** +15

HP 115

Speed 25 feet

Melee ♦ starknife +12 (agile, deadly d6, finesse, magical, versatile S), **Damage** 2d4+1 piercing

Ranged ♦ starknife +12 (agile, deadly d6, finesse, magical, thrown 20 feet, versatile S), **Damage** 2d4+1 piercing

Divine Spells Prepared DC 23, attack +13; **4th** heal (×4), remove curse, restoration; **3rd** dream message, heal, remove disease, searing light; **2nd** remove paralysis, restoration, restore senses, spiritual weapon; **1st** command, mending, protection, sanctuary; **Cantrips** (4th) detect magic, divine lance, light, shield, stabilize

Cleric Domain Spells 1 Focus Point, DC 21; **4th** bit of luck (Core Rulebook 389)

Communal Healing Hands When Abstalar casts *heal*, he rolls d10s instead of d8s. When he casts *heal* to heal a single creature other than himself, he regains Hit Points equal to the spell level of the *heal* spell.

ABSTALAR'S REQUEST

Once the PCs are finished with their questions, and Abstalar has voiced his concern about ghouls being the culprit, he asks the PCs for their aid. He wants the PCs to crawl into the opened grave, to explore the

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AUDRAHNI

The elven cleric Audrahni previously appeared in the first adventure of the Return of the Runelords Adventure Path, "Secrets of Roderic's Cove." This adventure assumes some time has passed since then, and that she's gained a few levels. If you and your group played Return of the Runelords and Audrahni ended that campaign at a much higher level or perished, feel free to replace her with a cleric of your own design. No stats are provided for Audrahni, since she won't remain in town for long, but if you feel you'll need them, she's a 9th-level cleric of the empyreal lord Ashava (*Pathfinder Lost Omens Gods & Magic* 82).

tunnels below, and to determine how extensive they are. If there are indeed ghouls lurking below, he asks that the PCs destroy them before they can become a more severe threat to the town. If they can find Nualia's remains, he would like the PCs to return them—if not to serve as a focus for a *call spirit* ritual, then simply to be able to put her back to rest.

If the PCs ask Abstalar for his help, he promises to provide healing and other magical support at no cost to them in return for their service, in addition to 75 gp per PC—funds drawn from the church's upkeep and repair budget. He won't accompany them into the dark, citing the fact that his dungeon crawling days are far behind him. Before the PCs do enter the tunnels, though, he supplies them with several consumables that will help: four *lesser healing potions*, four lesser antiplagues, two salves of antiparalysis, and six vials of *holy water*. Any of these supplies the PCs don't use are, he adds, theirs to keep.

When the PCs are ready to go, Abstalar leads them out into the boneyard behind the cathedral. Nualia was buried near the western end of the boneyard, not far from the cathedral itself, in a spot set apart from the bulk of the other graves (out of respect for the many townsfolk who balked at the idea of burying who they considered to be a supernatural criminal too close to "respectable graves"). He's had Naffer rig a frame and a tarp over the open grave to prevent visitors from stumbling into it.

Abstalar wishes the PCs luck in their venture, and warns them that if they find themselves in over their heads to beat a hasty retreat back here, where he'll be ready to help with healing as necessary.

The Hellstorm Catacombs

Abstalar's suspicion is correct—ghouls have indeed made off with Nualia's remains, but their motive is not merely food. These ghouls were once goblins, and not only do they hope to use Nualia's skeleton to prove their worth to "Lord Ripnugget," but they've also broken into a set of ancient catacombs below the cathedral itself, chambers that date all the way back to the time of ancient Thassilon.

RIPNUGGET'S RETURN

After Nualia united the goblins for the raid on Sandpoint nearly 20 years ago, the Thistletop goblins took the brunt of the repercussions as heroes struck at the heart of their domain. With Nualia defeated and their own beloved and frightening chieftain Ripnugget slain, the few surviving goblins scattered into the surrounding woods. Yet while Nualia remained dead, Ripnugget's rage and frustration mixed with the latent Abyssal energies that remained in the area, and in time he rose from death as a graveknight.

Ripnugget spent years venting his rage within the dungeons, occasionally rising up to the surface to butcher (or at least frighten off) any goblins that had attempted to return to the lair. Eventually though, the graveknight's wrath cooled and he began to lay plans. He made a trip to nearby Paupers' Graves, a mostly abandoned roadside cemetery now infested with ghouls. Ripnugget recruited two ghouls to his cause, and before long, he'd had them infect a dozen captured goblins with ghoul fever.

For the following few years, Ripnugget quietly groomed his goblin ghouls into a new tribe, periodically augmenting their numbers with more captured goblins who were put through grueling tests. These tests determined if the captives would be honored with the fever and eventual induction into the new tribe, or if they would instead be slaughtered, left to ripen, and then laid out on Ripnugget's banquet table.

It all fell apart just a few months ago, as Ripnugget was making final preparations to lead his goblin ghouls on a devastating raid of Sandpoint when a band of Seven Tooth goblins from nearby Shank's Wood arrived to attack what they'd come to fear as "hungry dead goblins." The unexpected bravery of the Seven Toths caught Ripnugget by surprise, and the Seven Toths managed to defeat the graveknight and destroy many of his ghouls through clever and aggressive use of alchemical bombs.

Of course, one of the Seven Toths sealed their own doom when they claimed Ripnugget's armor as a trophy and, days later, the graveknight was reborn from the atrophied, ruined body of the unfortunate

goblin hero who'd claimed the armor as his own. This time it was Ripnugget who had the advantage of surprise and he left the Seven Tooth village a burning ruin. Yet the damage had been done. With his goblin ghoulish army whittled down to a mere dozen, Ripnugget would have to start the long process of rebuilding his army from the ground up.

It was then that Ripnugget received a most unusual visit—a strange red seagull. At first, Ripnugget tried to catch the gull, reasoning that a red gull would be extra spicy and delicious, but just before he lunged, the gull froze him in his tracks by speaking directly into his mind, telling him of a powerful weapon he could use to burn Sandpoint to the ground. To reach this weapon, he would need to send his ghouls under Sandpoint's graveyard to dig into an old ruin below the cathedral, while he himself would need to travel to the Pit to study ancient magic hidden within one of its surrounding caverns. This manipulative red seagull was the Red Bishop, setting into motion one of the final elements of his master plan to groom a group of adventurers to unwittingly do his bidding.

Ripnugget knew better than to doubt a “weird mind-talking spicy-bird” and quickly obeyed, sending his remaining goblins to Sandpoint to contact the ghouls dwelling under the town's boneyard and dig their way into the chambers below the cathedral. While they did the hard work of digging tunnels, Ripnugget traveled to the Pit, where he encountered a tribe of goblins even he didn't know existed—the Whistlefangs. See Chapter 3 for more details of Ripnugget's interactions with these goblins, and his progress toward deciphering the Hellstorm Flume.

THE GOBLIN GHOULS

Ripnugget's goblin ghouls initially made great progress under the town. Infiltrating the warrens below the Sandpoint Boneyard via underground tunnels from the north, the goblin ghouls made contact with the local ghouls who had quietly and stealthily dwelled below the boneyard for years. These ghouls, led by a noteworthy ghoulish named Wolgur Wrabs, had never dared dig too closely to the Sandpoint Cathedral, but Wolgur had always wondered what might lie below the church. He granted the goblins permission to expand their warrens on one condition—if they were discovered, they would not reveal the presence of the other ghouls, and the link between the new tunnels below the cathedral and the older ones under the boneyard would be hidden. In this way, Wolgur protected his own ghouls while having a chance to satisfy his curiosity about the cathedral foundations.

Of course, Wolgur's fears about what lay in wait below the Sandpoint Cathedral were well founded, and when the goblin ghouls broke through into the Hellstorm Catacombs, they were devastated by the guardians of the place. After a hasty retreat that left their numbers nearly halved, the leader of these goblins, a cleric of Kabriri named Glorkus, grew nervous. After all, he was a favorite of Ripnugget's and had been tasked with leading this expedition—once Ripnugget discovered that he'd lost five of the ghouls to demons and traps, he'd be lucky to still have a head to beg for forgiveness with, much less remain his leader's favorite.

Wolgur took pity on him and revealed a means by which he might earn some favor with Ripnugget. He informed Glorkus that their tribe's one-time “heroine,” Nualia, was buried in a grave above. Glorkus saw salvation in her bones, knowing that Ripnugget harbored a grudge against the woman for her actions that brought heroes down on Thistletop. He sent his crew to rob her grave from below, hoping to find a way to bring her back from death as a gift to Ripnugget in replacement for the ghouls Glorkus lost. So far, his attempts to infuse life into her bones have met with failure, and each day that passes with her remains remaining uneaten, the other ghouls in his band grow more eager to chew her bones and get a bit of revenge of their own.

Such is the state of the goblin ghouls when the PCs arrive—with their numbers reduced, frustrations with Glorkus growing, and a nagging fear that when Ripnugget arrives he'll be very disappointed. They'll see the PC's arrival in their warrens as one more chance to make the best of a bad thing... if only they can catch the PCs and turn them into replacement ghouls!

GHOUl WARREN FEATURES

The entrance to the ghoulish warren via Nualia's grave is a steep and filthy earthen slope that drops down 20 feet to area A1. Clambering down this slope requires a DC 17 Athletics check to do so safely, with a failure resulting in a tumble that deals 2d6 bludgeoning damage (4d6 bludgeoning damage on a critical failure). If the PCs utilize a rope or other guide to aid their descent, their Athletics check is adjusted up one degree of success.

The tunnels in these warrens, having been burrowed out by goblin ghouls and are sized for Small characters with 4-foot-high ceilings—Medium characters treat the tunnels as difficult terrain. Ceiling height in larger chambers rises to an expansive 6 feet, allowing Medium characters to move more freely. The warrens are unlit.

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A1. ENTRANCE

The open grave leads to a cramped, four-foot-tall tunnel dug through hard-packed earth and clay. The walls are supported by bracing made of wood that appears to have been scavenged from coffins, driftwood, and shipwreck salvage. Faint smudges and scrapes track through the dirt, leading south.

By shoring up their warrens with timbers, ghouls prevent much, if not all, subsidence in the graveyard above that would have given away their presence. A PC who examines the smudges and scrapes on the ground and succeeds at a DC 15 Survival check to Track confirms that several Small creatures dragged something larger from Nualia's grave to the south. A critical success on this check confirms that the prints were left by goblins.

A2. DINING HALL

MODERATE 4

Wooden timbers are spaced evenly throughout this six-foot-high room, supporting a network of beams above to give the cave-like chamber support. The walls and floor bear evidence of having been dug out of the clay and soil by clawed hands. Several large, flat boulders have been left in place protruding from the floor to serve as tables—tables strewn with gnawed bones. Additional stacks of soggy, stained lumber lie in alcoves to the northeast. The smell of earth mixed with decay lingers in the air.

The stacked lumber in the alcoves are leftover supplies for shoring up tunnels, timbers scavenged from driftwood and Junk Beach for the most part. These supplies were given over to the goblin ghouls by Wolgur's ghouls from their own resources, transported in through the secret door to the southeast. Creatures can discover this well-hidden door with a successful DC 24 Perception check. The tunnel beyond is sized for Medium creatures—having been dug by Medium ghouls—and connects to the larger ghoulish warren under Sandpoint's Boneyard. See "Dealing with Ghouls" in Chapter 2 for more details of this area, should the PCs seek to explore here.

Creatures: The remaining goblin ghouls have been biding their time in this chamber while Glorkus spends time in the jury-rigged temple to the southwest (area A3). In quiet voices, the ghouls are complaining about their hunger and trying to convince each other to work up the courage to go demand of Glorkus a nighttime trip up to the town above to "catch some dinner." After all, the ghouls argue, the sooner they can catch a meal, the sooner they can get to the task of letting it ripen so it'll be tasty.

Once they spot the PCs, the goblin ghouls leap to their feet, hissing and capering in excitement at the meal delivery. They attack at once unless the PCs call out to them in Goblin or Necril, which gives the ghouls pause long enough for the PCs to attempt to Make an Impression or Coerce them into cooperation. Their initial attitude is Hostile. Regardless of what the PCs ask of the ghouls if they stay off their attack, the ghouls tell them they'd better speak with Glorkus.

Glorkus himself is deep in prayer in area A3, but if the goblin ghouls call out for him or if combat begins, he leaves that area and arrives here in 2 rounds. He's curious as to how and why the PCs have stumbled into his warren, and if he finds out they're after Nualia's bones, he tries to act surprised and claims that her grave was empty when they dug into it. This is, of course, a lie. While the conversation continues, Glorkus gives the other ghouls subtle hand signals to spread out to surround the PCs and block their escape. In the end, Glorkus gives the call to attack by shrieking out "Take them alive for Chief Ripnugget!" Once a battle begins, the goblins, desperate for the boon that fresh adventurer ghouls might give them, fight to the death, but they try their best to keep the PCs alive so they can capture them, infect them with ghoulish fever, and wait for the resulting transformation to swell their ranks.

Aside from being Small sized, these goblin ghouls function the same as typical Medium ghouls.

GOBLIN GHOULS (6)

CREATURE 1

UNCOMMON CE SMALL GHOUL UNDEAD

Variant ghoulish (*Pathfinder Bestiary* 169)

Initiative Perception +7

A3. SHRINE TO KABRIRI

TRIVIAL 4

A large flat-topped boulder protrudes from the floor in the southwest corner of this roughly circular room, its sides smeared with symbols drawn in blood, and its top supporting a large bundle wrapped in a filthy shroud. Three exits lead from the chamber, but unlike those to the northeast and south, the one to the northwest has been barricaded mostly shut with timbers and slabs of driftwood.

The goblin ghouls erected the barricade to area A4 after tunneling into B3 and encountering a shrine to Abraxas and its resident. The timbers can be torn down with 3 rounds of work, or all at once with a successful DC 19 Athletics check to Force them Open, but once the PCs begin to try to take down the barricade, the frightened goblin ghoulish in area A4 begs them in a frenzied whisper to stop—see page 16 for details.

A successful DC 19 Religion check to Recall Knowledge recognizes the bloody symbols on the sides of the flat rock are runes associated with the demon lord Kabriri.

The wrapped bundle sitting atop the impromptu altar contains Nualia's disarticulated skeleton, readily identifiable by its left arm: the bones are black and the hand appears as a large talon. The goblins weren't particularly gentle when they hauled her skeleton from the coffin, but the remains are whole and will serve well as a focus for a *call spirit* ritual. The remains are 2 Bulk in all.

Creature: Glorkus, leader of the goblin ghouls and one of Ripnugget's favorite minions, has spent the last several days in this chamber, fervently praying for guidance on how best to animate Nualia's remains into an undead minion. It's likely that a disturbance in area A2 disrupts his prayers, but if the PCs manage to make it here without alerting him, he takes a -2 circumstance penalty on initiative. A character who can speak Necril and eavesdrops on his prayers realizes they're mostly repeated requests for insight into "how to wake up these bones."

Glorkus is slightly taller than most goblins, and dresses in patchwork leather armor adorned with bones and teeth. He fights with tooth and claw, but always clutches in one of his hands his favorite belonging—a *wand of fear* made from a rib, the tip of which is adorned with a bird's skull, lashed with sinew. He fights to the death.

GLORKUS

CREATURE 4

UNIQUE CE SMALL GOUL UNDEAD

Male goblin ghouler cleric of Kabriri (*Pathfinder Bestiary* 169)

Perception +12; darkvision

Languages Common, Goblin, Necril

Skills Occultism +9, Religion +10, Society +7, Stealth +10, Survival +10

Str +2, **Dex** +4, **Con** +2, **Int** +1, **Will** +4, **Cha** +3

Items bone religious symbol, leather armor, *wand of fear*

AC 21; **Fort** +10, **Ref** +10, **Wis** +12

HP 59, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 30 feet, burrow 5 feet

Melee ♦ jaws +12 (finesse), **Damage** 1d6+2 piercing plus ghouler fever and paralysis

Melee ♦ claw +12 (agile, finesse), **Damage** 1d4+2 slashing plus paralysis

Divine Spells Prepared DC 21, attack +13; **2nd** *dispel magic*, *harm* (x4), *sound burst*, *spiritual weapon*; **1st** *command*, *ray of enfeeblement*, *sanctuary*; **Cantrips (2nd)** *chill touch*, *divine lance*, *guidance*, *prestidigitation*, *shield*

Cleric Domain Spells 1 Focus Point, DC 21; **2nd** *touch of undeath*

Consume Flesh ♦ (manipulate) As ghouler, but regains 3d6 Hit Points.

Ghouler Fever (disease) As ghouler, but DC 21.

Paralysis (incapacitation, necromancy, occult) As ghouler, but DC 21.

Swift Leap ♦ (move) As ghouler.

NUALIA'S BONES

Once the PCs recover Nualia's remains, they can deliver them back to Abstalar Zantus in the cathedral above, but it'll still be a few days before his friend Audrahni arrives to cast the *call spirit* ritual. In the meantime, he encourages the PCs to keep exploring, particularly if he learns about the catacombs, and asks the PCs if they can map the complex out for him while they explore and ensure that there's nothing dangerous within.

Reward: Grant the PCs 80 XP for recovering Nualia's remains and 1 Reputation Point with the Sandpoint Cathedral for delivering them back to Abstalar. Be sure to read the details about earning reputation in Sandpoint starting on page 169.



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A4. FIRE-BLASTED ROOM

TRIVIAL 4

The walls of this cave and its timber supports bear scorch marks, while the charred bodies of three goblins lie sprawled on the floor. To the west, a partially dug out alcove has revealed a flagstone wall with a narrow crack that opens into another chamber, within which a faint fiery radiance flickers.

The goblin ghouls first tried to dig into the Hellstorm Catacombs via this route, but when they broke through into area **B3**, they infuriated that room's occupant: a demon named Azereza who swiftly lobbed a *fireball* into this room, killing three of the four goblins who were in here at the time. The other goblins, acting on Glorkus's panicked orders, scrambled to wall off the entrance to this room, not realizing that one of their number had barely survived the fire.

Creature: The goblin ghoul that survived Azereza's fire, only to become imprisoned in here by his one-time allies, is named Zoduk. After his first few attempts to call for help or take down the barricade himself resulted in Azereza shouting and cursing, Zoduk ceased attempts to escape for fear of another inferno. Instead, he's spent the last several days crouched near the barricade, eyes trained fearfully toward the northwest for any clue that the "fire monster" beyond has left.

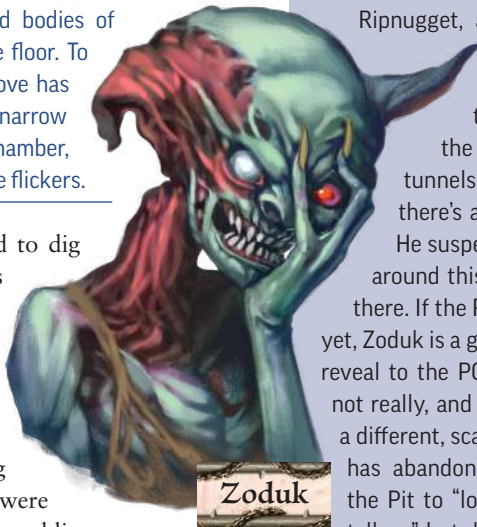
If the PCs start to dismantle the barricade, Zoduk fearfully whispers in Goblin through the cracks in the timber barrier: "Stop! Stop! You'll angry up the fire monster!" If the PCs stop, they can carry on a whispered conversation through the barrier with Zoduk (see Talking to Zoduk below). If not, then a round after they begin to dismantle the barricade, Azereza roars in anger from area **B3**. At this point, combat begins—Zoduk spends his turns screaming for help and frantically trying to smash through the barricade from the north, but on her turn, Azereza moves up to the gap in the wall and throws a *fireball* into area **A4**. If all is quiet after this blast, she returns to her muttering work in area **B3**, but if she still hears activity in here, she'll cast *dimension door* to move through the crack to attack anyone in area **A4**, fighting to the death.

ZODUK

Variant ghoul (*Pathfinder Bestiary* 169)

Initiative Perception +7

CREATURE 1



TALKING TO ZODUK

Zoduk's experiences over the past several days have left him with little interest in continuing to serve Ripnugget, and if he survives the brimorak's fiery wrath, he's the one goblin ghoul who'll be willing to speak to the PCs. He can tell them why the ghouls came here, dug out these tunnels, stole Nualia's remains, and that there's a "fire monster" in the area beyond. He suspects his ex-allies dug another tunnel around this room, but isn't sure of the details there. If the PCs haven't heard Ripnugget's name yet, Zoduk is a great source of this information. He'll reveal to the PCs that Ripnugget is still dead, but not really, and is "not like me, but moving dead in a different, scarier way." He knows that Ripnugget has abandoned Thistletop and was headed to the Pit to "look for something too important to tell us," but doesn't know much more. If the PCs let him go, Zoduk flees into the warrens below the boneyard and becomes part of Wolgur's ghouls—they may encounter the goblin ghoul again in the future if they make contact with these ghouls (see Chapter 2). He knows about the secret door in area **A2** but keeps this information to himself as long as he can, not wanting to reveal the entrance to Wolgur's domain if he can help it since, at this point, Zoduk sees Wolgur as his best potential "new boss."

Reward: If the PCs manage to speak to Zoduk and learn what he has to tell them, grant them 40 XP.

HELLSTORM CATACOMBS FEATURES

The flagstone-walled chambers here date back to Thassilonian times, and are located just 30 feet below ground; had the foundation of the cathedral's basement been dug only a few feet deeper, these hidden chambers would have been discovered decades ago. As with all surviving ruins from the Thassilonian era, the Hellstorm Catacombs are infused with preservative magic that protect the structure (including its doors and walls) from the ravages of erosion and time. The complex itself originally served as a place to stay for the soldiers and wizards in Runelord Alaznist's employ, and included armories and shrines to various fiendish lords. The most important chamber within the catacombs, though, lies directly below the cathedral courtyard. Here, five red stone pylons once controlled the Hellstorm Flume itself. While the ancient fire-spewing weapon has crumbled (leaving behind the ruined tower known today as the Old Light), the magic within these pylons is still very

active and, given time, could become a great boon or danger to the people of Sandpoint.

The chambers within the catacombs are all well lit by numerous *continual flame* spells cast on carvings of seven-pointed stars—the infamous *Sihedron* of Thassilon that symbolizes that nation's seven runelords—on the walls and ceilings of these chambers, giving each room a flickering fiery glow. The ceiling height in most rooms and halls is 8 feet.

Note that while the Hellstorm Catacombs have plenty of headroom compared to the goblin ghoul warrens, these chambers are confining in another way—the rooms are relatively small and the hallways narrow, making it complicated for a large party to maneuver in the catacombs. With the exception of area **B10**, combat encounters are limited to one foe, and skew toward the Trivial or Low end of things to account for the likelihood of the party having limited mobility in these spaces.

B1. CATACOMB ENTRANCE

The low-ceilinged, wood-braced tunnel comes to an end at a stone wall through which a four-foot-diameter hole has been burrowed. The rectangular room beyond is lit by flickering flames at the center of seven-pointed star carvings on the east and west walls, while to the south, a pile of stone and rubble lies on the floor in front of a wooden door and under an open trapdoor in the ceiling. Goblin arms and legs protrude from the rubble.

Rubble and buried goblin ghouls are evidence of one of the ancient traps that still protect these halls; these two goblin ghouls attempted to open the door to the south only to be crushed when the trapdoor above swung open. The trap is no longer functional, but the rubble must be cleared (a 10-minute activity) before the door can be opened.

Treasure: Once the rubble is cleared, the PCs can recover an item belonging to one of the buried goblin ghouls: a lucky charm—a *shark tooth charm talisman*.

B2. RUNECARVED ATRIUM

TRIVIAL 4

The north and west walls of this chamber are carved with hundreds of runes, all radiating out from a seven-pointed star with a flickering flame burning at its center. Now and then, a little sputter of sparks showers out of these flames. A wooden door in the northeast corner of the room has been adorned with a single rune carving that looks vaguely like a horned, fanged face.

A DC 20 Religion check to Recall Knowledge can identify the marking on the door as the rune

of Abraxas, the demon lord of forbidden lore and magic. The runes on the walls are prayers, written in Thassilonian, to this demon lord.

Hazard: The runes on the wall here constitute a still-functional trap meant to punish those who approach the shrine in area **B3** without paying proper obeisance. Over the centuries, the trap has decayed a bit, causing the strange fiery sparking in the runes—resulting in a particularly low Stealth DC for a level 5 Hazard.

FIRES OF ABRAXAS

HAZARD 5

UNCOMMON MAGICAL TRAP

Stealth DC 18 (trained)

Description Beams of fire lance out of the flames within the Sihedron to sweep through the room unless a prayer to Abraxas is uttered in Thassilonian.

Disable Thievery DC 23 to deface one of the small trigger runes on the walls, or DC 23 Religion to overwhelm the trap with prayers to a good deity

Bypass Prayers to Abraxas are carved into the walls in Thassilonian; speaking one of the prayers deactivates the trap for 1 hour.

Fiery Beam ➔ **Trigger** The door to area **B3** is opened or damaged. **Effect** Two beams of fire lance out of the northern and western Sihedron, then swipe through the room. All creatures in area **B2** take 6d10 fire damage (DC 22 basic Reflex save).

Reset The trap resets automatically after 1 hour.

B3. ABRAXAS SHRINE

LOW 4

A fire burns within a seven-pointed star carved in the ceiling, casting light that fills the area with a flickering radiance. Two wooden doors sit in the southwest corner of the room, while to the east, a low stone altar made of marble sits before a crack in the wall. The top of the altar holds a silver bowl with a slender-bladed knife balanced atop the bowl's rim, its point aimed toward the west.

Creature: This small shrine was once used by the keepers of the catacombs to offer prayers to Abraxas, the demonic patron of the sect that kept these halls for Runelord Alaznist. Today, a single brimorak demon named Azereza remains here. This demon has dwelled in this chamber since Earthfall, and has grown agoraphobic over her long stay. Azereza is convinced that if she prays long enough, her whispers to Abraxas can reactivate the Hellstorm Flume; she has long since lost track of the passage of the eons. When the goblins broke through the wall just beyond the altar, she thought for a moment it was Abraxas himself coming to reward her. In her

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disappointment, she's grown bitter and angry. If the PCs disturb her, she shrieks (in Abyssal) for them to leave her alone unless they have been sent by Lord Abraxas with the "Flume's secret." A PC might be able to trick Azereza for a bit by Lying to her, but when it becomes obvious that they don't really know what she's talking about, she sputters, curses, and attacks. She fights to the death, and if the PCs flee from this room she pursues them for 1 round before shrieking in terror and racing back to this chamber.

AZEREZA

CREATURE 5

Female brimorak demon (*Pathfinder Bestiary* 362)

Initiative Perception +12

Treasure: The silver bowl on the altar is worth 5 gp. The knife sitting on top of it is a low-grade cold iron dagger with the rune of Abraxas etched on the blade. Within the bowl are six smooth garnet beads, one worth 2 gp, two worth 5 gp, and three worth 10 gp. A DC 22 Perception check made while examining the dagger reveals that its pommel can be detached—a seventh garnet sits inside the dagger's hollow handle. This garnet is of higher quality and is worth 25 gp. These seven garnets are useful in revealing the hidden treasure in area B6.

Area B3a is an ancient cloak room that once contained raiment sacred to the worship of Abraxas. Most of these robes have long since decayed away, but a green and orange *cultist cowl* (page 181) currently emblazoned with the rune of Abraxas remains draped over a peg in the wall.

B4. THE THREE STEPS

MODERATE 4

These three rooms look relatively similar; you can use the following read-aloud text for all of them.

This room's southern portion is lower than the rest of the chamber, with a set of steps leading up to the room itself. A carving of a seven-pointed star, a flame flickering at its center, adorns the walls to the east and west, while to the north, doors stand in a wall of dark red stone—a contrast to the gray stone walls elsewhere in the chamber. Each door's handle features a tiny little metal basket that looks like it's meant to hold a small bead-shaped object.

The northernmost room has an additional feature instead of a red wall with doors to the north:

To the north of this room, the wall curves in a semicircle. A single red stone statue of an angry woman holding a ranseur stands to the north, her weapon held in one hand pointed toward the southern doors, while her other hand

reaches out with a cupped palm, as if expecting a gift. The ranseur itself appears to be a real weapon, and not an integrated part of the statue itself.

A character who succeeds on a DC 19 Society check to Recall Knowledge recognizes the statue as depicting Runelord Alaznist, the ruler of the lands west of what is now the western coast of Varisia in the pre-Earthfall era.

Runelord Alaznist only rarely visited these chambers, as the threat of the Hellstorm Flume was enough to keep enemies away from her borders. In order to make sure those stationed here never forgot who was in charge, they were expected to perform a weekly "check in"—reporting to the statue of Alaznist in area B4c, with the knowledge that someone, perhaps even Alaznist herself, was watching through the statue's eyes. Even reaching the statue to make their report was fraught: Navigating these three rooms—the "Three Steps"—required knowing the correct set of triggers, which were under the control of the catacombs' commander; minions who needed punishment were set up for failure by being given incorrect codes. With this method, even those who had pleased the commander were never sure they had done well until they reached the statue and gave their report, which served well to keep everyone on their toes.

The latest pattern for navigating the Three Steps has remained unchanged for thousands of years, as the catacombs' commander perished during Earthfall. For safe passage, those traversing the chambers must set garnet beads into the little metal baskets on the door handles, going from least valuable to most valuable, south to north, and culminating in the placement of the 7th, most valuable garnet bead in the upturned palm of the statue of Alaznist in area B4c. A full set of these garnet beads can be found in area B3, and instructions for how to use them can be found in area B6a.

The doors in the walls here are all made of stone, none of them are locked, and they all open to the south. However, if a door is opened without the correct garnet bead having been placed into its handle's basket, the trap in the room to the north becomes armed. Placing the garnet bead worth 2 gp in B4a's southern door disarms the trap in area B4a. Placing a 5 gp garnet bead in the two doors between areas B4a and B4b disarms the trap in area B4b. Placing the three 10 gp garnet beads in the northernmost three doors disarms the trap in area B4c. Placing the 25 gp garnet in the little divot at the base of the statue of Alaznist prevents it from animating.

Creature: While no one watches through the statue's eyes these days, it's still a potential danger. If a

25 gp garnet bead is not placed in its upturned palm within 1 minute of a creature entering this room, the statue animates and attacks. It pursues foes throughout all three rooms, but not beyond into the hallway south of **B4a**.

STATUE OF ALAZNIST

CREATURE 5

N **MEDIUM** **CONSTRUCT** **EARTH** **MINDLESS**

Variant animated statue (*Pathfinder Bestiary* 21)

Perception +11; darkvision

Skills Athletics +13

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

Items +1 striking ranseur

AC 23 (19 when broken); construct armor; **Fort** +14, **Ref** +11, **Will** +7

HP 54; **Hardness** 7; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious.

Construct Armor As animated object, but reduced to AC 19 when broken.

Speed 20 feet

Melee ranseur +13 (disarm, magical, reach), **Damage** 2d10+4 piercing

Hazard: If a creature ends their turn inside of any of these three rooms, the fires burning at the center of the Sihedrons to the east and west flash—red in area **B4a**, blue in area **B4b**, and green in area **B4c**—and then blast the room with dangerous magic. All three rooms have separate but nearly identical traps that trigger independently of each other.

THE THREE STEPS

HAZARD 5

UNCOMMON **MAGICAL** **TRAP**

Stealth DC 23 (trained)

Description Beams of magical energy fire from the Sihedrons to fan the room.

Disable Thievery DC 23 to trick the basket on the door handle into thinking it's got a proper bead inside it, or DC 18 Stealth each round to avoid being detected by the trap

Wrathful Blast **Trigger** A creature ends its turn in the room. **Effect** Beams of energy fan out of the Sihedrons on the east and west wall, causing 9d6 energy damage (DC 22 basic Reflex save) to all creatures in the room. The trap in area **B4a** deals fire damage, the one in **B4b** cold damage, and the one in **B4c** poison damage.

Reset Each trap resets automatically in 10 minutes.

Treasure: If the statue of Alaznist is destroyed, or if it is placated by placing a 25 gp garnet bead in its palm, the PCs can take its magic ranseur with ease.

If the garnet bead is removed while anyone is in the room, though, the statue animates and attacks. Likewise, removing beads from the door handles reactivates the traps in the room to the north.

Like the dagger in area **B2**, the ranseur's haft has a hollow section that can be discovered with a successful DC 19 Perception check. Opening a panel near the ranseur's base reveals a hollow tube-like interior that contains three scrolls—a *scroll of wall of fire*, a *scroll of weapon storm*, and a much longer scroll that contains the formula for a *consecrate* ritual the PCs will need later if they wish to reactivate the stones in area **B10**.

Reward: If the PCs gain the magic ranseur without having to fight the statue, grant them XP as if they defeated it in combat (in which case they earn no additional XP for destroying the statue at a later date).

B5. ARMORY

Both doors to this room are locked, but the key hidden in area **B6a** can unlock either. Otherwise, a DC 20 Athletics check can Force Open a door, as can a DC 25 Thievery check to Pick the Lock.

Thick layers of ash cover mostly empty weapon racks in this room, although an old sword and a small stack of arrows sit on a shelf in the southeast corner. A single seven-pointed star is carved in the ceiling. At its center flickers a strange blue fire that periodically trails what appear to be snowflakes that melt away to nothingness before they reach the floor. What appears to be a scorch mark radiates from under the door to the south, as if a great explosion sometime long ago burst in the room beyond.

Once, this armory was also protected by a devastating trap that would flash-freeze intruders here, capturing them in a pain filled suspended animation so that they could be carted off to nearby prisons for later interrogations. Time has not been particularly kind to this trap though, as its potent magic burned through the other protections against erosion. As soon as anyone enters the room without holding a (long gone) badge of office, the Sihedron's blue flame flashes brightly and for a split second, everyone in the room feels the temperature drop alarmingly. The fire then sputters, only to fizzle out forever, plunging the room into darkness.

Treasure: The lone remaining sword is a +1 cold iron *longsword*, while six of the arrows are *beacon shots*. A seventh arrow that looks identical to the others unless it is cleaned of the thick layers of dust is a single *storm arrow*. Finally, two *striking runes* sit, covered with dust, on the floor in the northwest corner.



B6. COMMANDER'S STUDY

A wooden desk sits near a tipped-over chair lying on the ground. Layers of dust cover the desk and several scrolls and ledgers atop it. A large map is displayed on the wall opposite it; while the colors are faded, it's still mostly legible. Doors sit in the north and south walls.

The last commander of the catacombs was a magus named Jhasker. When Earthfall began, he panicked and gathered up as much of the sensitive information stored here as he could, assuming that Runelord Karzoug had finally worked up the courage to strike at one of Alaznist's fortifications. Area **B6a** was a storeroom, but the commander fled with most of the supplies kept here only to be incinerated in the tunnel leading west from area **B8**.

The map on the wall shows the region surrounding the area before Earthfall, but it might not be immediately obvious to the PCs because, in that era, the ocean was many miles away. A PC who examines the map recognizes this with a successful DC 20 Society (or any appropriate Lore) check to Recall Knowledge. All of the labels on the map are in Thassilonian. The current coastline is marked roughly on the map as "The Rasp," and the location where Sandpoint is at is labeled "HF Compound"—short for Hellstorm Flume. Just before it all ended, Jhasker had been tracking locations where he suspected Runelord Karzoug had set up nearby bases of operation, with the intent of leading raids against them. Karzoug's towering sentinel statue that once stood where Thistletop stands is noted, of course, but there are a few other areas on the map that indicate possible hidden bases; the region known today as "the Pit" seems to have been a particularly interesting area to Jhasker, as it's been circled and a scrawled note says, "Captured spies whisper of a sizable Shalast cohort stationed here, led by someone named Liralarue—must secure authorization from Mistress for a raid."

Treasure: The notes and ledgers on the table crumble to dust if touched, but the ancient map can be removed, and is worth 50 gp. The storeroom (area **B6a**) is mostly empty, but two things of note can be found here. The first is a key ring with two keys on it: one is a *sneaky key talisman*, and the other is an iron key that unlocks the doors to area **B5**. The second item of note is an old and fragile scroll, on which Jhasker recorded the latest method for navigating the Three Steps, along with a list of three names of insubordinate soldiers to whom he planned to give faulty instructions. These notes are written in Thassilonian, and if the scroll is handled roughly, it crumbles to dust.

B7. GUARDPOST

TRIVIAL 4

In the ceiling of this unfurnished room, in a single carved star, a fire flickers. The floor next to the southeast door bears a scorch mark, as if the area beyond the closed portal suffered an intense blast long ago.

Creature: A 7-foot-tall statue of a bat-winged, vaguely humanoid bull with gold-colored horns stands in the southwest corner. This is an ancient divine warden; a PC who succeeds on a DC 20 Religion check to Recall Knowledge recognizes that it is carved in the image of Haagenti, demon lord of alchemy, invention, and transformation. This divine guardian is almost half the size of a typical divine guardian, and as such it's slightly less dangerous. Nevertheless, it fights until destroyed, pursuing the PCs relentlessly since all of those who could have ordered it to stand down are long dead.

DIVINE WARDEN OF HAAGENTI

CREATURE 4

UNCOMMON N MEDIUM CONSTRUCT MINDLESS

Variant divine warden (*Pathfinder Bestiary* 3 73)

Perception +9; darkvision

Skills Athletics +12

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

AC 20; **Fort** +13, **Ref** +7, **Will** +9

HP 45; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Divine Destruction (divine, necromancy) As divine warden, but 4d6 negative and DC 17.

Faith Bound As divine warden.

Speed 30 feet

Melee ✦ battle axe +12 (magical, sweep), **Damage** 2d8+5 slashing

Melee ✦ horns +12 (magical), **Damage** 2d8+5 piercing plus Knockdown

Divine Innate Spells DC 17; **Cantrips** (2nd) *divine lance*

Divine Domain Spells 1 Focus Point, DC 17; **2nd** *athletic rush* (*Core Rulebook* 389), *splash of art* (*Core Rulebook* 397)

Faithful Weapon As divine warden, but battle axe, striking rune.

Instrument of Faith As divine warden.

B8. FIRESCARRED HALL

The walls, floor, and ceiling of this long, pitch-dark hall are blasted black with soot, and a fine layer of ash covers the floor. Scattered here and there are heaps of ash from which a few fragments of bone protrude. The tunnel heads further to the west into darkness.

When Earthfall struck, the magic energies that blasted the land caused the Hellstorm Flume to backfire. An inferno blasted through the control stones in area **B10** and washed through the secret door into this hall, incinerating several unfortunate soldiers in the process. A successful DC 20 Arcana check made while examining the remains and soot confirms that a powerful ancient blast of magical fire tore through here ages ago. A critical success notes that the fire seems to have come from a point on the eastern wall.

The secret door to area **B9** is caked with soot and somewhat tough to locate, requiring a successful DC 23 Perception check to notice, but the secret door to **B10** is more obvious. When the Flume backfired, it blasted through the door as if it wasn't there, transforming it from stone into a sort of compact ash. A DC 15 Perception check is all that's needed to notice the door-shaped ashen patch on the wall, but regardless, any disturbance to this door causes it to crumble away, revealing the opening to area **B10**.

The tunnel leads on underground to the west at area **B8a** for just under 200 feet before coming to a collapse. This tunnel once led all the way to the Hellstorm Flume, but it collapsed during Earthfall.

B9. YAMASOTH SHRINE

The walls of this room are adorned with unsettling carvings in an eerie-looking alphabet. To the east sits an even more unsettling sight—a five-foot-wide egg or plant bulb carved from dark green stone. Stony tentacles or roots radiate out from the sides of the egg, making it appear to be clinging to the eastern side of the room.

A successful DC 25 Religion check to Recall Knowledge is enough to recognize that this room is a shrine to the qliphoth lord Yamasoth. The carvings on the walls are prayers to this foul entity in Abyssal.

Treasure: Succeeding on a DC 20 Perception check while examining the central “pod” of the altar reveals that it can be opened by gripping one of the many shallow fissures on the pod and tugging. Doing so causes the entire thing to open like a flower—or a mouth, considering the sharp tooth-like spikes within. Inside the mass is an ancient skeleton; the altar doubles as a cruel sort of iron maiden meant to sacrifice victims to Yamasoth in a way akin to the qliphoth lord's favored method of transformation. This unfortunate person was sacrificed a day before Earthfall, punishment for being suspected of stealing a

magical treasure. As it happened, the victim was guilty, and hid the stolen *jade serpent wondrous figurine* by swallowing it—it now rests in plain sight in the middle of his skeleton.

B10. HELLSTORM FOCUS

MODERATE 4

This room's walls, floor, and ceiling are caked with a thick layer of dark soot and ash. A five-foot-wide, two-foot-tall slab of red stone stands in the middle of the room, its top etched with the image of a seven-pointed star. Surrounding it stand five more slabs of red stone. These red pylons and the central stone are curiously devoid of any ash or soot, and occasionally seem to shimmer with faint fiery energy.



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These red stone megaliths once served as the focus for the Hellstorm Flume. From here, one versed in the use of the focus could activate the Flume and direct its beam of devastating fire to strike targets several miles away. A close examination of the stones reveals that they're covered with thousands upon thousands of tiny glowing Thassilonian runes—the source of the fiery shimmer. The *Hellstorm Focus* itself still has power, but with the Flume itself destroyed, reactivating it would be deadly; the resulting blast of fire would simply blanket the region, incinerating Sandpoint and its hinterlands. Fortunately for the PCs, restoring the offensive capacity of the *Hellstorm Focus* would take a lot of time and effort, but with some work and the proper adjustments, its use as a portal can be restored to aid in the exploration of the Pit. At the moment, though, there's little the PCs can do to learn more about the *Hellstorm Focus*—researching the powerful device is covered in greater detail in Chapter 2.

Creatures: When Earthfall hit, the *Hellstorm Focus* backfired and incinerated several magi who were present and preparing to use the Flume to strike at what they believed to be Runelord Karzoug's approaching forces. Three of those slain by the fires have become combusted—burning undead guardians of the room. Each of these flaming remnants rise up from a separate pile of ash and bones to attack anyone who enters the room. They fight until destroyed, but do not pursue foes from this chamber.

COMBUSTED (3)

CREATURE 3

Pathfinder Book of the Dead 80

Initiative Perception +6

Reward: Grant the PCs 60 XP for discovering the *Hellstorm Focus*.

Speaking With the Dead

At some point after the PCs have recovered Nualia's remains and return them to Abstalar for safe keeping, the time comes for the *call spirit* ritual to be performed. The timing of this event is left to you to determine—it's best if you give the PCs time to explore the catacombs first, since there are some items awaiting discovery within the old chambers (particularly the *cultist cowl*) that will aid the PCs in their task.

The time comes when Abstalar's old friend **Audrahni** (CG female elf cleric of Ashava 9) arrives in town. She settles down in one of the rooms in the Sandpoint Cathedral, so a great time to have Abstalar introduce her to the party is after they emerge from a particularly grueling session of exploration below. Audrahni is a pale-skinned, dark-haired elven woman who dresses

in somber colors and, unlike most elves, moves with a somewhat awkward gait and has a slumped posture. This awkwardness was once reflected in her introverted personality, but after her adventures with a group of heroes who went on to face Runelord Alaznist herself only a few years ago, she's regained her faith and has more confidence and a much friendlier demeanor.

As a worshipper of Ashava, the empyreal lord of dancers, lonely spirits, and moonlight, Audrahni is a quite capable healer, and if the PCs are wounded or need divine aid when she meets them, she's eager and willing to provide healing for them, free of charge. More importantly, she fully supports Abstalar's plan to call upon Nualia's spirit to forgive her—for from what Audrahni understands, the aasimar's soul is very likely the definition of one of the lonely spirits her faith urges her to guide and assist.

FORGIVING NUALIA

While Audrahni serves as the primary caster for the *call spirit* ritual, and Abstalar serves as its secondary caster, there remains a very important role for the PCs to perform. Audrahni explains that the particulars of Nualia's death, her past with Sandpoint, the passage of nearly two decades of time, and the desecration of her remains all make for a less than ideal set of circumstances for calling her spirit. It will take all of her focus, as well as Abstalar's, to ensure that Nualia's spirit can be properly called, and even then, there's a chance that restless spirits might arrive as well. If this happens, Abstalar and Audrahni must focus on blocking those spirits from fighting their way through to potentially become dangerous undead—which would leave the PCs with the responsibility of not only helping to shore up the ritual's magic, but to be the ones to speak to Nualia's spirit if she answers. If the PCs are unsure of what to ask Nualia, Abstalar coaches them. While Audrahni hopes this won't be necessary, her concern is real, and she fears that the PCs will very much be needed.

The best way to contact a spirit in this case, Audrahni explains, is under moonlight, and so she and Abstalar intend to perform the ritual at night in the open-air cathedral courtyard. They plan to perform the ritual on the next clear night, an hour after sunset when the moon shines down into the courtyard. While moonlight is essential for the ritual, a few extra lanterns won't hurt. If not all the PCs can see well in dim light, Abstalar recommends the PCs set up some lanterns in the courtyard as the ritual begins.

It takes an hour to cast the ritual, during which time Audrahni and Abstalar focus on the chanting, lighting candles and incense, and other rites required to beckon

Nualia's spirit. They ask the PCs to be on hand but indicate that it won't be until the ritual is almost complete that they'll know if things have gone awry. Regardless, she briefs the PCs on methods they can use to aid them. In the meantime, the PCs are expected to wait nearby while the ritual commences. Once things begin, faint whorls of moonlight begin to manifest, and the PCs can get glimpses of dim figures starting to dance in a circle around the two casters. As the hour goes on, these manifestations of the magic grow more and more obvious, with an unnerving chill settling into the air.

Assuaging the Locals

About 10 minutes after the ritual begins, a harried-looking acolyte rushes up to the PCs after glancing over toward Abstalar and gasping at the sight of the magic building around him and Audrahni. The acolyte then turns back to the PCs with worrying news—a small “mob” has gathered at the entrance to the cathedral, and they're demanding to be let in to speak to Abstalar. The acolyte nervously asks the PCs to help disperse the mob. If the PCs refuse, troublemakers in the mob allied with the Scarnettis break into the cathedral and rush into the courtyard to confront Abstalar for “calling up evil spirits.” The interruption ruins the ritual, which fortunately has no bad side effects other than wasting the expensive candles and incense used, and Abstalar and Audrahni manage to talk down the crowd by promising to put the matter of forgiving Nualia to the Town Council. Needless to say, the ritual won't be completed this night—see *Enemies of the Faith* in Chapter 2 for more details.

If the PCs agree to help, they find a group of about two dozen concerned locals gathered at the cathedral entrance. Some carry torches and lanterns, but for the moment none appear to be armed with actual weapons. As the PCs approach, they hear voices calling out, demanding to speak with Abstalar and voicing concern about “taunting the dead” or “toying with evil spirits.” Loudest among the voices is a young man hammering on the door with his fist—**Charn Scarnetti** (LN male human aristocrat 3).

Once they open the doors, the PCs have several options for dispersing the crowd. Each PC can attempt once to do so, but if all of the PCs fail, Charn whips the small mob into enough of a frenzy that they

storm in to confront Abstalar, resulting in the ritual's disruption. The order in which the PCs attempt to disperse the crowd is up to the players, but each attempt is resolved by an individual skill check. A PC can attempt to Aid another's skill check, but doing so means they can't attempt their own check.

Appeals: A PC can appeal to the mob's sense of civility or try to instill a sense of shame for acting so uncivilized by attempting a DC 23 Society check.

Diplomacy: A PC can attempt a DC 19 Diplomacy check to Make an Impression on the crowd to soothe their anger, or merely promise that they'll do their best to keep everything safe and will put a stop to the ritual themselves if things look dire.

Misdirection: A PC can outright lie to the crowd, either trying to convince them that the ritual is not happening tonight after all, or that Abstalar is not present and is out attending a sick patient, or otherwise distract them from their anger with a successful DC 20 Deception check.

Threats: A PC can match the crowd's fury with their own, issuing threats of legal action, warnings that the mob might be making things worse by being distracting, or even hinting at the possibility of a fight by succeeding on a DC 18 Intimidation check.

Violence: Any display of actual violence, be it attacking anyone in the crowd or casting a spell (regardless of the spell's intent—the locals are quick to assume the worst if they see hand-waving and hear magic words), causes the crowd to disperse at once, but as they flee, several of them shout warnings over their shoulders: “This isn't the end of it—far from it!” If the PCs resort to violence, they lose 2 Reputation Points with every town faction; if any villagers are slain, the PCs lose 5 Reputation Points with every faction instead.

Reward: Grant the PCs 80 XP if they disperse the crowd peacefully, or 40 XP if they resort to violence.

Assisting the Ritual

Severe 4

If the angry mob is turned away, the PCs can return to the courtyard. The ritual proceeds without issue until it nears the end, when suddenly, a new manifestation appears amid the shimmering motes of moonlight and dancing spectral figures—shadowy skeletal shapes that begin to claw up from the ground and swipe at the dancing spirits. Audrahni quickly motions for the PCs to approach and assist.



Audrahni

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DISSENTING OPINIONS

Not everyone in Sandpoint thinks contacting Nualia's spirit is a good idea, either out of fear of releasing an undead monster into the world, bitterness about offering forgiveness to a woman that caused so much misery, or beliefs that the dead should be left in peace. Further complicating this matter are those who secretly loathe Abstalar and would like to see his reputation suffer. Abstalar tries not to let word of his plans get out as the night of the ritual draws near, but Sandpoint is a town of gossips, and rumors spread. Abstalar decides to close the cathedral to the public at sundown on the night the ritual begins, but this causes a backlash the PCs will need to help out with. It also sets up a recurring plot thread that's explored in greater detail in *Enemies of the Faith* in Chapter 2.



Charn Scarnetti

dance up out of the earth to manifest fully. They attack the PCs at once, using Stealth for initiative. If the PCs don't defeat the shadows, then Audrahn and Abstalar are forced to abandon the ritual to finish the undead off and save the PCs. In this case, the two want to try the ritual again in a few nights—and now that the PCs know what they may face, they should be able to prepare a bit more. No map is provided for this unlikely encounter, but the courtyard in which this fight takes place is large and open enough that you can play it out on a blank grid if you wish.

SHADOWS (3)

CREATURE 4

Pathfinder Bestiary 289

Initiative Stealth +14

Reward: If the PCs prevent the shadows from breaking through, grant them XP as if they had defeated them in combat.

Speaking with Nualia

If the ritual is a success, Nualia's spirit rises up with a mournful cry. She appears as a ghostly version of how she appeared in life—an aasimar woman with long hair wearing a breastplate that leaves her scarred abdomen exposed, her left hand a demonic claw and her eyes glowing with white light. Her entire ghostly form sheds a pulsing blue-green glow, an amplification of the moonlight into which she has been called.

As Audrahn feared, the particulars of this ritual have left her and Abstalar in a trance, their bodies swaying as they dance with the swirling vortex of moonlit spirits. As her mournful cry tapers off, Nualia settles into a position floating just off the ground, not far from Abstalar and Audrahn. She peers closely at them, focuses more intently on Abstalar, and then says in a haunting voice, "I remember you... why did you call upon me... you hated me... you all hated me..."

Answering Nualia falls to the PCs, and she swiftly turns her attention to them as they address her. The PCs have 10 minutes to speak, but as soon as they mention that they seek to forgive her, she sneers and utters a bitter laugh before pointing out that the apology and forgiveness are two decades too late, and that "the apology of a few means nothing when all of Sandpoint hated me."

The PC's discussion with Nualia should be run as an Influence encounter (*Gamemastery Guide* 151), with each round of the encounter lasting for

To fight back against the shadows that attempt to squeeze through the barrier between life and death, each PC must attempt the following activity.

BOLSTER THE RITUAL

CONCENTRATE

You strive to prevent or push back against the shadowy spirits attempting to capitalize upon the *call spirit* ritual. Attempt an Arcana or Occultism check to help shore up the magic, an Intimidation check to frighten the spirits, a Performance check to join the dancing spirits and bolster them against the shadows, or a Religion check to push back against the spirits with prayer. Regardless of the skill chosen, it's a DC 19 check for success.

Critical Success The party earns 2 Victory Points.

Success The party earns 1 Victory Point.

Critical Failure The party loses 1 Victory Point.

If the PCs earn at least 3 Victory Points, they manage to hold back the spirits long enough for Audrahn and Abstalar to complete the ritual and call Nualia's spirit into the courtyard—her presence overwhelms the shadows and banishes them from this world. If the PCs earn fewer than 3 Victory Points, three shadows

1 minute. Since *call spirit* has a 10 minute duration, the PCs have 10 rounds to attempt to Influence Nualia and to try to convince her that she has been forgiven.

NUALIA'S SPIRIT

CE MEDIUM AASIMAR HUMAN SPIRIT

Embittered soul in limbo

Perception +12

Will +15

Discovery DC 18 Demon Lore, DC 19 Society, DC 20 Perception

Influence Skills DC 18 Society (to remind Nualia her life in Sandpoint had some good points), DC 19 Religion (to note that it's not too late for her to make choices that might save her from being sent to the Abyss once her soul is judged), DC 19 Diplomacy, DC 20 Deception, DC 22 Intimidation

Influence 3 Nualia remains bitter and accusatory, and warns the PCs that she, as with Chopper before her, were but early dooms that came to Sandpoint—the worst is yet to come, and when Sandpoint burns, everyone will finally feel the pain she felt during her final years of life. "There are seven dooms in Sandpoint's future," she warns.

Influence 6 Nualia's expression softens, with sorrow beginning to replace her anger. Now she mourns the PCs and the people of Sandpoint, claiming that they all did her a favor by killing her before "the seven true dooms finish what was begun so long ago." Furthermore, she points out that even if she's forgiven, she can't forgive those who forced her down her path; those who taunted and tormented her while she lived doomed their children more than anything she could have done.

Influence 9 Finally, sadness fully replaces Nualia's anger. She observes that forgiveness from those who never wronged her directly is a bitter salve, and invites the PCs to seek her out in the land of the dead once the Pit disgorges its seven dooms upon them all. Then, perhaps, she'll be ready to consider forgiving those who ruined her life, for they'll have the wisdom of the far side of the grave at last. Regardless of how much time remains with the *call spirit* ritual, at this point Nualia's sadness becomes overwhelming and she begins to fade away, returning to the Boneyard. As she goes, she offers one final warning: "Not all who have plagued Sandpoint lie still, and new enemies work in the shadows. I do not wish these seven dooms upon Sandpoint, but one does, and that one hearkens on red wings. Unless you can delve the Pit in time, you will not escape his fires."



Nualia

Resistances Nualia grows angry and spiteful the first time any attempt to Influence her that includes mention of Sandpoint results in a failure, after which all DCs to Influence her increase by 2 (or by 4 on a critical failure). If they mention her foster father Ezakien Tobyn, regardless of the result of the Influence check, her rage boils to the surface and all DCs to Influence her increase by 2 as well.

Weaknesses If, after Ezakien Tobyn has been mentioned and she's grown infuriated, the PCs manage to succeed at an Influence check where they censure or condemn Ezakien's acts, they reduce all Influence DCs by 4.

Background Nualia's spirit has been waiting for judgment in the Boneyard for the past 17 years, but to her it feels like only a few months have passed since her death and she's wracked by conflicting emotions: shame for what she did, fury for having been slain before she could achieve her goals, and fear about what might await her in the Abyss once she's judged by Pharasma.

Appearance A beautiful woman with long silver hair, glowing violet eyes, a heavily scarred abdomen, and a demonic left arm that ends in a frightening taloned hand.

Personality angry, despairing, mocking, suspicious

Penalty If the PCs fail to reach Influence 9 with Nualia, she shrieks in anger and shame and warns the PCs that they should be thankful she's dead, lest she become the latest doom to come to Sandpoint. As her spirit returns to the Boneyard, her anger allows three shadows to finally slip through the boundary between life and death, and when the ritual ends, these shadows remain behind to attack the PCs while Audrahn and Abstalar are momentarily left reeling and incapacitated from the magical backlash of Nualia's enraged departure.

Reward: Grant the PCs 40 XP for reaching each tier of Influence with Nualia, for a total of 120 XP if they reach Influence 9 with her. Regardless of how successful the ritual was, grant the party 1 Reputation Point with the Sandpoint Cathedral for their aid.

Wrapping Up

Once Nualia's spirit has departed, Abstalar is eager to speak to the PCs about the ramifications of what they've heard, but for the moment the cleric is worn out and needs rest. He promises to meet with the PCs first thing in the morning. Continue with Chapter 2: Strange Times in Sandpoint.

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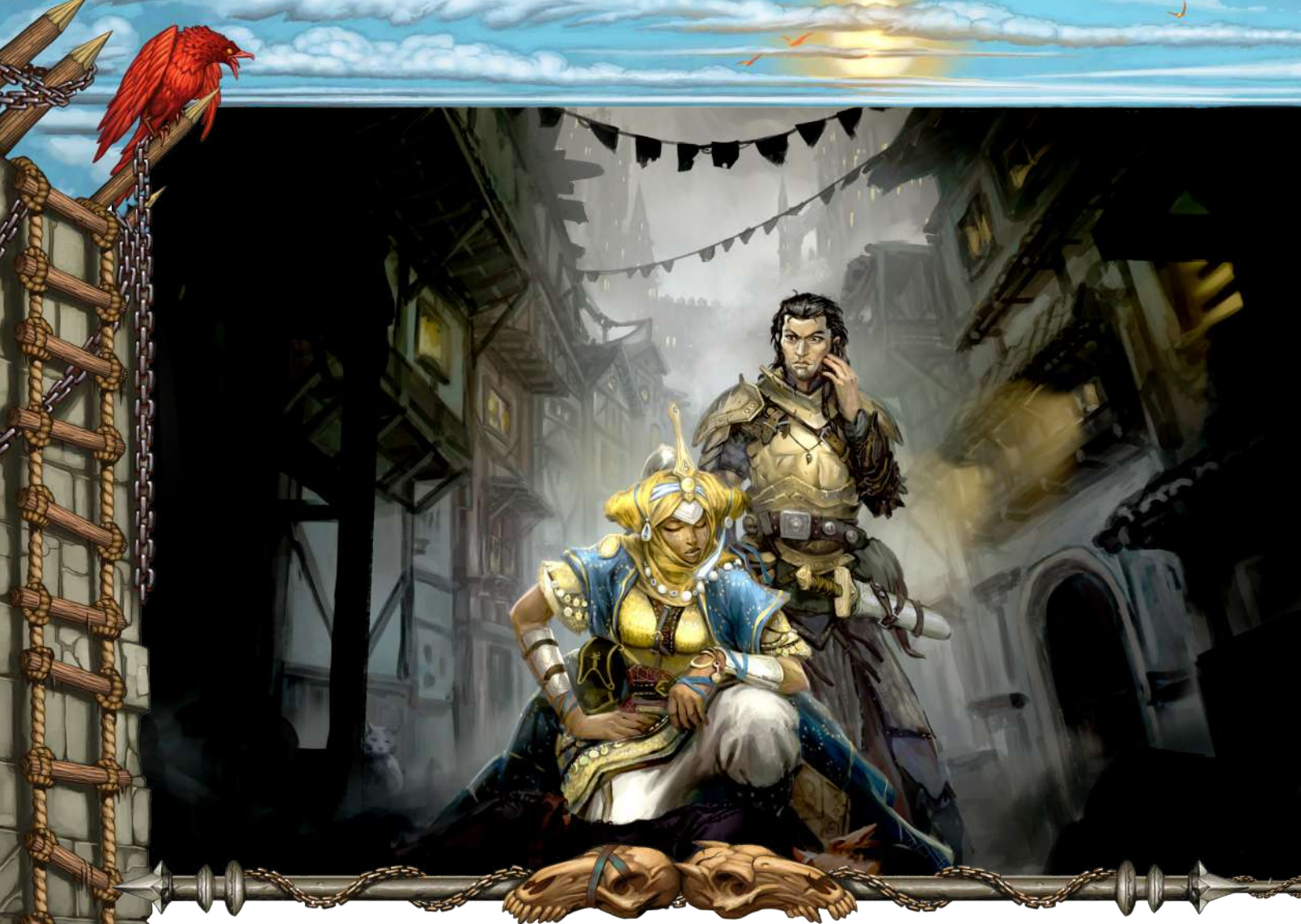
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Chapter 2: Strange Times in Sandpoint

Soon after sunrise, on the day after the ritual to contact Nualia plays out, Abstalar Zantus sends word via an acolyte that he wishes to speak to the PCs again. He meets them once more on the courtyard veranda in the cathedral, and while he appears a bit haggard, he's eager to speak to the PCs about what took place the night before. Audrahní attends this meeting as well, but is dressed for travel. She intends to leave town immediately to continue her trip north toward Roderic's Cove, where she plans to spend the rest of the year. If the PCs did well the night before, she thanks them for their aid and wishes them luck in their adventures ahead. Abstalar thanks her for all she's done, and as she leaves, she quietly thanks her friend and nods farewell to PCs.

Once Audrahní leaves, Abstalar thanks the PCs once more as well. If any of them are still wounded, he uses *heal* spells to attend to them, then asks for their opinion as to what to make of Nualia's words.

In particular, Abstalar is concerned about these "seven dooms" that Nualia mentioned. Let the PCs take this time to talk over the ramifications of what they've learned from both Nualia and any of their explorations of the Hellstorm Catacombs. If they are concerned about the mention of Ripnugget's name by the goblins below, or about the nature and presence of the catacombs, Abstalar shares their concern. He also asks them what they make of the number seven, noting (if the PCs don't) that seven was a particularly important number in old Thassilon.

Abstalar's adventuring days are far behind him today, but he recognizes the potential threat well enough. The past few decades have been difficult for Sandpoint. The town's endured devastating fires, pattern killer rampages, goblin raids, an attack by stone giants and a red dragon, a strange and unnatural sinkhole in the middle of the upper town, and not one but two tsunamis that, but for the town's

fortuitous topography and surroundings, could have wreaked much more devastation. Abstalar recognizes the early signs of peril, and Nualia's unsettling proclamations the night before have convinced him that some dire plot is brewing southeast of town in the Pit.

As the conversation goes on, allow the PCs a chance to attempt DC 25 Sense Motive checks against Abstalar. On a success, they note more apprehension and even nervous anticipation in his manner. If the PCs confront him on this front, he sighs and admits that Nualia's words hit him hard, as he's realized that she was right about how Sandpoint failed her, and he fears that the same elements in the small town that set into motion her acts 17 years ago have only festered in that time into something worse.

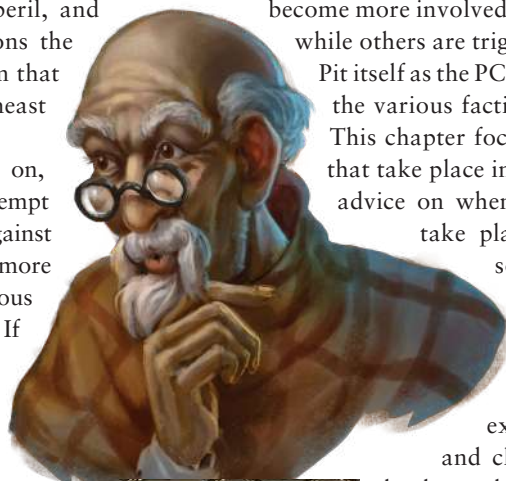
Abstalar asks the PCs for help. He wants them to travel southeast to the Pit, investigate the site, and determine if there's truth to the ghoul's claims that Ripnugget has taken up residence there.

If the PCs managed to reach influence 9 with Nualia, he also asks the PCs to keep a keen eye out for any other dangers that may be building while they explore the notorious location. He promises to provide healing for them, free of charge, whenever they return to the cathedral.

Preparing for Adventure

The PCs have their next mission ahead of them—explore the Pit! As they soon learn, the perils, revelations, and rewards they can find in the Pit are much greater than even Abstalar anticipates, and while the bulk of this adventure takes place in the dungeon chambers that surround that cylindrical chasm, there remains plenty for the PCs to do back in town in between their forays.

While there are seven separate dooms looming in Sandpoint's future, this adventure isn't on a timer. You should allow the PCs to set the pace of their explorations in the Pit, and when they return to Sandpoint, let them explore the town and spend downtime as they see fit. The Sandpoint gazetteer, starting on page 167, provides details on how the PCs can build reputations with many of the town's significant citizens, but as time goes on, other events will come into play as well. Some of these are one-off developments that the PCs will have a chance



Brodert Quink

to handle (and perhaps use to bolster their own reputations, especially if they decide they want to become more involved in the town's political scene), while others are triggered by developments in the Pit itself as the PCs begin to defeat the leaders of the various factions that hold power therein. This chapter focuses on all of the adventures that take place in and around Sandpoint, with advice on when these developments should take place and how they might be solved. You don't have to make sure every one of these encounters plays out, but they can provide the PCs with the additional experience, resources, support, and clues they need to succeed in the deeper layers of the Pit.

Unlike the later chapters of this book (or the first one, for that matter), the encounters and events presented in this chapter are meant to challenge a wide range of levels (although they skew to the lower half of the level range the PCs reach in this adventure). These developments are presented roughly in the order in which they should take place during "Seven Dooms for Sandpoint" as the PCs level up. Each event is presented with a level as well, to help guide you as to when you should stage these events and encounters—these events can occur at any time after the PCs reach the corresponding level.

OFF TO THE PIT

The following pages of this chapter focus on events and developments that take place during the remainder of this campaign. The PCs should be ready to travel to the Pit soon, if not immediately—when they do so, proceed with Chapter 3.

Preliminary Investigations



Wise PCs don't just charge off into Chapter 3 and begin their exploration of the Pit without taking time beforehand to research and investigate the site, or to further examine some of the rumors and clues they've already heard. Three topics in particular are likely to intrigue the PCs—the *Hellstorm Focus*, rumors about Ripnugget's return, and information about the Pit itself. Two of these three topics are presented here with Library stat blocks, using the research system presented on pages 154–155 of the *Pathfinder Gamemastery Guide*. Since the PCs will be researching other topics as they discover them later in this adventure, you'll want to be familiar with these research rules from the start.

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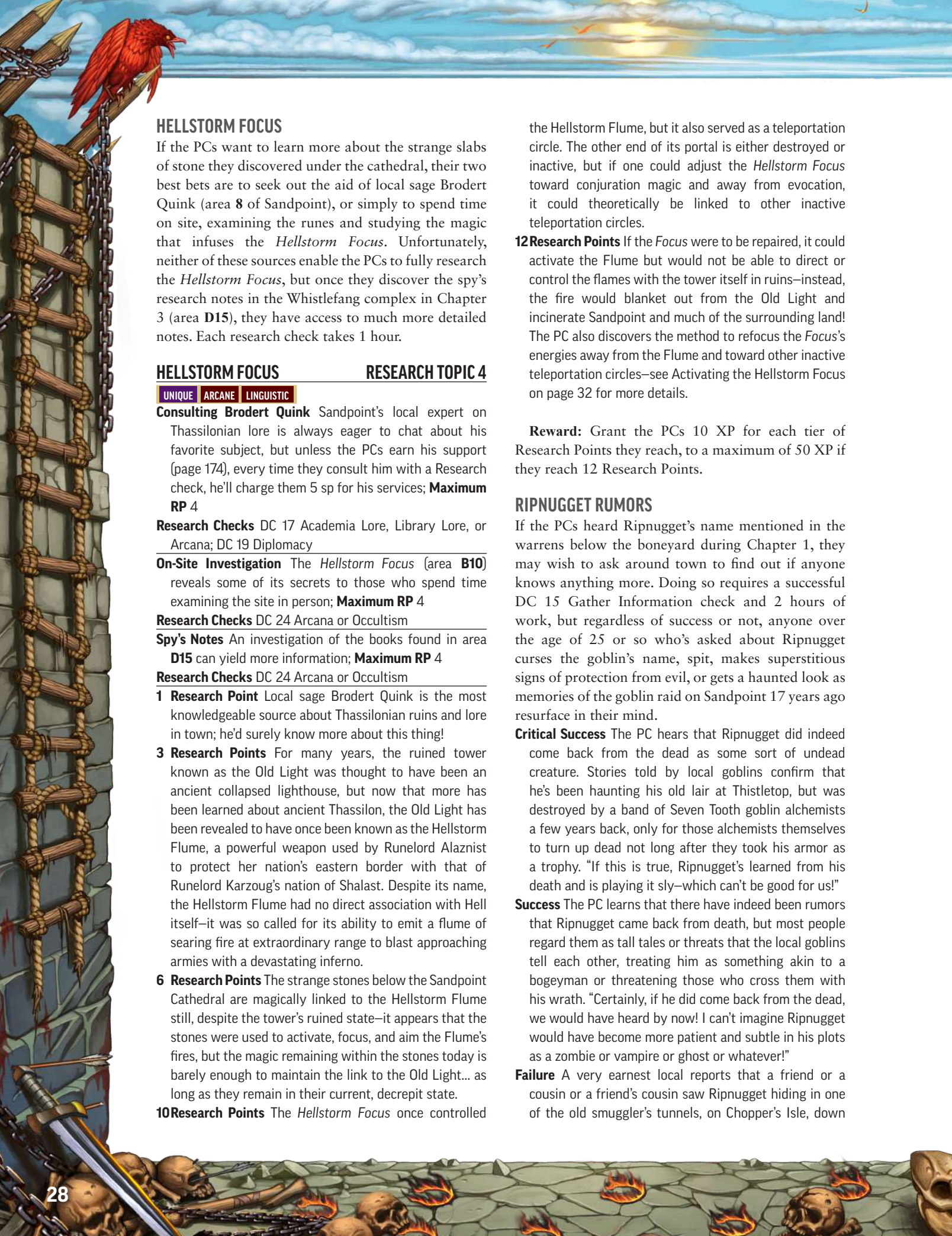
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HELLSTORM FOCUS

If the PCs want to learn more about the strange slabs of stone they discovered under the cathedral, their two best bets are to seek out the aid of local sage Brodert Quink (area 8 of Sandpoint), or simply to spend time on site, examining the runes and studying the magic that infuses the *Hellstorm Focus*. Unfortunately, neither of these sources enable the PCs to fully research the *Hellstorm Focus*, but once they discover the spy's research notes in the Whistlefang complex in Chapter 3 (area D15), they have access to much more detailed notes. Each research check takes 1 hour.

HELLSTORM FOCUS

RESEARCH TOPIC 4

UNIQUE ARCANES LINGUISTIC

Consulting Brodert Quink Sandpoint's local expert on Thassilonian lore is always eager to chat about his favorite subject, but unless the PCs earn his support (page 174), every time they consult him with a Research check, he'll charge them 5 sp for his services; **Maximum RP 4**

Research Checks DC 17 Academia Lore, Library Lore, or Arcana; DC 19 Diplomacy

On-Site Investigation The *Hellstorm Focus* (area B10) reveals some of its secrets to those who spend time examining the site in person; **Maximum RP 4**

Research Checks DC 24 Arcana or Occultism

Spy's Notes An investigation of the books found in area D15 can yield more information; **Maximum RP 4**

Research Checks DC 24 Arcana or Occultism

1 Research Point Local sage Brodert Quink is the most knowledgeable source about Thassilonian ruins and lore in town; he'd surely know more about this thing!

3 Research Points For many years, the ruined tower known as the Old Light was thought to have been an ancient collapsed lighthouse, but now that more has been learned about ancient Thassilon, the Old Light has been revealed to have once been known as the Hellstorm Flume, a powerful weapon used by Runelord Alaznist to protect her nation's eastern border with that of Runelord Karzoug's nation of Shalast. Despite its name, the Hellstorm Flume had no direct association with Hell itself—it was so called for its ability to emit a flume of searing fire at extraordinary range to blast approaching armies with a devastating inferno.

6 Research Points The strange stones below the Sandpoint Cathedral are magically linked to the Hellstorm Flume still, despite the tower's ruined state—it appears that the stones were used to activate, focus, and aim the Flume's fires, but the magic remaining within the stones today is barely enough to maintain the link to the Old Light... as long as they remain in their current, decrepit state.

10 Research Points The *Hellstorm Focus* once controlled

the Hellstorm Flume, but it also served as a teleportation circle. The other end of its portal is either destroyed or inactive, but if one could adjust the *Hellstorm Focus* toward conjuration magic and away from evocation, it could theoretically be linked to other inactive teleportation circles.

12 Research Points If the *Focus* were to be repaired, it could activate the Flume but would not be able to direct or control the flames with the tower itself in ruins—instead, the fire would blanket out from the Old Light and incinerate Sandpoint and much of the surrounding land! The PC also discovers the method to refocus the *Focus*'s energies away from the Flume and toward other inactive teleportation circles—see Activating the Hellstorm Focus on page 32 for more details.

Reward: Grant the PCs 10 XP for each tier of Research Points they reach, to a maximum of 50 XP if they reach 12 Research Points.

RIPNUGGET RUMORS

If the PCs heard Ripnugget's name mentioned in the warrens below the boneyard during Chapter 1, they may wish to ask around town to find out if anyone knows anything more. Doing so requires a successful DC 15 Gather Information check and 2 hours of work, but regardless of success or not, anyone over the age of 25 or so who's asked about Ripnugget curses the goblin's name, spit, makes superstitious signs of protection from evil, or gets a haunted look as memories of the goblin raid on Sandpoint 17 years ago resurface in their mind.

Critical Success The PC hears that Ripnugget did indeed come back from the dead as some sort of undead creature. Stories told by local goblins confirm that he's been haunting his old lair at Thistletop, but was destroyed by a band of Seven Tooth goblin alchemists a few years back, only for those alchemists themselves to turn up dead not long after they took his armor as a trophy. "If this is true, Ripnugget's learned from his death and is playing it sly—which can't be good for us!"

Success The PC learns that there have indeed been rumors that Ripnugget came back from death, but most people regard them as tall tales or threats that the local goblins tell each other, treating him as something akin to a bogeyman or threatening those who cross them with his wrath. "Certainly, if he did come back from the dead, we would have heard by now! I can't imagine Ripnugget would have become more patient and subtle in his plots as a zombie or vampire or ghost or whatever!"

Failure A very earnest local reports that a friend or a cousin or a friend's cousin saw Ripnugget hiding in one of the old smuggler's tunnels, on Chopper's Isle, down

below Junker's Edge, or along the banks of Boggy Creek just south of town. This is, of course, entirely false. At your discretion, the source of this rumor might be a local ruffian hoping to get in good with the Bunyip Club (Sandpoint's thieves' guild) and they might just send the PCs into an ambush. In this case, if the PCs investigate this false lead, they're attacked on site by four bandits (*Gamemastery Guide* 208) who hope to rob the PCs and buy their way into the Bunyip Club with the spoils. These bandits panic and flee if any of them are reduced to 10 HP or fewer; if captured, they beg for mercy and confess to the whole lie.

RESEARCHING THE PIT

The Pit has long been known to the locals as a place of danger. Simply asking around to Gather Information is an excellent way to learn more about the site; each attempt to do so takes 2 hours of work. Alternatively, a PC can attempt to Recall Information about the Pit on their own. Finally, Brodert Quink's collection of lore likely holds additional secrets; these checks take 1 hour.

THE PIT

RESEARCH TOPIC 4

UNIQUE LINGUISTIC

Gathering Information Many locals have their own stories and tall tales about the Pit; **Maximum RP 5**

Research Checks DC 19 Diplomacy

Recall Knowledge Any PC with the right skills can attempt to remember information about the Pit; **Maximum RP 5**

Research Checks DC 17 Sandpoint Lore, DC 19 Society

Consulting Brodert Quink Brodert has a large collection of old books and tomes that contain bits and pieces of information about the Pit, but unless the PCs earn his support (page 174), every time they attempt a Research check here, he'll charge them 5 sp for his services; **Maximum RP 5**

Research Checks DC 19 Academia Lore or Library Lore, DC 21 Perception

1 Research Point The Pit is a mysterious open shaft in the heart of the rocky escarpment known as Devil's Platter; it's located just over 2 miles to the southeast of Sandpoint.

4 Research Points The safest route to the Pit is to take the Lost Coast Road south to Cougar Creek Road. Then, follow the road southeast past Trennel's Farm and Sarl's Farm, and turn east along Wisher's Trail. Upon reaching Wisher's Well, head north; the rise up to Devil's Platter is rough but climbable there. The Pit itself is about a half-mile north of the climb. Locals mention that Brodert Quink likely knows more about the Pit, and if he doesn't, there's surely more information among his collection of old books.

6 Research Points The Pit is about 50 feet across, and who knows how deep it is since it's always filled with fog at

about 50 feet down. A few ledges lead down the inner shaft to some caves. Sources say that the Sandpoint Devil lives at the bottom of the Pit. Adventurers used to visit the Pit semi-regularly, but the place is dangerous, and these days most opt instead to seek adventure elsewhere. The latest group of adventurers to attempt to explore the Pit included Alma Avertin's daughter, Arika, but Arika claims they ran afoul of the Sandpoint Devil. She was the only survivor.

10 Research Points There are several caves lining the Pit's inner walls. A clan of goblins dwells in the uppermost caverns. They're known as the Whistlefangs for their practice of drilling holes in their teeth to help them whistle loudly; it's said they communicate this way. Adventurers have explored the Pit's caves before, but the place is dangerous and very few come back. A while back, a group of adventurers plumbed the Pit with a rope and weight and got a measurement of 150 feet, but when they tried a second measurement from the opposite side, something grabbed the rope and pulled all but one of them down to their deaths. The surviving adventurer left the area and never returned.

15 Research Points Reports from other adventurers claim that some of the caves in the Pit's walls aren't caves at all, but ancient Thassilonian ruins. Most believe this to be just rumors spread by doubtful adventurers who weren't even brave enough to enter the Pit in the first place and are looking for attention.

Reward: Grant the PCs 10 XP for each tier of Research Points they reach, to a maximum of 50 XP if they reach 15 Research Points.

LOOKING FOR ARIKA AVERTIN

Once the PCs learn about Arika Avertin's tragic adventure in the Pit, they may try to seek her out for more information. With a successful DC 15 Diplomacy check to Gather Information, a PC confirms that she still lives in town, but she's been away for a while with a new group of adventurers. A visit to Sandpoint Savories (area 21 on Sandpoint's map) confirms that she's not in town. Her mother, Alma, is worried about her, and if she trusts the PCs she might ask them to keep an eye out for her. Alma can confirm who Arika's been adventuring with (see Dinner at the Rusty Dragon on page 35) but isn't sure where she is now—last she heard, Arika and her new group had headed south to Magnimar. Alma's had arguments with her daughter about her adventuring lifestyle, and worries that their last fight may have driven a rift between them that might not mend—if the PCs find her, she asks them to let her know that “Mother is worried about you and wants you to come home.”

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The PCs might also ask the Runewatchers, for this faction is known to keep track of local adventuring groups. The Runewatchers, a relatively new group in town of scholars who study all things Thassilonian, can confirm that Arika's previous adventuring group met a grisly end in the Pit, but other than knowing that she recently headed to Magnimar to join a new adventuring group, they don't have much more information about her whereabouts at this time. If the Runewatchers learn that the PCs are intending on investigating the Pit, they become very interested—see the start of Chapter 3 for details.

Enemies of the Faith



Word that Abstalar Zantus actually contacted Nualia's spirit spreads quickly in the days after the ritual, fueling an already extant worry among some in town that the cleric has been tampering with forces best left alone. The rumors continue to gain power in town—not so much because of continued evidence, but as the result of a shadow campaign of misinformation being spread by Charn Scarnetti and several of his cronies.

It won't be long before Abstalar receives a missive from Mayor Deverin—notice of an emergency meeting of the town council to take place that evening at sunset to speak about these rumors. If the PCs failed to stop Charn's mob in Chapter 1 and they disrupted the ritual, this meeting takes place as a direct result of that event, and all checks made to interact with the councillors suffer a -1 circumstance penalty. Abstalar asks the PCs to accompany him to this meeting to help provide context and support.

The meeting is a public one, and the town hall's main chamber is packed with concerned citizens, including Charn and a dozen of his supporters. As a member of the town council, Abstalar takes his seat at the large table at the head of the hall along with the other six councillors, and indicates the PCs should be seated nearby in the small seating just to the west of the table reserved for guest speakers—doing so effectively puts them on display for the rest of the room to watch, and the PCs should not miss the mix of curious, admiring, and suspicious glances sent their direction from the gathered citizens.

The meeting has only one agenda item—a discussion about whether or not Abstalar Zantus has put Sandpoint at risk by contacting the spirit of one of the town's most notorious enemies. Mayor Kendra Deverin calls the meeting to order, taking a moment to recount Nualia's role in the goblin raids that struck Sandpoint 17 years ago. If your players aren't familiar with these events (which were presented in

the first adventure of Rise of the Runelords, "Burnt Offerings") this is a great chance to fill them in. She then recalls that Nualia's burial many years ago in the town's boneyard was a contentious decision, but with the advice and support of the heroes who played a role in her defeat, it was decided that burying her in town was the right choice. As she speaks, the PCs can attempt a DC 22 Perception Check to Sense Motive on Kendra—on a success, they detect a note of impatience and annoyance in her voice at those who've raised so many objections about Abstalar's concern for the safety of the town. As she finishes, she turns to Abstalar and asks him to explain the reasoning and process behind performing the ritual.

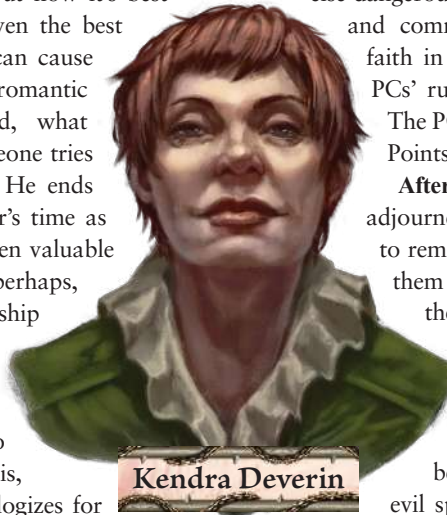
Abstalar explains himself clearly and patiently, despite a few catcalls and guffaws from Charn's bloc in the audience. He doesn't go into the details of the ritual itself, claiming that the words of the dead should not be made a spectacle of in public, but does admit that while Nualia was never a danger to the town, she did warn that other dangers still exist. Here, Abstalar is coy as well, knowing that if there are indeed enemies of the town dwelling in Sandpoint, it's best not to let them know too much. If during the ritual shadows attacked and the PCs defeated them, Abstalar takes the time to thank the PCs, and regardless of that event, indicates that their presence helped to ensure nothing went wrong.

At this point, Kendra turns to the PCs and asks them to corroborate Abstalar's story. Allow each character a chance to speak, and ask each player to attempt a DC 19 Deception, Diplomacy, or Intimidation check, depending on the tenor of their presentation. If the PCs mentioned the presence of ghouls, strange catacombs, or other frightening elements, their words worry the crowd and they suffer a circumstance penalty of -1 per unsettling mention, to a maximum penalty of -4 . The results of this check determine what happens next.

Every PC succeeds at their check: The audience grows quiet, Charn included (although he casts several dark glances in the PCs' direction), and when Kendra turns to the gathered crowd and asks if anyone has questions or wishes to pursue their claims that Abstalar put the town at risk, no one raises an objection. Kendra nods in satisfaction, thanks everyone for their time, and adjourns the meeting. Grant the PCs 80 XP, and 1 Reputation Point to every faction—even sour-faced Titus Scarnetti has to admit, if only to himself, that he's impressed with how the PCs handled themselves.

At least half (but not all) of the PCs succeed at their check: While most of the audience is appeased and relieved, Charn and his kin are not. One of the other

councillors, Titus Scarnetti, raises a hand to indicate he wishes to speak. Kendra grants him the floor, and he gives an impassioned speech about how it's best to leave the past buried, how even the best intentioned adventuring parties can cause harm, and worries that if "this necromantic mummer's show isn't punished, what happens the next time when someone tries their own hand at this magic?" He ends his speech implying that Abstalar's time as the town's religious leader has been valuable and appreciated, but wonders if, perhaps, it's time for new religious leadership that lets the dead rest in peace to take over. He asks that Abstalar be fined for his actions at the very least. Kendra seems ready to object, but Abstalar accepts this, much to Titus's surprise. He apologizes for taking the town's trust too far, and to atone for this, he promises to use this opportunity to donate his time, magic, resources, and funds toward improving the farm roads south of town—a project that's languished in bureaucratic red tape for years, and one that turns most of the crowd's wary fears into relieved cheers—much to Titus's (and Charn's) frustration. Grant the PCs 60 XP, 1 Reputation Point to the Sandpoint Cathedral and the Townsfolk, and subtract 1 Reputation Point from Scarnetti Consortium.



Kendra Deverin

Less than half (but at least one) of the PCs succeed at their check: The PCs' words do more harm than good. Titus Scarnetti sits back and remains silent, a smug smirk on his face revealing his delight that the PCs put a proverbial foot in their collective mouths. Charn stands up and demands restitution and an accounting for this risky ritual, claiming that it's only luck that prevented an army of ghosts and ghouls from invading from beyond, and that next time Sandpoint might not be so lucky. Kendra calls for order, and after a few minutes, her face heavy, she orders Abstalar to pay a hefty fine and to refrain from performing "unsanctioned rituals" in the future. It's a political slap on the wrist that shames Kendra and Abstalar, isn't enough to appease the Scarnettis, and leaves the town in just as much doubt as before, but no further repercussions come. Grant the PCs 20 XP, but they lose 1 Reputation Point from every faction except for the Sandpoint Cathedral.

No PC succeeds at their check: Total disaster! It's only through luck and Kendra's skill at diplomacy, with able assistance from the other councillors (save for Titus, who simply sits back and chortles in delight) that prevents a full-fledged riot. She promises to pursue a

deeper investigation of Abstalar's motives, has guards posted in the cathedral for a few weeks to ensure nothing else dangerous takes place, and orders a hefty fine and community service from Abstalar. Her faith in her friend has been shaken by the PCs' ruinous testimony, but not destroyed. The PCs earn no XP, and lose 3 Reputation Points from every faction.

After the Meeting: Once the meeting is adjourned, Kendra asks the PCs and Abstalar to remain for a bit, so she can either thank them for helping keep the peace or warn them about using their words to fan flames, depending on how their checks went. She also warns Abstalar that Titus is not satisfied, and seems to have an agenda beyond "protecting the people from evil spirits," and he may well be a thorn in the cathedral's side for some time. She then asks the PCs what they intend to do next; they've been involved in one scandal already, so if there's a chance they might start another she wants to be prepared. She's concerned about the presence of ruins below the cathedral, and enjoins Abstalar to make sure the catacombs are safe, but if the PCs tell her that they're heading to the Pit, her eyes widen and she warns them to take care—"The Pit is far from a safely conducted ritual on hallowed grounds, after all."

Dealing with Ghouls



The discovery that there are goblin ghouls below the Sandpoint Boneyard is worrying enough, but if the PCs discovered the secret door in area A2 of the ghouls' warrens or otherwise learned about the presence of even more undead below, Abstalar asks the PCs to investigate the situation further. The PCs may even take it upon themselves to push further underground to determine the full extent of the ghouls' presence.

A small band of a dozen ghouls has dwelled in a tangled series of warrens below the Sandpoint Boneyard for many years, regarding the area more as a status symbol than a banquet hall. They avoid digging up into the graves from below, for fear that doing so would result in the exact situation that the goblins caused by robbing Nualia's grave. These ghouls have been stockpiling resources and building plans for a dangerous raid on the cemetery known as Paupers' Graves to the east, hoping to supplant the more dangerous and cruel ghouls there to claim the site as their own, but have grown complacent and comfortable here under Sandpoint.

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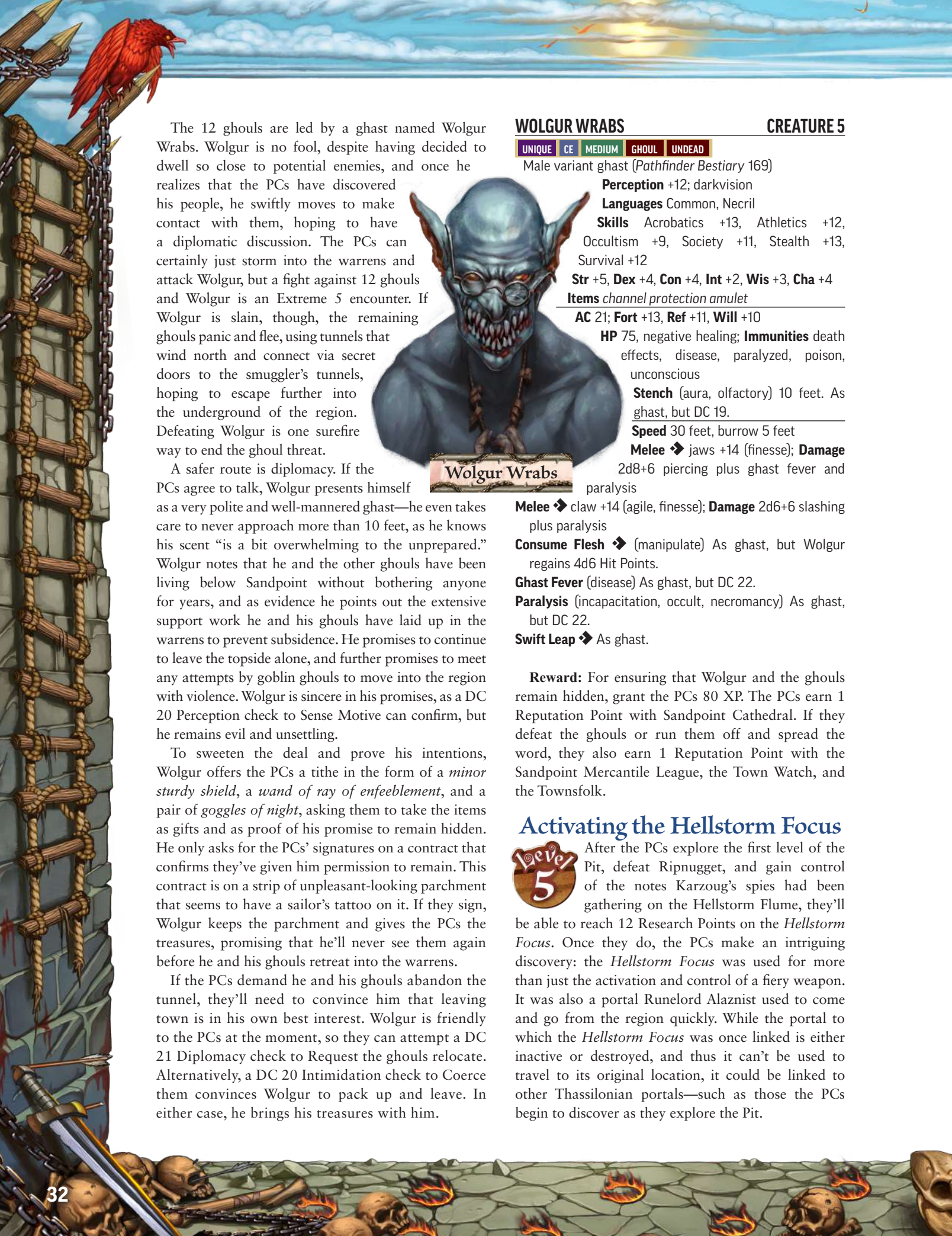
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The 12 ghouls are led by a ghast named Wolgur Wrabs. Wolgur is no fool, despite having decided to dwell so close to potential enemies, and once he realizes that the PCs have discovered his people, he swiftly moves to make contact with them, hoping to have a diplomatic discussion. The PCs can certainly just storm into the warrens and attack Wolgur, but a fight against 12 ghouls and Wolgur is an Extreme 5 encounter. If Wolgur is slain, though, the remaining ghouls panic and flee, using tunnels that wind north and connect via secret doors to the smuggler's tunnels, hoping to escape further into the underground of the region. Defeating Wolgur is one surefire way to end the ghoul threat.

A safer route is diplomacy. If the PCs agree to talk, Wolgur presents himself as a very polite and well-mannered ghast—he even takes care to never approach more than 10 feet, as he knows his scent “is a bit overwhelming to the unprepared.” Wolgur notes that he and the other ghouls have been living below Sandpoint without bothering anyone for years, and as evidence he points out the extensive support work he and his ghouls have laid up in the warrens to prevent subsidence. He promises to continue to leave the topside alone, and further promises to meet any attempts by goblin ghouls to move into the region with violence. Wolgur is sincere in his promises, as a DC 20 Perception check to Sense Motive can confirm, but he remains evil and unsettling.

To sweeten the deal and prove his intentions, Wolgur offers the PCs a tithe in the form of a *minor sturdy shield*, a *wand of ray of enfeeblement*, and a pair of *goggles of night*, asking them to take the items as gifts and as proof of his promise to remain hidden. He only asks for the PCs' signatures on a contract that confirms they've given him permission to remain. This contract is on a strip of unpleasant-looking parchment that seems to have a sailor's tattoo on it. If they sign, Wolgur keeps the parchment and gives the PCs the treasures, promising that he'll never see them again before he and his ghouls retreat into the warrens.

If the PCs demand he and his ghouls abandon the tunnel, they'll need to convince him that leaving town is in his own best interest. Wolgur is friendly to the PCs at the moment, so they can attempt a DC 21 Diplomacy check to Request the ghouls relocate. Alternatively, a DC 20 Intimidation check to Coerce them convinces Wolgur to pack up and leave. In either case, he brings his treasures with him.

WOLGUR WRABS

CREATURE 5

UNIQUE CE MEDIUM GHOUL UNDEAD

Male variant ghast (*Pathfinder Bestiary* 169)

Perception +12; darkvision

Languages Common, Necril

Skills Acrobatics +13, Athletics +12, Occultism +9, Society +11, Stealth +13, Survival +12

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

Items *channel protection amulet*

AC 21; **Fort** +13, **Ref** +11, **Will** +10

HP 75, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Stench (aura, olfactory) 10 feet. As ghast, but DC 19.

Speed 30 feet, burrow 5 feet

Melee ♦ jaws +14 (finesse); **Damage** 2d8+6 piercing plus ghast fever and

paralysis

Melee ♦ claw +14 (agile, finesse); **Damage** 2d6+6 slashing plus paralysis

Consume Flesh ♦ (manipulate) As ghast, but Wolgur regains 4d6 Hit Points.

Ghast Fever (disease) As ghast, but DC 22.

Paralysis (incapacitation, occult, necromancy) As ghast, but DC 22.

Swift Leap ♦ As ghast.

Reward: For ensuring that Wolgur and the ghouls remain hidden, grant the PCs 80 XP. The PCs earn 1 Reputation Point with Sandpoint Cathedral. If they defeat the ghouls or run them off and spread the word, they also earn 1 Reputation Point with the Sandpoint Mercantile League, the Town Watch, and the Townsfolk.

Activating the Hellstorm Focus



After the PCs explore the first level of the Pit, defeat Ripnugget, and gain control of the notes Karzoug's spies had been gathering on the Hellstorm Flume, they'll be able to reach 12 Research Points on the *Hellstorm Focus*. Once they do, the PCs make an intriguing discovery: the *Hellstorm Focus* was used for more than just the activation and control of a fiery weapon. It was also a portal Runelord Alaznist used to come and go from the region quickly. While the portal to which the *Hellstorm Focus* was once linked is either inactive or destroyed, and thus it can't be used to travel to its original location, it could be linked to other Thassilonian portals—such as those the PCs begin to discover as they explore the Pit.

To link the *Hellstorm Focus* to any of the inactive *teleportation circles* in the Pit, the PCs must first realign the *Hellstorm Focus*'s energies away from the ruins of the Old Light, transitioning the energies from evocation to conjuration. A character who is expert in Arcana, Nature, Occultism, or Religion can refocus these energies by spending an hour in physical contact with the *Hellstorm Focus* and then succeeding at a DC 30 skill check. This is a difficult (but not impossible) check for a 5th-level character to achieve, but since the only penalty for failure is that a new attempt can't be made for 24 hours, each PC with the skill to try can make the attempt daily until they're successful (if the PCs ask, Abstar Zarantus can help by attempting a Religion check as well once per day).

Once the *Hellstorm Focus* has been adjusted, it can no longer be used to activate the Hellstorm Flume until its energies are refocused back to the Old Light with another skill check.

To link the *Focus* to one of the inactive *teleportation circles* in the Pit (such as either of those found in area D15, the first ones the PCs are likely to discover), a character must spend an hour in contact with the *Hellstorm Focus* while envisioning the *teleportation circle* as their desired destination (which the character doing the envisioning must have visited previously) and succeed at a DC 25 Arcana, Nature, Occultism, or Religion check. This "aims" the *Hellstorm Focus*. Before it is active, a character must perform the same hour-long envisioning activity at the targeted *teleportation circle* and succeed at a second DC 25 Arcana, Nature, Occultism, or Religion check within 24 hours. On a success, the *Hellstorm Focus* and the other *teleportation circle* become active and linked.

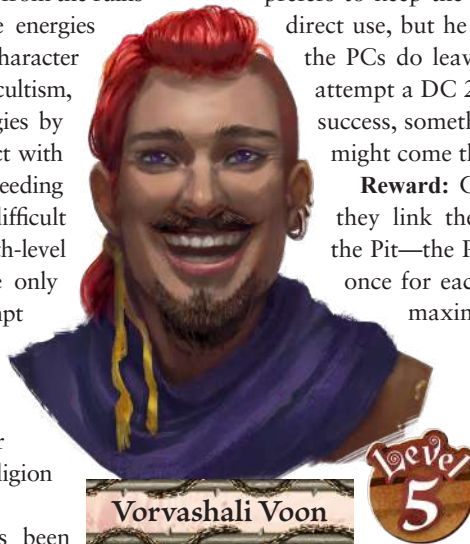
Once the two *teleportation circles* are linked, either one can be activated once per day by performing a 10-minute envisioning activity, after which the circles function as a *teleportation circle* (*Advanced Player's Guide* 244) for the following 10 minutes. After this duration, the magic exhausts its resources and cannot be activated again for 24 hours.

A character can deactivate the link at the *Hellstorm Focus* (but not in the Pit) via the same 10-minute envisioning activity without needing to make a skill check. Reactivating it or switching it to a different *teleportation circle* in the Pit requires another hour-long rite and subsequent DC 25 skill check.

This portal can allow the PCs relatively quick travel to and from the Pit, but Abstar Zarantus worries about

what might happen if something dangerous on the Pit side figures out how to use an active portal—he prefers to keep the portal inactive when it's not in direct use, but he cedes to the PCs' preference. If the PCs do leave the portal active, feel free to attempt a DC 20 flat check once a week—on a success, something of your choice from the Pit might come through.

Reward: Grant the PCs 20 XP each time they link the *Focus* to a different level in the Pit—the PCs can do this up to five times, once for each level except for level 6, for a maximum reward of 100 XP.



The Clockwork Songbird

Vorvashali Voon runs the Feathered Serpent, Sandpoint's only curio shop, and as such, he makes it a point to get to

know adventurers—after all, their discoveries keep his shelves stocked! The first time the PCs return from the Pit and are at least 5th level, they find a message from Vorvashali waiting for them, inviting them to pay him a visit at his shop and offering a 5% discount on that visit.

When the PCs visit, they find Vorvashali has prepared for their arrival with a delicious tray of baked goods and candies from Sandpoint Savories. He closes the shop as they enter and invites them to have a seat at the least-cluttered table in the shop, and as he feeds them baked goods, he asks them to recount their latest adventures in the Pit.

At some point during the conversation, he produces a curious object—what appears to be the wingless, headless, legless body of a clockwork bird about the size of a blue jay. Vorvashali tells the PCs that an adventurer claimed to have found the part in a goblin's den on Devil's Platter, and he's eager to find more parts of the bird if they're out there. He asks the PCs to keep an eye out for parts that might fit this bird (he suspects there are five more parts—a pair of wings, the head, the tail, the feet, and the winding mechanism), and says that he'll pay 50 gp for each songbird part they find and bring him.

Unknown to Vorvashali, when completed, this *clockwork songbird*'s song can be used to open a vault door deep in the Pit (see area H13). He won't part with the component he has now for any price, but he may eventually entrust it to the PCs if they can gain his support (see page 171), or once they prove themselves to be Sandpoint's newest heroes (see *Heroes of Sandpoint* on page 40).

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Seeking Forgiveness



The first time the PCs return from the Pit, Abstalar contacts them. He's been sleeping poorly, haunted by Nualia's words. While he worries about the dooms she's mentioned, he's also growing increasingly obsessed with the idea that Nualia thinks all of Sandpoint hated her. He asks the PCs to help spread the word through town that Nualia needs to be forgiven, and that the people of Sandpoint should own their past shame so that they can learn from it.

If the PCs agree to help, they can take time to spread the word through town and to try to sway the citizens of Sandpoint to forgive the woman they drove to such awful acts 17 years ago by attempting the following activity.

SEEKING FORGIVENESS

AUDITORY **CONCENTRATE** **EXPLORATION** **LINGUISTIC** **MENTAL**

Frequency once per day

You spend 4 hours wandering Sandpoint, during which time you strike up conversations with locals about Nualia while also attempting to convince folks to set aside their anger and to forgive her. Convincing the locals to admit to themselves that the town had a role in cultivating the events that led to Nualia's violent actions is difficult, and requires a DC 22 Diplomacy check.

Critical Success The PCs earn 2 Forgiveness Points.

Success The PCs earn 1 Forgiveness Point.

Failure The PCs earn no Forgiveness Points.

Critical Failure The PCs lose 1 Forgiveness Point, and also lose 1 Reputation Point with the Townsfolk.

Reward: If the PCs accumulate 10 Forgiveness Points, grant them 80 XP and 2 Reputation Points with the Sandpoint Cathedral. Abstalar Zantus announces plans to erect a statue in Nualia's memory in the square outside of the cathedral, and as time goes on, memories of Nualia slowly turn from fear and anger to shame, regret, and ultimately forgiveness. Nualia's spirit in the Boneyard hears this—but more to the point, Pharasma does, and when the aasimar is finally judged, she is sent on to Elysium to continue her atonement rather than being consigned to an afterlife of torment in the Abyss. The night after the PCs achieve this victory, they have dreams in which a tearful Nualia thanks them for what they have done—the details of the dreams vary, but Nualia's thanks remain constant. Her gratitude grants the PCs a permanent +1 circumstance bonus to all saving throws against emotion effects—and may have other repercussions near the end of the adventure (see the Nualia's Intervention sidebar on page 153).

Charn's Gambit



As Titus Scarnetti's eldest son, Charn has long assumed that he would inherit his father's role in Sandpoint—including control of the lucrative industries of the Scarnetti Consortium. But, ever since the goblin attack on town 17 years ago (coincidentally when Charn himself turned 17 and was primed to start taking on a larger role in his father's business), things haven't gone well for the Scarnettis. A grisly murder at the Scarnettis' lumber mill in town not long after the goblin raid set back the family's productivity for months, and then when Sandpoint was attacked by giants and a dragon, Scarnetti Manor suffered extensive damage. During the cleanup and repair work, evidence of collusion between the Scarnettis and the Bunyip Club came to light, and rather than focus on rebuilding their home and business, the family was forced to go on a legal defensive for years.

By the time the family regained its footing a few years ago with the establishment of the Scarnetti Consortium, Charn had grown frustrated with what he perceived to be a combination of his father's failure to manage the business he viewed as his by right, and the constant meddling of adventurers stirring up trouble. Charn's attempt to discredit Abstalar and work up a panic over his plan to contact Nualia's spirit is the result of his insecurity and frustrations, as well as his fear of seeing another group of adventurers potentially causing trouble. His other motivation is an attempt to build up his own reputation in town as a "protector of the people."

Charn's focus shifts away from Abstalar and toward the PCs once the ritual is finished and no significant fallout takes place, especially once he learns that the PCs have begun exploring the Pit. He spends his time in town spreading rumors and stoking fears. Everyone knows the Pit is dangerous, but left alone, its perils are self-contained. Who knows what sorts of trouble a group of irresponsible "heroes" might stir up by delving into it to look for personal glory and treasure?

Every time the PCs return from an expedition to the Pit and spend at least an hour in Sandpoint, allow them to attempt a DC 20 Perception check. On a success, they overhear whispers, catch side-eye glances, or otherwise become aware that some of the people in town seem not to trust them. On a critical success, a PC hears someone mutter something like "Those are the ones Charn told me of—who knows what trouble they're stirring up in that old Pit?" A PC can also learn that Charn's been spreading rumors by investigating on their own—either via Gathering Information for 2 hours and succeeding at a DC 22 Diplomacy check,

or by directly confronting someone they overhear mentioning Charn's name and successfully Coercing or Requesting the information with a DC 22 check.

Charn's campaign of misinformation erodes their reputation. As long as he continues, every time the PCs return from the Pit, they lose 1 Reputation Point from the Sandpoint Mercantile League, the Town Watch, and the Townsfolk. Keep track of Reputation Points lost in this manner, since if the PCs can publicly discredit Charn, they'll earn the lost points back, but if they take violent steps to solve the problem, those lost points cannot be recovered so easily.

A PC can work against Charn's campaign via public displays of good will. Any of the following actions allow the PCs to regain 1 lost Reputation Point from a faction of their choice.

Donations: If the PCs make a donation worth at least 100 gp to a faction, Charn's rumors won't cost the PCs additional Reputation Points with that faction for 1 week, but any points already lost remain lost.

Good Behavior: Once per day, a PC can spend 4 hours being publicly charming, helpful, and pleasant to the citizens of Sandpoint to try to fight against Charn's rumors. This requires a successful DC 20 Diplomacy check. On a success, the PCs regain 1 lost Reputation Point from a faction of their choice, but on a critical failure, they lose 1 additional Reputation Point from one of the three factions, determined randomly.

Performances: Once per day, a PC can spend 2 hours giving a free public performance to entertain the locals. On a successful DC 20 Performance check, the PCs regain 1 lost Reputation Point from the Townsfolk. On a critical success, the PCs also regain 1 lost Reputation Point from the Town Watch.

Stopping Charn: While killing Charn or running him out of town stops him from spreading rumors, such acts prove to the factions that the PCs are troublemakers, and their lost points remain lost. If the PCs become liked by the Scarnetti Consortium, Charn decides they're on his side and ceases his plot. If the PCs are at least liked by a faction, Charn's rumors no longer erode Reputation Points from that faction. If the PCs become liked by all three of the factions, or if the PCs convince him to stop his rumormongering by succeeding at five of the above countermeasures in the span of a single week, Charn gives up his plans and pursues a different plot by recruiting his cousin Adimar to help against the PCs—see *Dinner at the Rusty Dragon* (right).

Reward: Grant the PCs 60 XP for stopping Charn without resorting to violence, but doing so reduces their Reputation Points with the Scarnetti Consortium by 2. At this time, with their reputation restored, they regain any points they lost due to Charn's interference.

Strange Tracks



As the PCs continue to explore the Pit, the actions of the Devil's Disciples (see Chapter 4) continue to cause the Sandpoint Devil to stir. At some point before the PCs reach 6th level, rumors spread through the town of farmers finding strange tracks on their barn roofs—tracks that appear to be scorch marks in the shape of hooves. These rumors continue to build, and as the PCs reach 6th level, discoveries of the scorched hoofprints begin to show up in town as well.

One night, one of the PCs might even hear a loud thump, followed by the sound of hoofbeats on the roof above where they're sleeping. If they're quick to the window and succeed at a DC 25 Perception check, they might just catch a glimpse of a large flying shape retreating into the foggy night. An investigation of their roof reveals more of the strange scorched hoofprints.

These signs are indeed left by the Sandpoint Devil as it begins to haunt Sandpoint, but the creature remains elusive until the end of Chapter 4, when it comes out of hiding in a violent attack. This event serves to foreshadow that encounter, and to keep the PCs on their toes.

Dinner at the Rusty Dragon



At some point, when the PCs return to Sandpoint after reaching 6th level, they should learn through gossip, chatter at a tavern, or even from a friendly NPC that another group of adventurers came to town while they were off exploring the Pit. If the PCs have been looking for Arika Avertin, then they should also learn that she's one of these adventurers—part of a group recently returned from Magnimar. As it turns out, this group has heard of the PCs as well, and it's not long before a messenger delivers an invitation from the group's boss, Kaleb Valdemar, to a private dinner to "compare stories" that evening at the Rusty Dragon. While you likely won't need a map of this establishment to run this influence encounter, *Pathfinder Flip-Mat: The Rusty Dragon Inn* presents the location in full detail.

The group is sponsored by Kaleb Valdemar, scion of the Valdemar family. Several years ago, the Valdemars, as one of the founding families of Sandpoint, maintained a presence here in town, but with the death of the family patriarch, they boarded up their local manor and returned to the city of Magnimar, where business ventures were more profitable. Among these ventures was a sponsorship for a group of adventurers that Kaleb keeps on the family payroll for various mercenary duties. The group just recently finished hunting down and exposing a small-time criminal ring

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that foolishly attempted to blackmail the Valdemars, thought it cost the life of one of their own—a cleric of Calistria named Jhyosa.

The group consists of three very different individuals, but they all share one thing in common—they're all Sandpoint locals. **Adimar Scarnetti** (LE male wererat rogue 8) is the nephew of Titus Scarnetti, and secretly a wererat to boot. **Chertus Jheed** (CE male human fighter 7) is a small-time criminal who hopes to some day supplant the leadership of the Bunyip Club. And finally, **Arika Avertin** (N female human bard 6) is a rebellious woman who turned her back on her mother's candy shop in order to seek an exciting adventurer's lifestyle.

If the PCs accept the invitation, they find the other adventurers and Kaleb already waiting for them when they arrive at the Rusty Dragon. They've pulled two of the circular tables in the tavern's main room into the southwest corner, and wave the PCs over to the empty chairs upon spotting their entrance. The other adventurers are a few mugs of mead ahead and have already ordered—plates of curried salmon with green beans, cheese blossoms (spicy cheese curd-stuffed artichoke hearts), and fresh loaves of bread arrive at the table soon after the PCs are seated.

Kaleb stands up to greet the PCs, welcoming them in a booming voice and asking them to get comfortable. A glance around the table reveals that Adimar is leaning back against the wall in his chair as he eyes the PCs appraisingly, Chertus is eagerly digging into a plate of cheese blossoms, and Arika is morosely staring into a half-empty mug of raspberry mead.

In truth, Kaleb is more than he seems, although his adventuring agents don't realize this. The actual Kaleb Valdemar has been dead for years, and the "man" at the table facing the PCs is but a meat shell being worn by the leader of the Midnight Dawn: an intellect devourer named Tiluatchek. He's heard rumors of the new adventuring group in town, and has invited them to a dinner with his "pet adventurers" in order to size them up and determine if they might be a threat to his local operation.

As the dinner begins, Kaleb eagerly asks the PCs to recount stories of their adventures in the Pit. If they agree, Adimar leans forward and seems quite interested, although he keeps wearing a smug, superior smirk. Chertus snorts in disbelief now and then at the PCs' claims. Arika seems legitimately intrigued by the

PCs' adventures in the Pit, and now and then interjects with questions about their discoveries in the dungeon.

The PCs have opportunities during the dinner to learn more about the others as well, but to do so, they need to Influence each of the other NPCs as the evening progresses. During the 90 minutes the feast goes on, the PCs have three 30-minute rounds to Discover NPC preferences and Influence them to learn information. How well the influencing goes can further impact things when the PCs encounter these adventurers in much different circumstances later in the adventure. Rules for running influence encounters appear on pages 151–153 of the *Gamemastery Guide*.



Adimar Scarnetti

"KALEB VALDEMAR" (A.K.A. TILUATCHEK)

CE MEDIUM ABERRATION

Monster posing as a human nobleman

Perception +19

Will +23

Discovery DC 21 Sandpoint Lore, DC 23 Perception, DC 25 Society

Influence Skills DC 20 Society (to speak to him deferentially and to appeal to his sense of social superiority), DC 22 Arcana or Occult (to "talk shop" a bit about magic), DC 29 Deception, DC 25 Diplomacy, DC 33 Intimidation

Influence 2 Kaleb is impressed with the party's accomplishments so far, then offers them a token of his own they might find useful in their future adventures—a *standard skeleton key*. Of course, Kaleb is quite familiar with this particular item, and can use it later as a target for *locate* spells if he wishes to know where the PC who carries the key is. If asked why he didn't give the key to his own mercenaries to help them, he shrugs and says, "If you're not interested in the key, no worries; just trying to help!" He tosses the key to Adimar instead, who pockets it with a smirk and a quick "Thanks, boss!"

Influence 4 Kaleb reveals that he's heard rumors that the deeper caverns in the Pit connect to the Darklands, and offers the party a bounty of 200 gp for proof if the PCs can kill and bring back evidence of a creature native to the deeper reaches of Sekamina—a drider, perhaps. (This is his attempt to get the PCs to unwittingly kill or drive off some of the competition to his plans that have moved into the Pit.)

Resistances Kaleb is wary about arousing too much suspicion; if he gets the idea that any of the PCs think he's hiding something, he gets defensive and offended; increase all DCs to Influence him by 2.

Weaknesses Kaleb enjoys compliments to his physical appearance (compliments that Tiluatchek enjoys in the same way someone might enjoy having their outfit admired), and incorporating such tactics reduce all DCs to Influence him by 2.

Background Kaleb Valdemar inherited control of the Valdemar estate when his father Ethram passed away, and has been spending most of his time since then at the family's Magnimar holdings.

Appearance Kaleb is a dark-haired Varisian man with a dusky complexion who keeps his beard and mustache well trimmed, wears sparkling silver jewelry (he favors earrings), and dresses in bright colors, favoring shirts that are cut low to show off his chest, on which he bears several Varisian tattoos associated with luck and wealth.

Personality Smug, confident, slightly condescending

ADIMAR SCARNETTI

LE MEDIUM BEAST HUMAN HUMANOID WERECREATURE

Scheming thief with a feral secret

Perception +15

Will +15

Discovery DC 22 Perception, DC 20 Sandpoint Lore, DC 24 Society

Influence Skills DC 20 Society (to share gossip and rumors about locals), DC 22 Mercantile Lore (to share business secrets and information), DC 25 Deception, DC 27 Diplomacy, DC 25 Intimidation

Influence 2 Adimar is entertained by the PCs and speaks somewhat well of them to his family. After 24 hours, the PCs gain 2 Reputation Points with the Scarnetti Consortium.

Influence 4 Adimar realizes the PCs are competent and potentially dangerous. This respect colors his interactions with them when they encounter him later in the adventure in Chapter 7 (page 128).

Resistances Adimar is on his guard with the PCs if their reputation with his family is poor—if the PCs have fewer than 1 Reputation Point with the Scarnetti Consortium, increase all of his Influence DCs by 2.

Weaknesses Adimar is fond of ribald jokes. A PC who incorporates one into the conversation delights him, especially if the joke is one he's never heard of. To tell him a new joke, a PC must succeed at a DC 22 Performance check—success grants that PC a +2 status bonus to all Influence checks against Adimar.

Background Adimar and his mother fled Riddleport after a business deal there went sour; they've been

living with his Uncle Titus for several years now. In that time, Adimar's forged an alliance (unbeknownst to his uncle) with the Bunyip Club. Somehow, he's managed to keep his secret—that he's a wererat—from everyone in town; the only ones who learned are a few unfortunates in Magnimar who paid for this discovery with their lives.

Appearance Adimar is a thin Taldan man with a narrow face, a long nose, and beady eyes. He has a habit of making quick little "tsk tsk tsk" sounds with his tongue, as if chiding someone, and the leather armor he wears seems to have far too many straps and buckles for its own good.

Personality chatty, foul-mouthed, witty

CHERTUS JHEED

CE MEDIUM HUMAN HUMANOID

Violent pugilist with grand plans

Perception +14

Will +14

Discovery DC 21 Perception, DC 19 Sandpoint Lore, DC 23 Society

Influence Skills DC 20 Athletics (to chat about the best methods for winning a fistfight), DC 22 Performance (to regale Chertus with a rousing story of adventure), DC 24 Deception, DC 24 Intimidation, DC 26 Diplomacy

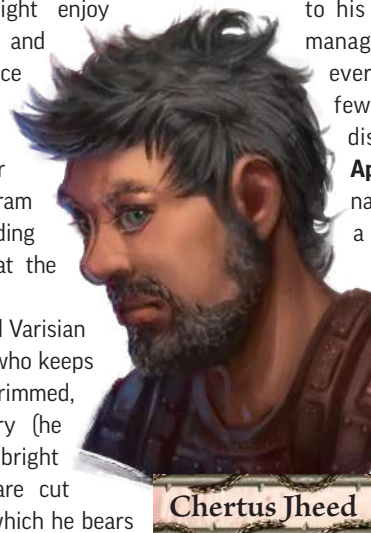
Influence 2 Chertus is impressed by the PCs' capabilities and talks them up later when he's hanging out with his pals. After 24 hours, the PCs gain 2 Reputation Points with the Bunyip Club.

Influence 4 Chertus is a little bit frightened by the PCs, but does his best to hide his nervousness with false bravado. His fear will impact his next meeting with the PCs later in the adventure in Chapter 7 (page 121).

Resistances Chertus still smarts from the time his girlfriend Gilseah abandoned him. The fact that he was an awful boyfriend is irrelevant to him. Chertus is convinced that local herbalist Hannah Velerin helped her leave town in secrecy, preventing Chertus from being able to track her down. If any of the PCs are publicly friends with Hannah, or if a PC indicates they admire her or even like her, Chertus responds to them with scorn and anger. That PC can only attempt Intimidation checks to Influence Chertus.

Weaknesses Chertus likes violent or gory stories. A PC who adds a bit of grisly flourish to their Influence attempt reduces the Performance DC by 2.

Background Chertus has lived most of his life in Sandpoint—the furthest he's been from town is Magnimar, once as a child and more recently on the extended mission while in Kaleb's employ. He grew up admiring Jubrayl, leader of the Bunyip Club, but as he got older, that admiration



Chertus Jheed

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soured to jealousy—he desperately wants to run the club himself, and hopes that by “making it big” while adventuring, he’ll be able to secure the funds to have Jubrayl “retired,” one way or another.

Appearance Chertus is a tall, solidly built Varisian man. He carries his weight well, having learned that his bulk often gives him a psychological edge in arguments, even though not all of his mass is from muscle. He cuts his own hair and has a short, scruffy beard that gives him a slightly unkempt look, especially combined with his dirty gear. If anyone comments on his somewhat disheveled appearance, Chertus is quick to assert that “real adventurers” don’t have time to waste on tidiness, but truthfully he just can’t be bothered.

Personality abrasive, stubborn, talks with his mouth full

ARIKA AVERTIN

N MEDIUM HUMAN HUMANOID

Rebellious adventurer who's having second thoughts

Perception +10

Will +10

Discovery DC 20 Perception, DC 18 Sandpoint Lore, DC 22 Society

Influence Skills DC 18 Sandpoint Lore (to chat and reminisce about the past), DC 20 Deception, DC 20 Intimidation, DC 20 Performance (to compare interpretations about plays and operas they’ve seen or would like to see), DC 24 Diplomacy

Influence 2 Something about the PCs rekindles in Arika the idea that an adventuring party need not be dysfunctional. Her admiration for the group will color her next meeting with them later in the adventure in Chapter 7 (page 119).

Influence 4 Arika takes a deep breath, then shares her experiences in the Pit with the PCs. As she tells her story, her other companions become quiet and alert, for despite their attempts to get her to share, she’s never told them this story. Tailor Arika’s story of her adventures such that what she tells the PCs about the Pit, for the most part, simply covers areas they’ve already explored, but the end of her tale comes when the rest of the group decided they were ready to delve below the fog line within the Pit and descended nearly a hundred feet down the slick ledges, only to be attacked by the Sandpoint Devil. Arika admits she never saw the devil, but the state it left her good friend Olsemper in scarred her. She glosses over her frantic escape from the Pit, bitterly noting that she managed to get away only because the Sandpoint Devil was distracted as

it ate her friends’ bodies. She pauses here, then pulls out a strand of *holy prayer beads* and regards them a moment before handing the strand to the PCs.

She explains it once belonged to Olsemper, but keeping it only brings back bad memories, and perhaps, she reasons, it will bring the PCs more luck in the Pit than she had. If the PCs refuse her gift, she blushes with a mix of shame and anger, then excuses herself from the table to seek out solitude. Whether or not a PC can apologize to her and receive the beads thereafter is left to you to decide.

Resistances Arika dislikes having her choices critiqued or second-guessed. If she gets the feeling that a PC doesn’t approve of the company she keeps (even though she might agree with them, deep down), she only answers

in curt replies to their attempts at conversation. This increases all Influence DCs for that PC by 2.

Weaknesses Arika has grown unhappy with the adventuring lifestyle overall, and a PC who tells her that her mother misses her and would welcome her back makes her realize she still has an option for a life here—once she finishes one last job for Kaleb. Still, this act of compassion grants the entire party a +2 circumstance bonus on all future Influence checks against her.

Background The sight of adventurers saving Sandpoint multiple times during her childhood made an impression on Arika, and as soon as she came of age, she left her mother’s shop to seek adventure herself. Her first group explored the Pit, but quickly got in over their heads—she was the only survivor from a harrowing attack in the fog by the Sandpoint Devil (she never actually saw the monster, but certainly saw what it had done to her companions). Rebelling further against her mother’s observations about how adventuring was the wrong choice, she made another bad decision when she fell in with this current group of criminals. With the right friendly support and advice, she might be steered away from these self-destructive habits, but left to her own decisions, Arika will be lucky to live another year. She’s become quite enamored with somber dirges and funeral marches of late—her skill at haunting violin music is only growing.

Appearance Arika has dark hair dyed red, dark brown eyes, and pale skin. She wears practical clothing in dark colors and has a somewhat sad air about her—even if she smiles, it doesn’t reach her eyes.

Personality gloomy, sarcastic, secretly wistful

When the dinner ends, Kaleb and the rest thank the PCs for a delightful time, then wish them luck



Arika Avertin

FURTHER DETAILS

The PCs aren't likely to be fighting these adventurers at this time, but that won't be the case the next time they meet. Should you need any of their statistics beyond those included in their influence stat blocks during this dinner, you can find them later in Chapter 7 (for Adimar, Chertus, and Arika) or Chapter 8 (for Tiluatchek as Kaleb).

on their future adventures before they split up for the night. If the PCs attempt to follow any of them, Arika's staying in a room here at the Rusty Dragon (after a fight with her mother, she's not eager to return home), Chertus heads to the Pixie's Kitten for a night of companionship (only to be turned away at the door, after which he goes to sulk at the Feedbag for the rest of the night), Adimar returns to his uncle's estate up on the bluff, and Kaleb makes his way on an ambling walk through the streets to the north before dipping into an alley. Once he feels he's out of sight, he casts *dimension door* to teleport to the basement of his boarded up manor south of town. This adventure assumes the PCs lose track of the other adventurers—if they're too distracted and seem to be obsessing over them, consider having Vodger Magravi contact them in the next event to give the rivals some time to slip away.

Eventually Kaleb sends the three adventurers into the Pit with orders to Adimar (the only one he really trusts) to prepare an ambush for the PCs. These plans don't go quite as well as intended, as detailed in Chapter 7.

Reward: Grant the PCs 10 XP for each NPC they reach 2 Influence with, or 20 XP for each NPC they reach 4 Influence with.



Lanalee Magravi

has been having frightening nightmares involving something about the family's dead mother, and he hopes the PCs can help—either by soothing Lanalee's worries or by discovering if there's something more to her nightmares.

Lanalee is somewhat embarrassed by her dreams, and is both frustrated and annoyed at Vodger when he introduces the PCs to her and says that they're here to help. Traditionally the most responsible of the Magravi siblings, Lanalee has been stubbornly

ignoring her unsettling dreams to focus on running the tavern, but at one glance, a PC can tell she's not had much sleep of late. The PCs must earn Lanalee's trust by adjusting her initial attitude of indifferent to at least friendly (or optionally earn the support of Risa's Place), at which time she sighs and admits that she's been having unsettling dreams lately. In these dreams, Lanalee is looking for her mother. The location of the dream varies, but every time she finds her mother, she's got her back to her and is milking a cow, of all things. Lanalee calls out to her, and the cow looks back to her and says, in her mother's voice, "They wear us when we dream!" A moment later, her mother stands and slowly starts to turn to face her, knocking over the milk bucket as she does. Instead of milk, hundreds of tiny woodlice scuttle out of the pail. As her mother turns, her body begins to shift and bulge, splitting open from the back of her skull down to her shoulder blades to let *something* out along with the noxious stench of rancid milk, but Lanalee always wakes with a scream just before she can clearly see what it was that was wearing her mother's body.


Lanalee tells the PCs that her mother claimed to be able to travel to other worlds when she dreamed, and she believes her dreams are warnings from her

Dreams of Midnight



The Midnight Dawn's plot to transform the people of Sandpoint into vessels for the soldiers of the Orvian Vault of Ilvarandin has been simmering in the shadows of town for many years, but as this adventure begins, the secret society is prepared to take one of the final steps before making their move. Intellect devourers many miles away in the depths of the Darklands can use an artifact known as the *dream lens* to leap through dreams and inhabit the slumbering bodies of anyone using the addictive drug called midnight milk.

As word of their fame grows in town, a troubled local seeks the party out for assistance. Vodger Magravi, a server at Risa's Place (area 13 on the Sandpoint map), asks the PCs to visit the tavern early one morning before the establishment opens for the day (or alternatively, requests their aid during a visit they might pay to the tavern). Things have been strained at Risa's Place since the recent death of the matriarch who established the tavern, but now they're getting worse. Vodger's older sister, Lanalee,



mother—she’s even started to believe that she’s somehow still alive, but trapped somewhere. Should they ask, she allows a PC to examine her aura or otherwise use magic to try to determine whether she’s been cursed, is haunted, or is otherwise suffering from a magical affliction. She’s not, and the PCs’ investigations should confirm this (either with a DC 22 Medicine check, or another relevant skill or spell).

These dreams are not warnings sent by Lanalee’s mother, but her own latent powers as a dreamer warning her about the hidden agenda of the Midnight Dawn. There’s not much to be done about the dreams at this moment other than to try to soothe Lanalee’s fears, which a PC can achieve with a DC 20 Diplomacy check made after 10 minutes of gentle conversation. Alternatively, a DC 22 Deception check to Lie to her and convince her the dreams are harmless soothes her. In time, elements of the dream will become clear—the woodlice, insects also known as pillbugs, represent Aliver “Pillbug” Podiker (see The Third Doom on page 96); the rancid milk symbolizes the drug used by the Midnight Dawn; and the form emerging from her mother’s body is an intellect devourer. Canny players may recognize some of the symbols early, but at this time, there’s not much they can do about it. If your players come up with a particularly clever or interesting insight from the dream and seek out Aliver, see the end of Chapter 5 for details on how to handle an early confrontation with the poisoner.

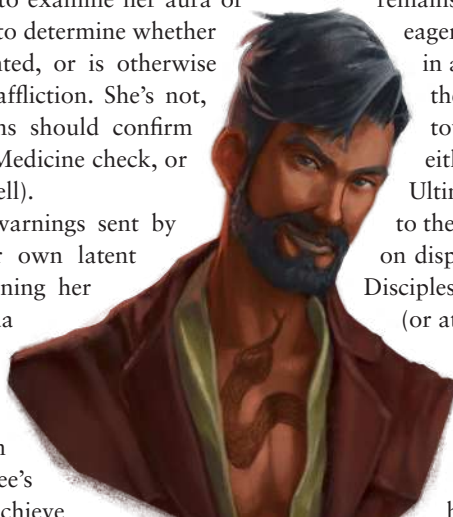
Reward: For hearing Lanalee’s dream, grant the PCs 20 XP. If they manage to soothe her, grant an additional 20 XP.



Heroes of Sandpoint

By the time the PCs defeat the Sandpoint Devil, and certainly by the point that they’ve exposed Aliver Podiker as a poisoner and a conspirator, many people in Sandpoint begin pushing for the creation of a festival—or even a set of statues—to honor the PCs. This discussion continues for the rest of the campaign, and should increasingly color the PCs’ interactions with the citizens of Sandpoint.

Two minor developments that should take place as soon as possible after the PCs reach 7th level are detailed below. The exact timing of when these events occur is left to you to determine.



Kaleb Valdemar

Sandpoint Devil’s Remains: If the PCs slew the Sandpoint Devil in the middle of town, its body remains there for all to gawk at. Some folks are eager to have the creature stuffed and mounted in a prominent location in town. Others fear the creature might come back to haunt the town and push for the body’s destruction, either by fire or by sinking it into the harbor. Ultimately, what happens to the remains is up to the PCs to decide, but if they choose to put it on display, consider having agents of the Devil’s Disciples sneak into town to try to steal the body (or at least its head) back.

Ilsoari’s Key: Now that the PCs have something of a reputation, they’re approached by Ilsoari Gandethus, headmaster of Turandarok Academy (area 27 on the map of Sandpoint). In his youth, he was an adventurer, but those days, he says wistfully, are far behind him today. He has a gift for the PCs that may prove useful in their pursuits—a platinum key etched with the Sihedron rune but with a curious circle-shaped pattern in the middle. The key is worth 100 gp, but Ilsoari says that he believes there are ancient chambers in the Pit that lie beyond a locked door this key can open, citing an old text (one he sadly notes he no longer owns) that mentions a key matching this description was used to lock a door that bears the same rune somewhere deep in the Pit. He only asks the PCs to report back to him if the key works to tell him what they find beyond any door it opens.

The symbol etched within the Sihedron on the key appears to be a circle surrounded by seven hooks—the symbol is likely a mystery to the PCs unless they’ve achieved at least 16 Research Points on the topic of the Eighth Runelord (page 186), in which case they’ll automatically recognize it as Liralarue’s rune of the sin of vainglory and a theoretical eighth school of Thassilonian magic associated with divination. This key can unlock the door to area H9.

Investigating Kaleb Valdemar



It’s possible that the PCs might learn about Kaleb’s connection to the Midnight Dawn before they confront him in the Pit, especially if they discover his name among Aliver Podiker’s incriminating ledgers (see The Third Doom on page 96). If they do so, attempts to track Kaleb down should be difficult, as by this point he and his mercenaries have moved on to the Pit (see Chapter 7).

Kaleb takes care to scrub any incriminating evidence left in his manor before he goes as well, so PCs who

explore his abandoned home won't find much more to follow up on. Asking around town with a DC 20 check to Gather Information confirms that no one's seen him in town since he had his dinner with the PCs some nights earlier.

Copycat Killer



Decades ago, during one horrific month, a man named Jervis Stoot murdered 25 townsfolk. The killing spree culminated with the slaughter of the town's sheriff (Casp Avertin, father to Arika Avertin), after which the remaining town guards, led by Belor Hemlock, trapped Stoot in his ramshackle shack atop the small outcropping just north of the Old Light. Stoot took his own life before the guards caught up to him, and they found the dead man sprawled before an altar to Pazuzu in an underground chamber below his shack, his eyes and tongue plucked out and offered to the demon lord along with those harvested from the other 25 victims. Although the people of Sandpoint did their best to avoid his return from death by burning Stoot's body, blessing his ashes, and scattering them into the sea, Stoot's soul had already become a ghost, and for nearly two decades his restless spirit haunted the chambers below his old home. Only the fact that the town guard had collapsed the entrance to the old shrine to Pazuzu, thus preventing anyone else from entering the complex, stopped Stoot from possessing a new body and starting his rampage again.

Until the Red Bishop intervened. Stoot's ghost formed from the corrupted soul of a doomed man who had fallen completely to the influence of the Red Bishop's demonic patron; the mothman had the perfect agent to sow additional fear through Sandpoint to prime the town for the final sacrifice. But before he could release Stoot's ghost back into the town, he needed to be confident that a suitable group of pawns was nearing the point where he could influence them into destroying Sazzleru's ward at the bottom of the Pit. As the PCs reach 9th level, that time has finally come.

The Red Bishop, ever the showman, even has the perfect agent lined up to serve as Stoot's first victim—a man who's been a foil for the PCs from the start of this campaign: Charn Scarnetti. Soon after the PCs reach 9th level, the Red Bishop travels to Chopper's Isle and takes from its hidden niche in the buried

CONTACTING NUALIA AGAIN

Once the PCs reach 9th level, they're powerful enough to perform *call spirit* themselves, should they learn this ritual. In this case, the PCs might decide to attempt to contact Nualia once again. If they do so, this time the *call spirit* ritual functions normally, as detailed on page 410 of the *Core Rulebook*. This gives you a chance to have Nualia issue more eerie proclamations to help guide the PCs in their mission, but also enables her to thank the PCs if they managed to successfully convince the town to forgive her.



Jervis Stoot

chambers one of Stoot's valuables—the head of a *clockwork songbird*.

This trinket was one of Stoot's most treasured possessions, and as a ghost, he was bound not to the site of his death but to the proximity of this clockwork component. The Red Bishop then confronted none other than Charn Scarnetti as he made his way home that night on Schooner Gulch Road after an evening of drinking. As Charn crossed the

Boggy Creek Bridge, the Red Bishop revealed himself and cast *suggestion* on Charn that he should take and keep the gift the mothman offered—the *clockwork songbird's* head. This done, the Red Bishop cast *modify memory* on Charn to hide his memories of encountering the mothman, then retreated into the night to wait.

It didn't take long for Stoot's ghost to track down the beloved trinket. Finding it on Charn's nightstand but unable to reclaim it, Stoot possessed Charn and used his body to snatch up the bird head. But Stoot didn't leave—now that he was once again in a living body, he felt the old urge return. That very night, Stoot, as Charn Scarnetti, sneaks back out of the house to return to town to claim his long-delayed 26th victim.

THE FIRST MURDER

Stoot's 26th victim is left to you to choose, but it should be an NPC associated with the faction with whom the PCs have the lowest reputation. This victim should not be a named NPC or someone the PCs have met before. The first time the PCs return to Sandpoint after reaching 9th level, the body of this victim is discovered



in Shark Alley, just behind the Feedbag. The cause of death is obvious—several deep hatchet wounds to the torso—but if that wasn't enough, the victim's tongue and eyes are missing.

It doesn't take long for a powerful fear to grip the streets of Sandpoint. Rumors that Chopper's returned from the grave to kill again grip the town, and even the town guards' attempts to explain the death as being most likely the work of a copycat killer do little to slow the panic. It's been nearly 20 years since Chopper's killing spree, but those who were alive are quick to retreat into their homes and avoid the streets after dark.

If the PCs are at least Liked by the Town Watch, they're allowed to examine the body, yet there should be little in the way of clues to go on. Likewise, an investigation of the murder site should turn up no additional clues.

AN UNWITTING PAWN

The sensational murder is certain to attract the PCs' attention as surely as it does the town as a whole, but Stoot's ghost is canny and patient. As long as Charn carries the *clockwork songbird's* head on his person, Stoot's possession over him endures, but for most of the time, Stoot's presence is little more than a voice in the back of Charn's mind. When Stoot is in full control, Charn has no memories of what happened, only that he woke after the murder exhausted and in a different set of clothes than those he'd started the night in (since the previous set was bloodstained and disposed of by Stoot before he relinquished control).

In the days after the first murder, Charn grows introverted and quiet. While he doesn't remember the murder, the fact that he "blacked out" that night is not lost on him.

THE FOLLOWING MURDERS

The rate at which Stoot takes over and murders again is left to you to decide, but no murders should take place while the PCs are in town. It's best for these murders to occur while the PCs are exploring the Pit, so that when they return to town, news of the latest killing should build the tension more and more. As the murders continue, you should pick and choose victims as you see fit, perhaps selecting from NPCs the PCs have met before, but for now, avoid arbitrarily killing off any NPC with whom a PC has developed a strong attachment to, or who has a strong role to play in your adventure's future. In each case, the murder victim perished from hatchet wounds, had their eyes and tongue removed, and was found somewhere on the streets of Sandpoint the next morning.

The Red Bishop continues to advise Stoot on who should be killed, speaking directly to the ghost via *dream message* spells sent to the slumbering Charn. When he wakes, vague memories of these dreams make Charn more and more convinced that he's the killer, and he grows more withdrawn and unsettled as a result.

Keep an eye on your players' interest in and concern for this growing plot. At some point, it's likely that they'll grow increasingly interested in tracking down the murderer and solving the crime, to the extent that they'll worry about leaving town to further explore the Pit.

INVESTIGATIONS

While there are no clues to be found after the first one, after each subsequent murder the PCs have a chance to investigate the crime scene or the body and learn a few clues. To do so, they must attempt one of the following actions.

- A PC can search for tracks left by the killer while investigating a crime scene. With a successful DC 28 Survival check, they discover a trail, but each time the PCs follow it, the trail leads down to the water, where it's lost. (Stoot leads his bloody host into the water after each kill to wash away blood and to dispose of clothing with stones to sink them underwater.)
- A PC can interview locals near the crime scene to look for witnesses. With a successful DC 26 Diplomacy check, some locals mention hearing a scream or glimpsing a bloody figure racing into the shadows, but with tensions high, no one is brave enough to investigate.
- A PC can examine the victim's remains. With a successful DC 26 Medicine check, they can confirm that death was caused by the same hatchet each time, that the tongue and eyes were removed after death, that the victim tried to put up a fight, or some similar interesting bit of information that doesn't really amount to a breakthrough lead.
- A PC can search a crime scene or a body for other clues. With a successful DC 28 Perception check, they notice a strip of torn cloth, a bit of torn hair clutched in a victim's clenched fist, evidence that the killer hid and ambushed their victim, or some similar interesting bit of information that doesn't really amount to a breakthrough lead.

The party can attempt up to four different checks with each murder—additional checks beyond these have diminishing returns and yield no useful new information. Each of these checks gives the PCs the chance to earn a Victory Point (or 2 on a critical success, or to lose 1 on a critical failure) in addition to potentially

revealing the interesting (but ultimately vague) clues listed above. Word of their investigation spreads once the PCs achieve 8 Victory Points, but they're no closer to solving the crime. Charn takes note, however, and his guilt at waking up with missing memories and different clothes each day a new body is discovered becomes too difficult to hold back. He attempts to contact the PCs for help, but Stoot takes over before he can and sets up a grisly trap for the PCs instead.

Once this occurs, proceed with The Fifth Doom at the end of Chapter 7.

Two Additional Events

Sandpoint is a vibrant town, and there's always something going on—and not everything directly relates to the PCs, the Pit, or the seven dooms that loom in its future. Yet still, as the PCs gain reputation, they may wish to take part in some of these other current events. A few potential key events you can use to give the PCs additional opportunities to earn Reputation or XP are presented below. You can use one, none, or both of these events, or create similar ones of your own design, to round out your “Seven Dooms for Sandpoint” campaign as you desire. Neither of these additional events are keyed to a specific character level or point in the campaign, and indeed work best if they're spread out over several levels, with the point when the voting takes place set when the PCs have some time to be more directly involved.

ELECTING A NEW MAYOR

Mayor Kendra Deverin has served as Sandpoint's mayor for many years, and while her run as the town's leader has been largely successful, she's ready to retire. The timing of when she announces that she won't be seeking reelection is left to you to determine, but the news takes many in Sandpoint by surprise, with some making plans for their own candidacy the same day she announces her upcoming retirement.

Exactly who runs for the position is left to you to determine, but to keep things exciting and tense, you should pick at least two candidates who have been antagonistic toward the PCs—one of the Scarnettis, or perhaps even Jubrayl Vhiski, could make some interesting options here. Others should be allies of the PCs—or you could even push one of the PCs to enter the running!

Sandpoint's mayor serves a four-year term, just like all of the town's representatives. For many of the previous years, Kendra was either unopposed or faced weak opponents, but this won't be the case in the upcoming election. The exact time when the election is set to occur is up to you, so you can adjust

the date to fit your game's progress as you see fit, but consider having Kendra announce her retirement early in the adventure when the PCs are still building their reputations in town so they'll have opportunities to either campaign for their favored candidate or run themselves. You can even tie the PCs' chances of having their choice elected to their success in building their own reputations among the town's factions. Running campaigning stunts in the form of Victory Point accumulations made during downtime via Deception, Diplomacy, Intimidation, or Performance skill checks keeps the PCs more directly involved as well, but consider having the final vote take place after the bulk of this adventure has concluded—such an event can serve as an excellent coda to the campaign!

THE VARISIAN COMPACT

A more immediate vote scheduled to come before Sandpoint's town council than Kendra's imminent retirement is the matter of the Varisian Compact. As detailed in “A Doomed Town” beginning on page 167, this agreement was vital in securing the support of local Varisians during Sandpoint's initial founding, after tragic events and betrayals very nearly saw the town end as soon as it began.

The Varisian Compact ensured that a share of all profits made by Sandpoint-based ventures would be paid to the indigenous Varisians of the Lost Coast. The original compact was set to last for four decades, at which point Sandpoint's government elected to extend that duration another 20 years. This extension is set to expire in a few years, and already talk about whether or not it's wise to extend it further has begun to spread among several of Sandpoint's frustrated merchants and entrepreneurs, who would love to keep more of their profits for themselves.

At some point late in this adventure, as decided by you, the time comes for the town council to vote on whether or not the Varisian Compact should be ended, extended for another 20 years, or extended in perpetuity. Each of the three options has strong support from the town's factions. The Scarnetti Consortium leads the push to end the Compact, with tenuous but growing support from the Sandpoint Mercantile League. On the other end of the argument, the Bunyip Club and Townsfolk are all in favor of extending the compact forever, leaving the Runewatchers, Sandpoint Cathedral, and Town Watch to support another 20-year extension.

The PCs are likely to be drawn into this political scene by Kendra Deverin, who requests their support for a permanent extension, or by Titus Scarnetti, who approaches them with bribes to do the opposite.

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Footprints on the Roof

Chapter 5:
Shadows at Midnight

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To Raise the Devil

Chapter 7:
A Pattern of Killings

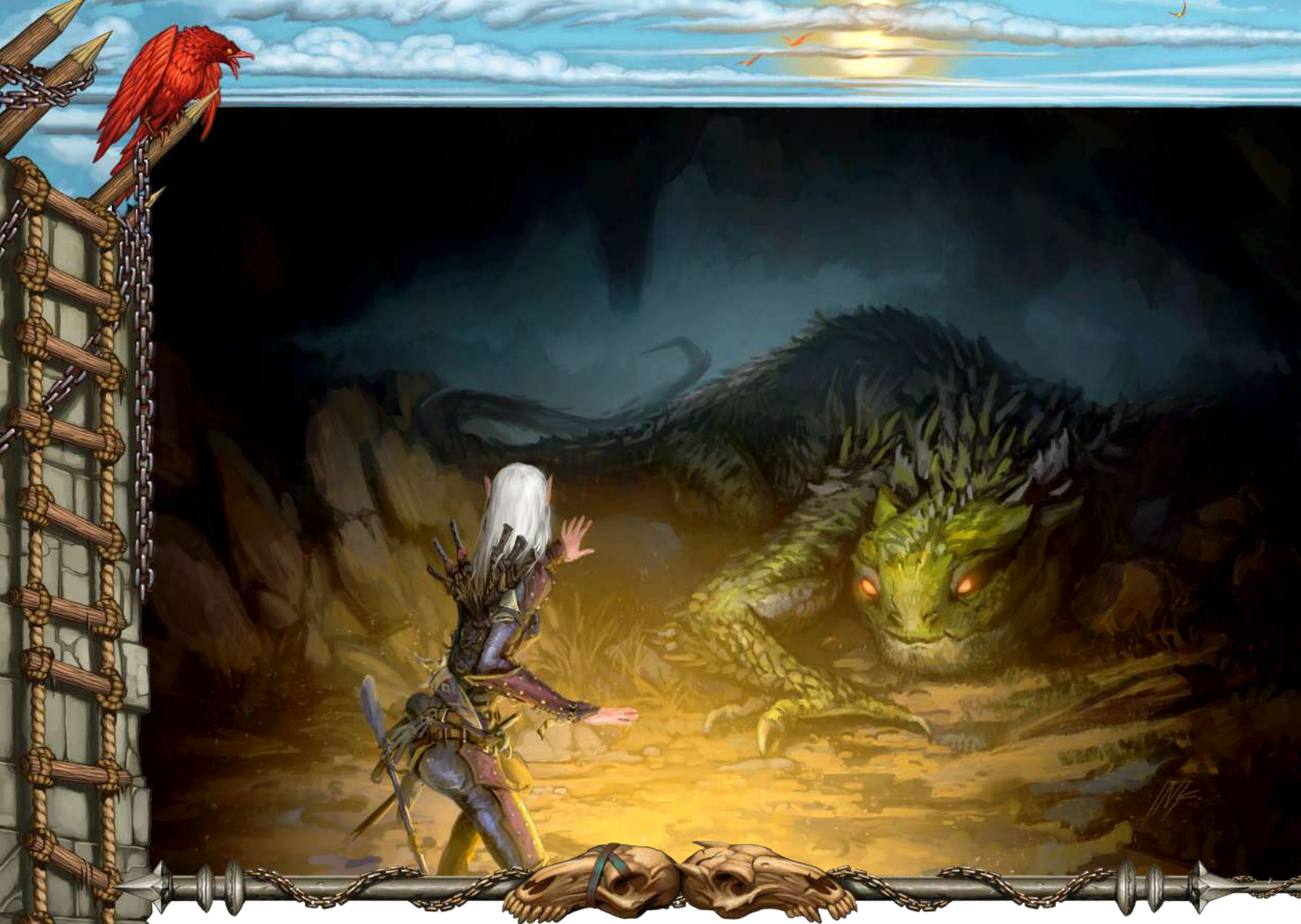
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Chapter 3: Whistles in the Dark

The Pit is more than just a monster-infested complex of caverns and Thassilonian ruins—it's the birthplace of a singular demon named Uvaglor, child of Lamashtu and Pazuzu. While Uvaglor has long since abandoned the site, the region remains infested with dangers and horrors, not the least of which is the dreaded Sandpoint Devil.

Initially, the PCs have greater reasons for investigating the Pit than mere thrill-seeking (although that pursuit is a time-honored adventurer's goal!). Warnings provided by Nualia's spirit, as well as clues and discoveries made below the Sandpoint Cathedral, point to a growing evil within the Pit associated with the undead goblin Ripnugget.

The Pit

The Pit is located just over 2 miles to the southeast of Sandpoint, on a rocky plateau known as the Devil's Platter. The easiest method to approach the Pit is

detailed on page 29 in Chapter 2, in the entry for achieving 4 Research Points about the location, but the PCs are free to make their own way there as they wish. As they explore, they discover other methods of coming and going from the Pit, but the initial trip must be made by a short overland journey.

Sandpoint's hinterlands are well patrolled and relatively safe along the Lost Coast road, as well as in the farmlands nestled between Devil's Platter and Whisperwood to the south. If you wish, you can spice up this journey with minor encounters against dangerous wildlife or bandits, but you shouldn't overdo it—you don't want to make the immediate area surrounding Sandpoint feel like a death trap. Encounters of your design here should be Trivial encounters for the PCs to face.

Along most of its perimeter, the rise up to Devil's Platter is a steep escarpment of jagged rock that requires a DC 20 Athletics check to climb, but there

are several areas where the cliffs are more like steep slopes. One such rise lies just north of the ruins of Wisher's Well, an ancient, 30-foot-tall stone tower with an interior that drops away into a 100-foot-deep shaft filled with water. Local legends say those who toss an offering into the depths and make a wish are granted good luck—feel free to make of this what you wish in your game! Here, the climb up onto Devil's Platter is merely difficult terrain and requires no Athletics checks.

Atop Devil's Platter, things are a bit more dangerous, with bandits, goblins, giant lizards, ogres, and harpies making up the most commonly encountered threats, but these creatures largely avoid the region surrounding the Pit unless they dwell there.

The Pit itself is 50 feet across at the surface, and is surrounded by a jagged rim of sharp rocks and fields of boulders that give it an unsettling appearance as if an immense burrowing creature burst from the rock in ages past. It's difficult terrain to clamber to the ridge's rim, and the first sight of the Pit itself is unnerving.

A vast hole yawns in the rocky plateau, measuring a good fifty feet in diameter and dropping away into fog-filled shadows below. The sides of the Pit are steep—nearly vertical—and are relatively smooth, without many obvious handholds. The bottom of the Pit is shrouded by a thick layer of fog that starts fifty feet down. A five-foot-wide ledge creeps along the eastern side of the Pit about twenty feet from the rim. A rickety-looking wood ladder leads down to this ledge from the Pit's southern edge, and additional ladders connect even deeper ledges disappearing down into the fog layer below. The air around the edge of the pit feels colder. It's silent within, but it feels like the type of untrustworthy quiet that could, at any, moment give vent to an unnerving scream.

NAVIGATING THE PIT

The greatest potential danger facing the PCs as they descend into the Pit is the ever-present threat of a horrifying fall, one that, if the victim survives, places them at a depth where the dangers in the Pit are at their worst. For the most part, the denizens of the Pit remain underground, so the PCs won't normally face combat while climbing around the inside of the Pit's shaft—exceptions, should they occur, are noted in the text.

There are six dungeon levels branching off of the Pit at different depths. Many of these are connected to each other through tunnels or passageways, and the deeper one delves, the more dangerous the encounters grow. The PCs are free to choose their own path through the Pit's dungeons, moving from



chapter to chapter as they see fit, so you should be ready to jump around the adventure as they explore!

The Pit is 150 feet deep, but a fall from a ledge doesn't automatically result in a plummet to that depth, for there are many lower ledges to land on along the way. The nearby maps of the Pit's six levels show the position of these ledges so you can determine how far a victim falls before landing. A character can always attempt to Grab an Edge if they fall with a DC 18 Reflex save. The Pit's walls are fairly sheer, requiring a DC 30 Athletics check to Climb.

The fog that begins at a depth of 50 feet is a permanent feature of the Pit, one that never fades unless powerful magic compels it to—and even then the fog returns as soon as it can thereafter. Below 50 feet, the cool, clammy fog limits visibility, granting concealment to creatures viewed through more than 20 feet of the fog. Walls and ledges are damp with condensation, increasing the DCs to Climb or Grab an Edge by 5.

MAPPING THE PIT

Once the scholarly Runewatchers learn that the PCs are intent on exploring the Pit, they contact them with a request: they'd like to have maps of the dungeon levels within the Pit so they can collect notes on Thassilonian construction. The maps don't need to be pretty—Runewatcher cartographers are eager to redraw and improve what the PCs provide—but they

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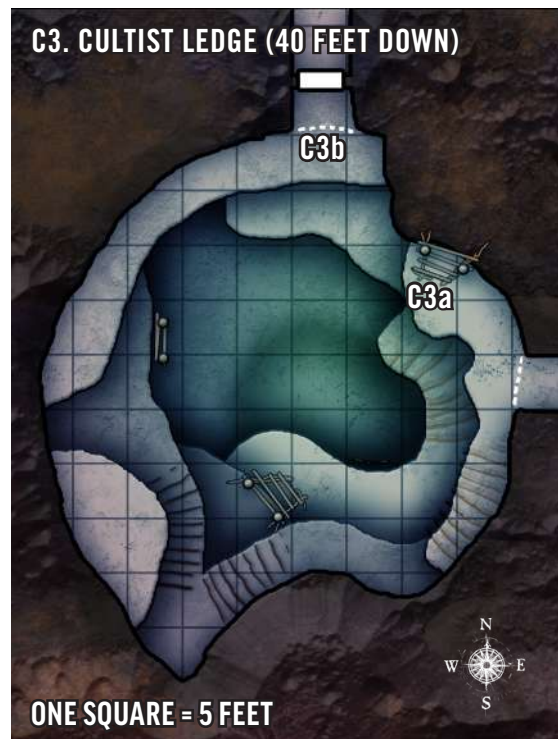
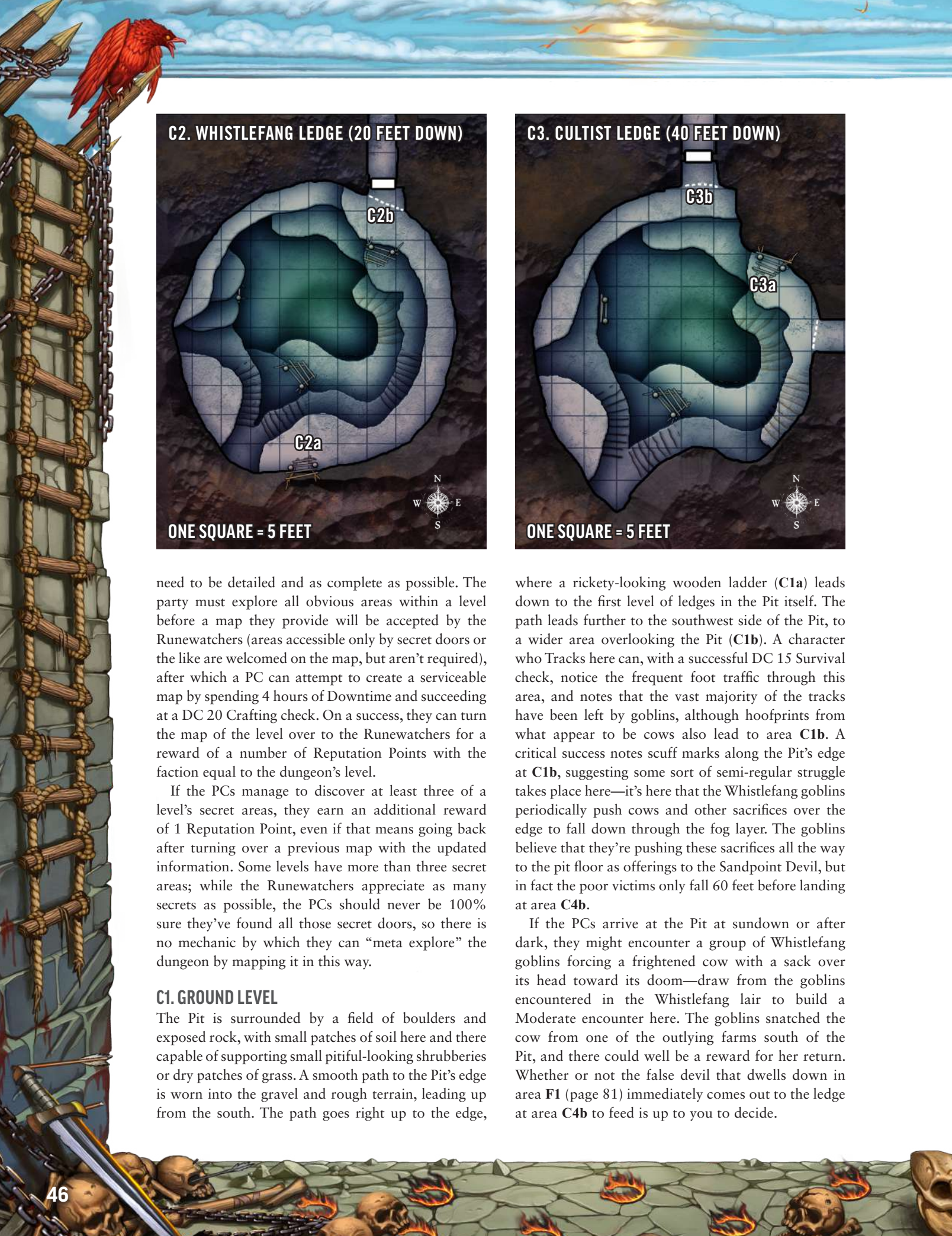
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need to be detailed and as complete as possible. The party must explore all obvious areas within a level before a map they provide will be accepted by the Runewatchers (areas accessible only by secret doors or the like are welcomed on the map, but aren't required), after which a PC can attempt to create a serviceable map by spending 4 hours of Downtime and succeeding at a DC 20 Crafting check. On a success, they can turn the map of the level over to the Runewatchers for a reward of a number of Reputation Points with the faction equal to the dungeon's level.

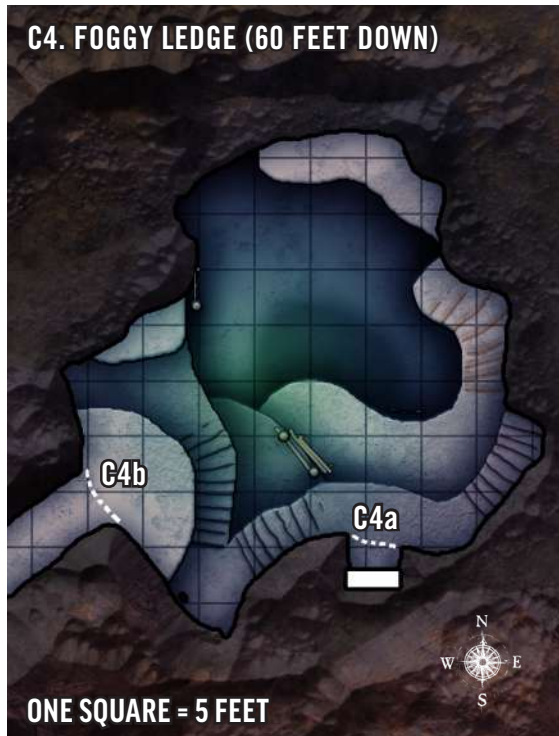
If the PCs manage to discover at least three of a level's secret areas, they earn an additional reward of 1 Reputation Point, even if that means going back after turning over a previous map with the updated information. Some levels have more than three secret areas; while the Runewatchers appreciate as many secrets as possible, the PCs should never be 100% sure they've found all those secret doors, so there is no mechanic by which they can "meta explore" the dungeon by mapping it in this way.

C1. GROUND LEVEL

The Pit is surrounded by a field of boulders and exposed rock, with small patches of soil here and there capable of supporting small pitiful-looking shrubberies or dry patches of grass. A smooth path to the Pit's edge is worn into the gravel and rough terrain, leading up from the south. The path goes right up to the edge,

where a rickety-looking wooden ladder (C1a) leads down to the first level of ledges in the Pit itself. The path leads further to the southwest side of the Pit, to a wider area overlooking the Pit (C1b). A character who Tracks here can, with a successful DC 15 Survival check, notice the frequent foot traffic through this area, and notes that the vast majority of the tracks have been left by goblins, although hoofprints from what appear to be cows also lead to area C1b. A critical success notes scuff marks along the Pit's edge at C1b, suggesting some sort of semi-regular struggle takes place here—it's here that the Whistlefang goblins periodically push cows and other sacrifices over the edge to fall down through the fog layer. The goblins believe that they're pushing these sacrifices all the way to the pit floor as offerings to the Sandpoint Devil, but in fact the poor victims only fall 60 feet before landing at area C4b.

If the PCs arrive at the Pit at sundown or after dark, they might encounter a group of Whistlefang goblins forcing a frightened cow with a sack over its head toward its doom—draw from the goblins encountered in the Whistlefang lair to build a Moderate encounter here. The goblins snatched the cow from one of the outlying farms south of the Pit, and there could well be a reward for her return. Whether or not the false devil that dwells down in area F1 (page 81) immediately comes out to the ledge at area C4b to feed is up to you to decide.



C2. WHISTLEFANG LEDGE

This ledge is controlled by the Whistlefang goblins, but they generally don't interfere with any traffic that uses the ledge to go to and from the deeper ledges below. A rickety-looking but actually quite sound ladder at area C2a leads 20 feet up to area C1a. A 6-foot-high opening in the Pit wall at area C2b leads to a wooden door that opens into area D1 of the Whistlefang lair, while directly south, another ladder leads down 20 feet to area C3a. A few discarded bones and broken dogslicers litter the ledge here.

C3. CULTIST LEDGE

These ledges are located 40 feet below the surface. The eastern ledge (C3a) features a ladder to the north that leads 20 feet up to area C2b, while a rough staircase carved into the rock to the south leads to area C4a, dipping down into the permanent fog layer partway down. An opening in the east wall leads to a wooden door that opens into area E1 (see Chapter 4). The northern ledge (C3b) features an opening in the north wall that leads to area E13 (see Chapter 4). To the south, a series of smaller ledges (the first 10 feet down, the second 20 feet down from the first) creates a series of drops downward, ending at a final drop of 20 feet to area C5a. There's no safe way to reach the northern ledge from the Pit itself, but there are underground tunnels that connect to the Whistlefang lair above.



C4. FOGGY LEDGE

This ledge, as well as all deeper ledges, is constantly shrouded in the fog that fills the Pit starting at 50 feet below the surface. The ledge itself is 60 feet down from the surface. A flight of stairs leads up to the east to area C3a, and down to the west to area C5a. An opening in the south wall leads to a wooden door to area F8 (see Chapter 5). A semicircular ledge (area C4b) sits about 10 feet above the landing on the stairs leading down to area C5a. This ledge is strewn with bones and slick with gore—an investigating PC who succeeds at a DC 15 Medicine or Nature check to Recall Knowledge confirms that most of the remains here are those of cows or deer, but a few human remains lie mixed in with the rest—remnants of sacrifices thrown into the Pit from area C1b 60 feet above. A cave opening in the wall to the southwest of area C4b leads to area F1 (see Chapter 5).

C5. DIMLY LIT LEDGE

This fog-shrouded ledge only gets direct sunlight for about an hour at noon, but at all other daylight hours the illumination here is just dim light. This ledge (area C5a) is located at a depth of 90 feet from the surface. A flight of stairs winds upward to the south to area C4a. A hole in the wall around the corner leads to an old stone door that opens into area G1 (see Chapter 6)—note that this door is normally locked (see area G1 for details). A lower ledge is tucked in near the stairs, a

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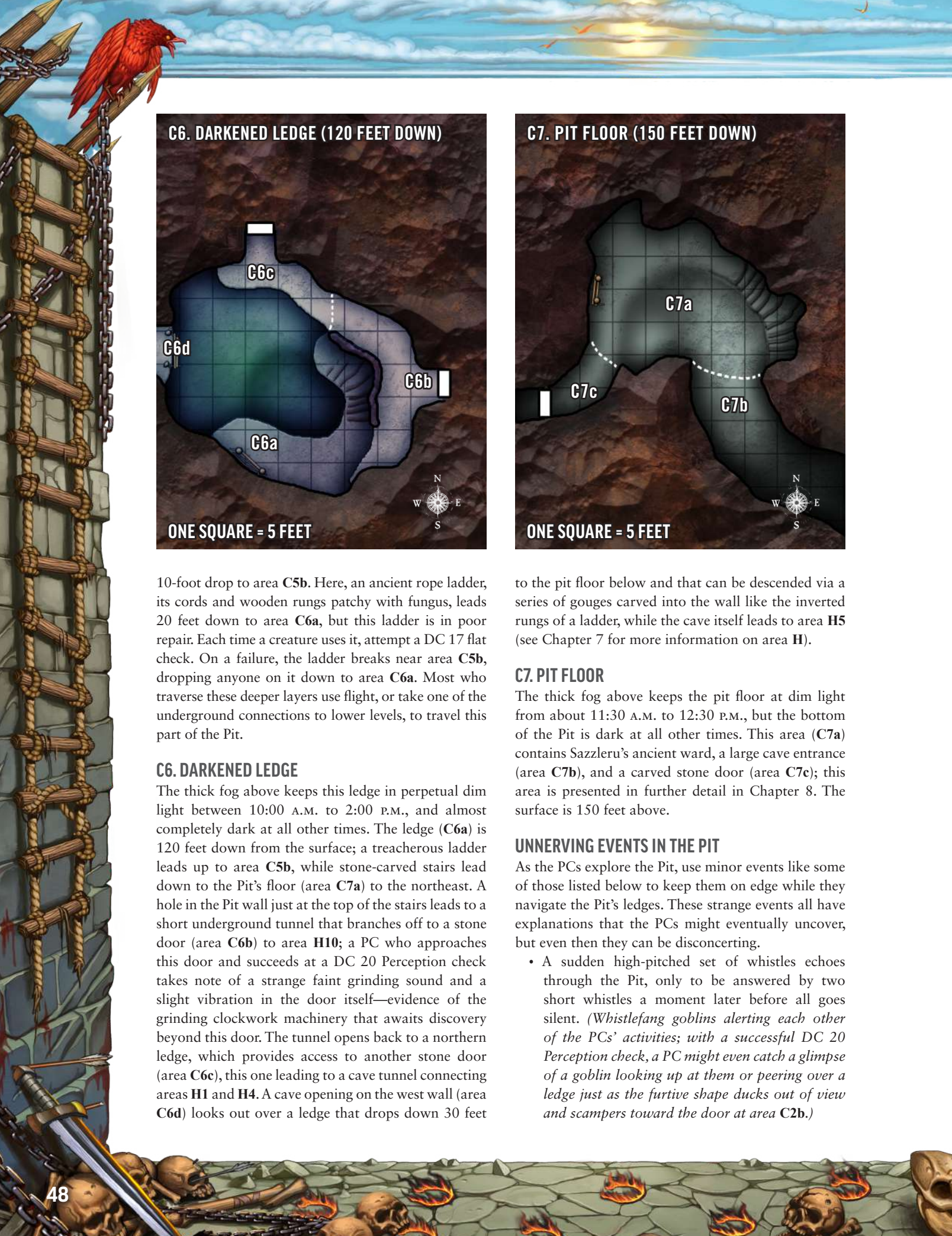
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C6. DARKENED LEDGE (120 FEET DOWN)

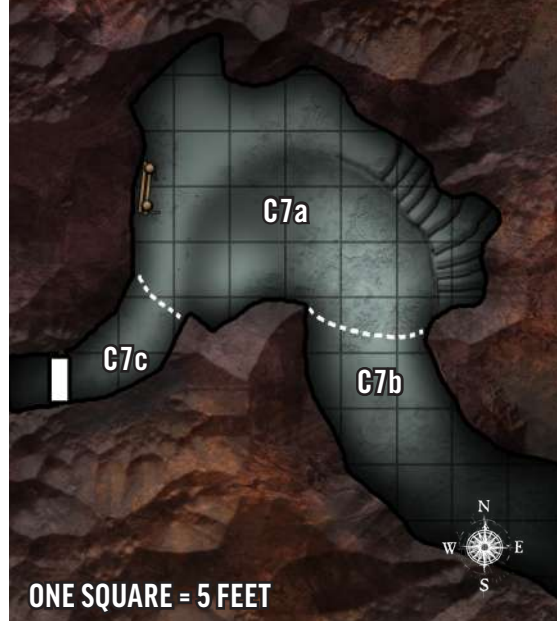


10-foot drop to area **C5b**. Here, an ancient rope ladder, its cords and wooden rungs patchy with fungus, leads 20 feet down to area **C6a**, but this ladder is in poor repair. Each time a creature uses it, attempt a DC 17 flat check. On a failure, the ladder breaks near area **C5b**, dropping anyone on it down to area **C6a**. Most who traverse these deeper layers use flight, or take one of the underground connections to lower levels, to travel this part of the Pit.

C6. DARKENED LEDGE

The thick fog above keeps this ledge in perpetual dim light between 10:00 A.M. to 2:00 P.M., and almost completely dark at all other times. The ledge (**C6a**) is 120 feet down from the surface; a treacherous ladder leads up to area **C5b**, while stone-carved stairs lead down to the Pit's floor (area **C7a**) to the northeast. A hole in the Pit wall just at the top of the stairs leads to a short underground tunnel that branches off to a stone door (area **C6b**) to area **H10**; a PC who approaches this door and succeeds at a DC 20 Perception check takes note of a strange faint grinding sound and a slight vibration in the door itself—evidence of the grinding clockwork machinery that awaits discovery beyond this door. The tunnel opens back to a northern ledge, which provides access to another stone door (area **C6c**), this one leading to a cave tunnel connecting areas **H1** and **H4**. A cave opening on the west wall (area **C6d**) looks out over a ledge that drops down 30 feet

C7. PIT FLOOR (150 FEET DOWN)



to the pit floor below and that can be descended via a series of gouges carved into the wall like the inverted rungs of a ladder, while the cave itself leads to area **H5** (see Chapter 7 for more information on area **H**).

C7. PIT FLOOR

The thick fog above keeps the pit floor at dim light from about 11:30 A.M. to 12:30 P.M., but the bottom of the Pit is dark at all other times. This area (**C7a**) contains Sazzleru's ancient ward, a large cave entrance (area **C7b**), and a carved stone door (area **C7c**); this area is presented in further detail in Chapter 8. The surface is 150 feet above.

UNNERVING EVENTS IN THE PIT

As the PCs explore the Pit, use minor events like some of those listed below to keep them on edge while they navigate the Pit's ledges. These strange events all have explanations that the PCs might eventually uncover, but even then they can be disconcerting.

- A sudden high-pitched set of whistles echoes through the Pit, only to be answered by two short whistles a moment later before all goes silent. (*Whistlefang goblins alerting each other of the PCs' activities; with a successful DC 20 Perception check, a PC might even catch a glimpse of a goblin looking up at them or peering over a ledge just as the furtive shape ducks out of view and scampers toward the door at area C2b.*)

MENTIONING RIPNUGGET

Although Ripnugget's spent his time since arriving in the Pit ensconced in a secret room in the northern part of the Whistlefang lair, his arrival was traumatic and frightening to the goblins, as the graveknight burned their previous leader alive in his own throne. Today, the Whistlefangs act under orders to keep anyone from disturbing Ripnugget in area **D15**, obeying out of fear. Whistlefang goblins (with the exceptions of Tunch in area **D2**) visibly blanch and squeal in fright if the PCs mention Ripnugget, and if the PCs do so in conjunction with attempts to Demoralize or Coerce a Whistlefang goblin, they gain a +2 circumstance bonus on their Intimidation check.

WANDERING MONSTERS IN THE PIT

You might want to enliven play by including an element of wandering monsters in your game. If you choose to do so, you can simply have an encounter with a roving monster take place whenever you feel like the course of game play could use a shot of excitement. Alternatively, if the PCs spend a significant amount of time inside the dungeon (such as if they spend hours researching a topic, or decide to bunk down and rest for the night inside the complex rather than return home to Sandpoint for somewhere safer to sleep), you can check for a wandering monster by attempting a DC 16 flat check—on a success, something finds the party!

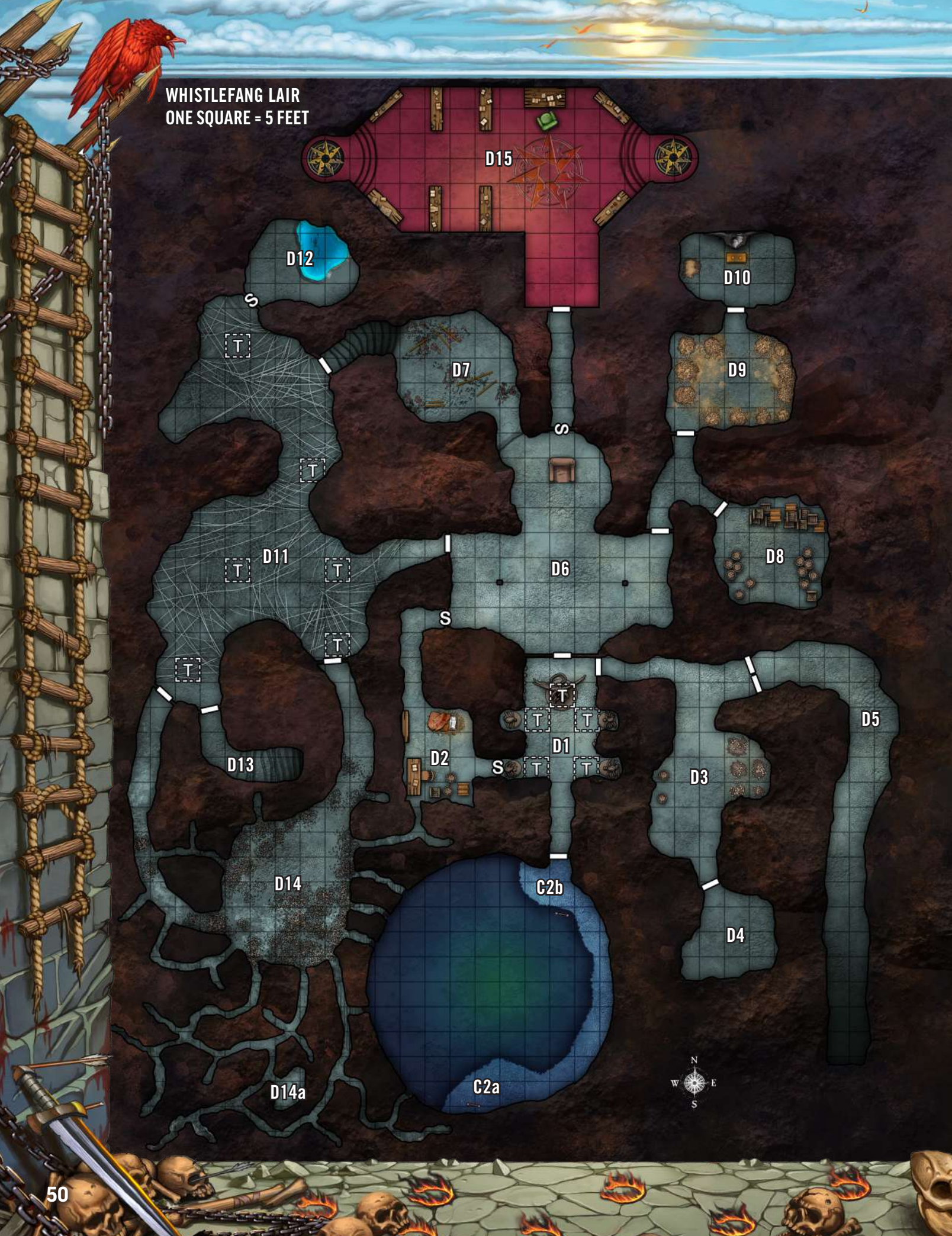
It's best to draw from creatures in nearby areas for wandering monster encounters, and then if the party defeats these creatures in this encounter, to deplete those numbers from where they might have otherwise been encountered in the dungeon. If you'd rather have the PCs encounter thematic monsters for each level in addition to those in set encounters, use the following lists for inspiration. Build these bonus encounters as Trivial or Low threat encounters.

Level 1—Whistlefang Lair: Giant longlegs, groups of Whistlefang goblins returning from a longer patrol out on Devil's Plater, or jinkins looking to find the nest and join their kin at area **D14**.

Level 2—Shrine of the Sandpoint Devil: Devil's Disciples returning to the shrine from a mission in the surrounding region, a sicklefang longleg or two, or some caligni creepers keeping an eye on the complex for allies in the nearby creeper clan.

- The sound of claws scraping against stone somewhere in the fog below, followed by an eerie hiss, grumble, or even a roar. *(Any number of monsters that dwell near entrances coming out in the fog for a moment—most likely the chupacabra from area **F1** coming out for a moment at area **C4b** to stretch its wings or to pick up a few choice remnants of meat on the ledge there).*
- The sound of flapping wings deeper in the Pit, or the sight of a sudden pulse of what looks like fire far down below. *(Evidence of the Sandpoint Devil emerging from its cave to stretch its wings in the lower reaches of the Pit and perhaps exhaling a blast of its fiery breath in something akin to a monstrous yawn.)*
- The sudden conviction of something watching from somewhere unseen. *(Any number of creatures peering at the PCs from unseen vantage points, or perhaps just the nerves. Grant the PCs a chance to "notice" the source of whatever's watching them by calling for Perception checks, but regardless of the roll results, inform them that they haven't spotted anything of note. This event is less about giving the party a hint about a specific foe that lies in wait ahead and more about conveying the unnerving aura that seems to infuse the entire region.)*
- A sudden pulse of unsettling violet light deep in the Pit, followed a few moments later by a billowing puff in the fog, as if something enormous just exhaled a breath. *(Periodic discharges of energy from Sazzleru's ward on the Pit floor below; if your PCs become particularly intrigued by this unnerving event, make sure that when they reach the lowest reaches of the Pit that they catch an up-close flash of the ward's violet energy pulsating on the stony floor!)*
- Screams, roars, or short yells of fury or fright that echo up from below. *(Any one of a number of Pit denizens, or perhaps even rival adventurers meeting with peril somewhere deeper down. Whether or not intelligible words can be made out, such as a dreadful cry for help or a short prayer to a god for mercy, is up to you.)*
- A glimpse of a strange, faintly glowing green light winding around deep in the fog below. *(One of the ghouls from the deepest reaches of the Pit clambering out onto the ledge with a source of ghoul light on a short walk.)*
- A brief sighting of a red hawk perched on a ledge that seems intently curious about the PCs, only to fly away as soon as it's spotted. *(The Red Bishop, checking in on the progress of his latest project.)*

WHISTLEFANG LAIR
ONE SQUARE = 5 FEET



Level 3—The Cloneworks: A patrol of creeping deros who are returning from a longer trek down into the Darklands, some curious zoogs who might lead the PCs back to the main nest, or a hungry ooze slithering around for a meal.

Level 4—The Devil's Sanctum: No wandering monsters should occur in the smaller complex of areas **G1–G5**, but groups of deros, additional intellect devourers, or other creatures creeping in from the Darklands are good choices for the northern half of this level.

Level 5—Liraluarue's Clockworks: Patrols of serpentfolk, additional fungal-infested agents of Yizularun, or predators from the Darklands.

Level 6—The Temple of Kabriri: Additional ghastr cultists, intellect devourers using unexpected bodies as hosts, or conjured demons on patrol in the area.

Whistlefang Lair

Clans of goblins of one affiliation or another have dwelled in the upper reaches of the Pit for centuries, relying upon the site's reputation as an extra layer of security to protect them from their enemies. The very real dangers of the Pit that garner its notoriety are also the primary reason for the high turnover of goblin clans here as well, with misadventures, monsters, and gravity serving as highly effective methods to keep goblin clans from growing too large or lasting too long once they settle within.

The current goblin clan, the Whistlefangs, are on their way out. As recently as two years ago, they controlled the majority of the above-fog levels within the Pit, but an alliance gone sour with two bickering caligni bands, followed up by the disastrous arrival of the Devil's Disciples, has seen the Whistlefangs reduced to a fraction of their original number. Now limited to a portion of the uppermost level where they clash frequently against infestations of gremlins and other creatures, the Whistlefangs were ready to abandon their home and beg for the Birdcrunchers to the west to take them in when a miracle arrived: an undead miracle clad in fiery armor named Ripnugget.

The Whistlefangs are a particularly obscure and sadistic gathering of goblins, a group the other local clans either prefer not to mention (other than to trade scary stories of Whistlefang devil worship) or simply forget about entirely. The Whistlefangs are so called for their practice of drilling holes in their teeth, allowing them to create a wide range of whistling cries that they use to communicate quickly and discreetly. As the PCs explore this level, the Whistlefangs use these sounds to coordinate the defense of the lair. The whistles are more akin to a set of complex signals

rather than an actual language, but if the PCs secure a Whistlefang goblin's cooperation, they might be able to learn some of these whistles so they can intercept messages or even attempt to lie using these signals. Attempts to do so take a -2 circumstance penalty to Deception, as these whistles are difficult to fake by people who don't have holes drilled into their teeth. A cooperative Whistlefang might be able to provide additional information about their old lair, now controlled by the Devil's Disciples—see Chapter 4 for more details.

WHISTLEFANG LAIR FEATURES

Although goblins and gremlins are the primary denizens of this level, the chambers and caves were created ages ago by spies from Shalast. Most of the chambers here were not protected by the Thassilonian preservative magic that prevented erosion, and have crumbled into cavernous tunnels in most areas. Ceiling height in the lair is steady at 8 feet unless otherwise indicated. Doors are made of wood, and generally can't be locked, with exceptions deeper in the lair as noted. The level remains unlit except in areas where the goblins keep fires going or in some areas, as noted in the text, that retain ancient *continual flame* lighting.

D1. HALL OF THREATS

TRIVIAL 5

The walls of this chamber are decorated with dozens of skulls harvested from a wide range of animals—deer, cows, elk, wolves, horses, and even some humans. All of the wall-mounted skulls are angled to stare down at the southern entrance to the room. In four alcoves stand taxidermy spiders as big as humans, each posed in a menacing position, while an even larger figure—a taxidermy horse with glittering gemstone eyes, "wings" made of canvas, a giant lizard's tail stitched to its hindquarters, and a mouth filled with sharp fangs—stands vigil near double doors.

The Whistlefangs decorated this chamber to intimidate visitors to their home—be they invited guests or not. The true nature of the five taxidermy displays are obvious, with bits of dried grass sticking out of gaps in the stitching, but remain unsettling. The four smaller displays are of giant spiders, while the larger one is a Whistlefang attempt to recreate the Sandpoint Devil from a horse, a giant lizard's tail, and a pair of wings crafted from canvas and branches. A PC who succeeds at a DC 18 Occultism or Society check to Recall Knowledge recognizes that this cobbled-together monstrosity is meant to represent the Sandpoint Devil.

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A secret door behind the southwest taxidermy spider can be discovered with a DC 20 Perception check to Seek.

When Whistlefangs wish to move through this room, they whistle out a quick series of trills that alerts Tunch, the traps' caretaker in area **D2**, to deactivate the sticky greeter traps so that goblins can come and go.

Hazard: While no creatures guard this chamber, the Whistlefangs made sure that the entrance to their lair was well protected nonetheless. The clan's master taxidermist Tunch (see area **D2**) and its religious leader Minargul (see area **D10**) worked together to build this chamber's two traps—in fact, this was the last time they worked together, for while the results of their collaboration resulted in two unique hazards, creative difficulties between the two ensured that they would go to great lengths to never breathe air in the same room again, much less work together on another project.

The four taxidermy spiders consist of four identical hazards, while the taxidermy "Sandpoint Devil" is a separate, different hazard. All of these traps are noisy; if any one of them is triggered, one of the goblin guards from area **D3** comes to investigate—they do so 1d4+2 rounds after the trap is triggered, expecting to find fellow goblins trapped (again) in the webs after Tunch forgot to deactivate the hazard (again), but once they spot the PCs, they whistle for backup and the other guards and their goblin dogs from area **D3** arrive soon thereafter to attack.



Tunch

STICKY GREETERS (4)

HAZARD 5

UNCOMMON MECHANICAL TRAP

Stealth DC 23

Description A taxidermy giant spider's abdomen opens up to spray the area in front of it with sticky webbing.

Disable Thievery DC 23 to disable the pressure plate that triggers the sticky greeter

AC 19; Fort +15, Ref +9

Spider Hardness 5; **Spider HP** 40 per spider (BT 20);

Immunities critical hits, object immunities, precision damage

Web Hardness 5; **Web HP** 20; **Immunities** bludgeoning damage, critical hits, object immunities, piercing damage, precision damage

Spray Webbing **Trigger** A creature steps on the pressure plate adjacent to the sticky greeter; **Effect** The sticky greeter lurches as its abdomen snaps forward, opens, and sprays the triggering creature with thick sheets of alchemical webbing. At the same time, the sticky greeter emits a high-pitched whistling sound. The creature must make a DC 26 Reflex save or become immobilized and held in place, or restrained on a critical failure until it escapes (DC 22) or the webbing binding it is destroyed.

Reset The sticky greeters must be reset manually.

DEVIL'S BREATH

HAZARD 5

UNIQUE MAGICAL TRAP

Stealth DC 23

Description The taxidermy monster lurches forward, howls, and exhales a blast of foul-smelling smoke.

Disable Thievery DC 23 to pluck out the taxidermy's gemstone eyes

AC 22; Fort +15, Ref +9

Hardness 10; **HP** 50 (BT 25); **Immunities** critical hits, object immunities, precision damage

Exhale Smoke **Trigger** A non-goblin creature approaches within 10 feet of the taxidermy Sandpoint Devil; **Effect** The taxidermy Sandpoint Devil lurches forward, opens its jaws, and emits a blood-curdling howl and a blast of foul-smelling gray smoke. All creatures in a 30-foot-cone directed south of the trap (which reaches all the way to the door leading out to the Pit) must attempt a DC 22 Fortitude save or become enfeebled 1 for 1 hour (or enfeebled 2 for 8 hours on a critical failure).

Reset The Devil's Breath resets automatically after an hour.

Treasure: The two gemstones in the taxidermy Sandpoint Devil's eye sockets lose their magical sensor quality when removed, but are each still worth 50 gp.

D2. TUNCH'S WORKSHOP

LOW 5

This musty-smelling workshop features a long workbench covered with animal parts and a cluttered

wooden shelf to the west, several barrels and crates to the south, and a ratty-looking pile of furs to the north. A wood carving of some sort of overly muscular goblin looms over the furs, while a lever sticks out of the eastern wall just below the carving.

When the lever on the wall is pushed to the up position, it deactivates all four sticky greeter traps in area **D1**.

The supplies and tools found here are for taxidermy work. The animal parts on the workbench consist of a giant bat's head, a giant rat's body and tail, several sizable spider legs, and two large scorpion pincers—all partway through preservation and on their way toward something special: a monstrosity Tunch has been having vivid dreams about.

A DC 25 Perception check made while Seeking is enough to reveal a tiny little hole in the southern wall, about a foot off the ground. This is a peephole dug by the gremlins in area **D14**—a PC who bends over to look in it might see a shocked gremlin face looking back before the jinkin flees back to area **D14** to report to his kin that “bigguns” are in the dungeon.

Creatures: Tunch, a self-professed “master taxidermist,” lives in this room after his falling out with the witch Minargul, and has been focusing his time lately on trying to build a “living taxidermy” that he can then order to go kill his enemy. He rationalizes that if some strange creature no goblin has ever seen before kills the witch, then certainly he can't be blamed for it—especially if he then swoops in to defeat said creature with a “magic word” (in reality a command word to deactivate the creation). The primary problem with his plan is that animating an object is far beyond Tunch's skill set. Bribing adventurers to do his dirty work might not be, though.

If the PCs set off the traps in area **D1** and then defeat the goblin guards who come to investigate, Tunch creeps out to area **D1** to invite them to speak with him here in his workshop. Likewise, if they manage to avoid or disarm the traps and then enter this room, they find him toiling over his latest project only to excitedly attempt to hire them to take care of the “evil witch that has been plaguing the Whistlefangs.” Tunch can scribble out a basic map of areas **D1–D10** of the lair (although he won't use any words or labels and won't allow the PCs to annotate his map in front of him for fear of those words stealing his thoughts). If they can save the Whistlefangs by killing the mind-controlling witch, he also promises the PCs a “magic bug.” This reward is the *emerald grasshopper talisman* he wears on his armor but can't actually use because he's not good at jumping. “Oh yeah,” he

adds, “all the other Whistlefangs you talk to here will sound like they like her, but she's a mind controller. She's got their names written on papers she keeps in her hat and she controls them that way. Save us!”

If the PCs ask Tunch about Ripnugget, he waves his hand dismissively and says, “That one's got everyone else scared, but not me. Not as long as I stay hidden here!” In fact, he admires Ripnugget's mastery of fire, and isn't particularly frightened of him.

If the PCs do as Tunch requests and kill Minargul, they need to return to this room to collect their prize within half an hour, because as word spreads that “Tunch sent adventurers to kill Minargul” (or if he realizes he's one of the only Whistlefangs left), he packs up his creepy bat-scorpion-rat-spider and some tools and flees the Pit.

Tunch is accompanied at all times by his five-foot-long weasel pet named Sausage, a creature he raised from youth and made sure to feed well so that when the time comes, he'll be a magnificent taxidermy “forever friend.” Sausage, being a typical megalictis, doesn't realize that Tunch has treachery in store for him, and defends his goblin feeder and giver-of-chin-scratches to the death, eager to bite and chew if combat breaks out, which it certainly will if the PCs refuse to work for Tunch—or if they attack him first because they're already working for Minargul. That said, if Tunch is slain, Sausage's loyalty to Tunch vanishes. He breaks off combat at once and bonds with whoever slew the goblin—the megalictis continues to follow that PC around and will defend them as long as they feed him regularly (Sausage only eats live animals and particularly likes spider meat) and give him chin scratches. If a PC fails to deliver on this arrangement, Sausage attacks them out of frustration.

TUNCH

CREATURE 5

UNIQUE CE SMALL GOBLIN HUMANOID

Male goblin alchemist (*Pathfinder Bestiary* 180)

Perception +10; darkvision

Languages Common, Goblin

Skills Crafting +12, Deception +11, Nature +8, Religion +8, Stealth +11, Thievery +11

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

Items dogslicer, *emerald grasshopper talisman*, studded leather armor

Infused Items Tunch carries the following infused items, which last for 24 hours or until the next time he makes his daily preparations: moderate alchemist's fire (8), lesser antidotes (2), lesser elixir of life (4), moderate tanglefoot bag (2)

AC 21; **Fort** +11, **Ref** +13, **Will** +8; +1 status vs. poison

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HP 75; **Resistances** poison 2

Goblin Scuttle  As goblin warrior.

Speed 25 feet

Melee  dogslicer +13 (agile, backstabber, finesse);

Damage 1d6+2 slashing

Ranged  alchemist's fire +14 (range increment 20 feet),

Damage 2d8 fire plus 2 persistent fire and 3 fire splash

Calculated Splash When Tunch throws a bomb with the splash trait, it deals splash damage equal to his Intelligence modifier.

Distracting Whistle  (arcane, auditory, evocation)

Frequency once per round; **Effect** Tunch whistles in a way that causes the sound to manifest elsewhere, potentially distracting a foe. One target of Tunch's choice that he can see within 30 feet must attempt a DC 22 Will save or become flat-footed until the start of Tunch's next turn by the distracting whistling sound that seems to come from behind them. The target is then temporarily immune to Distracting Whistle for 1 hour.

Quick Bomber  Tunch Interacts to draw a bomb, then Strikes with it.

SAUSAGE

CREATURE 3

Megalictis (*Pathfinder Bestiary* 3 291)

Initiative Perception +10

Treasure: Tunch's bat-scorpion-rat-spider taxidermy is, despite (or perhaps because of) its unsettling nature, rather well put together, and is worth 45 gp to someone like Vorvashali Voon of the Feathered Serpent in Sandpoint (area 44), who swiftly puts it on sale, claiming the creature was brought to Golarion from the red planet Akiton before it was stuffed.

Reward: If the PCs arrange to take care of Minargul and get back in time to get a reward from Tunch, grant them XP as if they defeated him in combat. If they don't get back in time for the reward, grant them half that XP amount.

D3. GOBLIN DOG TRAINERS

TRIVIAL 5

This cave smells a bit musty, particularly toward the southern end where the chamber narrows down to a wooden door. Two barrels sit against the west wall, while four "nests" made of furs and rags lie heaped in a wide alcove to the east. To the northeast, a set of wooden double doors has been boarded over.

The doors to area D5 have been barricaded. A PC who succeeds on a DC 22 Athletics check can force them open, or with a few minutes of noisy work, PCs can pry the boards loose so the doors can be opened with ease.

Creatures: The four nests to the east belong to the Whistlefangs' animal trainers—four goblin commandos named Charpus, Norb, Sindel, and Dank Nibbler. Ever since the arrival of the Devil's Disciples, these four are also tasked with keeping an eye on the entrance and investigating whenever the traps go off. It's been a bit since anyone's triggered the traps, though, so if they go off, the goblins think it's a false alarm and only one of them goes to investigate as detailed in area D1. If they discover PCs in their home, they whistle in shock and quickly open the kennel so their goblin dogs from area D4 can help defend the area. If at least two goblin commandos are defeated, the remainder flee to area D6 to warn the rest of the Whistlefangs.

GOBLIN COMMANDOS (4)

CREATURE 1

Pathfinder Bestiary 180

Initiative Perception +5

D4. GOBLIN DOG KENNEL

TRIVIAL 5

Unless they're particularly quiet, as the PCs approach this door, they hear the sound of excited squeaking and raspy chittering coming from beyond.

The scent in this room is awful, reeking of animal filth. Clouds of dust or some other nasty-smelling particles drift in the air, and a thick layer of stained straw covers the floor.

Creatures: The Whistlefangs once had many more goblin dogs, but after losing much of their territory to the Devil's Disciples beyond area D5, they're down to only two of these nasty creatures. The ill-tempered rodents are always eager to attack and chew on any non-Whistlefang, and fight to the death if given the chance. The dander floating in the air in this room is particularly dense, and any creature that spends more than 3 rounds in this room is exposed to goblin pox.

GOBLIN DOGS (4)

CREATURE 1

Pathfinder Bestiary 182

Initiative Perception +6

Treasure: Characters who risk the exposure to goblin pox and spend at least 5 minutes looking through the nasty straw covering the floor here are rewarded with far more than a collection of giant spider parts and animal bones—a DC 20 Perception check while Seeking turns up a well-gnawed human finger that's still wearing a silver ring set with an amethyst worth 65 gp.

D5. CRAWLING TUNNEL

MODERATE 5

This long, damp tunnel once led down to the

Whistlefang's lower lair—a complex now under the control of the Devil's Disciples (see Chapter 4). The tunnel slopes downward at a gentle angle as it continues to the south, eventually connecting to area **E12**.

Creatures: While the Whistlefangs have barricaded the door here, the cultists have little interest in claiming additional territory at this time. As a result, the guardians left here by the goblins continue to lurk and thrive. Anyone who directs a light up to the 10-foot-high ceiling notes that it seems to ripple and move: the ceiling of this long tunnel is covered in an inverted carpet of writhing daddy longlegs. These unsettling arachnids number in the thousands, and while they're harmless, a creature that disturbs them causes great masses of them to fall downward—if a tickling, crawling bushel of daddy longlegs lands on a PC, they must succeed at a DC 15 Fortitude save or become sickened.

Not so harmless, though, are the four giant longlegs that ceaselessly crawl and scuttle here. These much larger vermin are starving, and swiftly scuttle forward to attack intruders as soon as any proceed further than 20 feet down this tunnel from the curve to the north. The creatures pursue their quarry relentlessly and fight to the death.

GIANT LONGLEGS (4)

CREATURE 3

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Initiative Perception +8

D6. WHISTLING THRONE

MODERATE 5

The rough stone walls of this large room are decorated with a mix of bones, broken weapons, tattered tapestries, and bits of junk. To the north, a charred and very dead goblin sits slumped on a partially burned wooden throne. A cave opening to the west of the throne opens into darkness. Several bloody spears lean against the wall near this opening.

A DC 20 Perception check while Seeking is enough to locate the southwest secret door leading to area **D2**, but a DC 24 Perception check is required to find the one leading north to area **D15** (this secret door went unnoticed for years by the Whistlefangs until Ripnugget arrived and, guided by the vision granted him by the Red Bishop, revealed its presence).

Creatures: After the Whistlefangs lost control of their lower level to the Devil's Disciples, they relocated their throne room to this location, only for their glorious chieftain Shriltooth to be burned alive by Ripnugget, who slaughtered the chieftain to exert his power over the Whistlefangs. After Ripnugget moved north into the secret room (area **D15**), the

Whistlefangs have lived in fear that he might return, and intend to do everything they can to carry out his orders and prevent anyone from disturbing him. The goblins left Shriltooth's body on the throne out of fear that any disturbance to the remains would bring back a vengeful ghost.

The current leader of the Whistlefangs is also the goblin responsible for capturing and luring the monster that now dwells in area **D7**—an act born more of luck than anything else, and one this goblin, Gurlunk, now regrets as it's placed him in a leadership role. He fears that this has marked him as Ripnugget's next victim.

Gurlunk is attended by five additional goblins—four commandos and a war chanter. All of them are nervous, jittery, and can't wait for Ripnugget to get what he's looking for in the secret room so he'll leave and the Whistlefangs can get back to salvaging what's left of their clan. Gurlunk and these goblins fully believe the claims of the clan's religious leader that their faith in the Sandpoint Devil has been lacking and that Ripnugget is the resulting punishment. As such, they view the arrival of the PCs as fortuitous, and as they spot them, Gurlunk cries out "Seize them! Keep them alive! We'll feed them to the Devil and Ripnugget will leave us be!"



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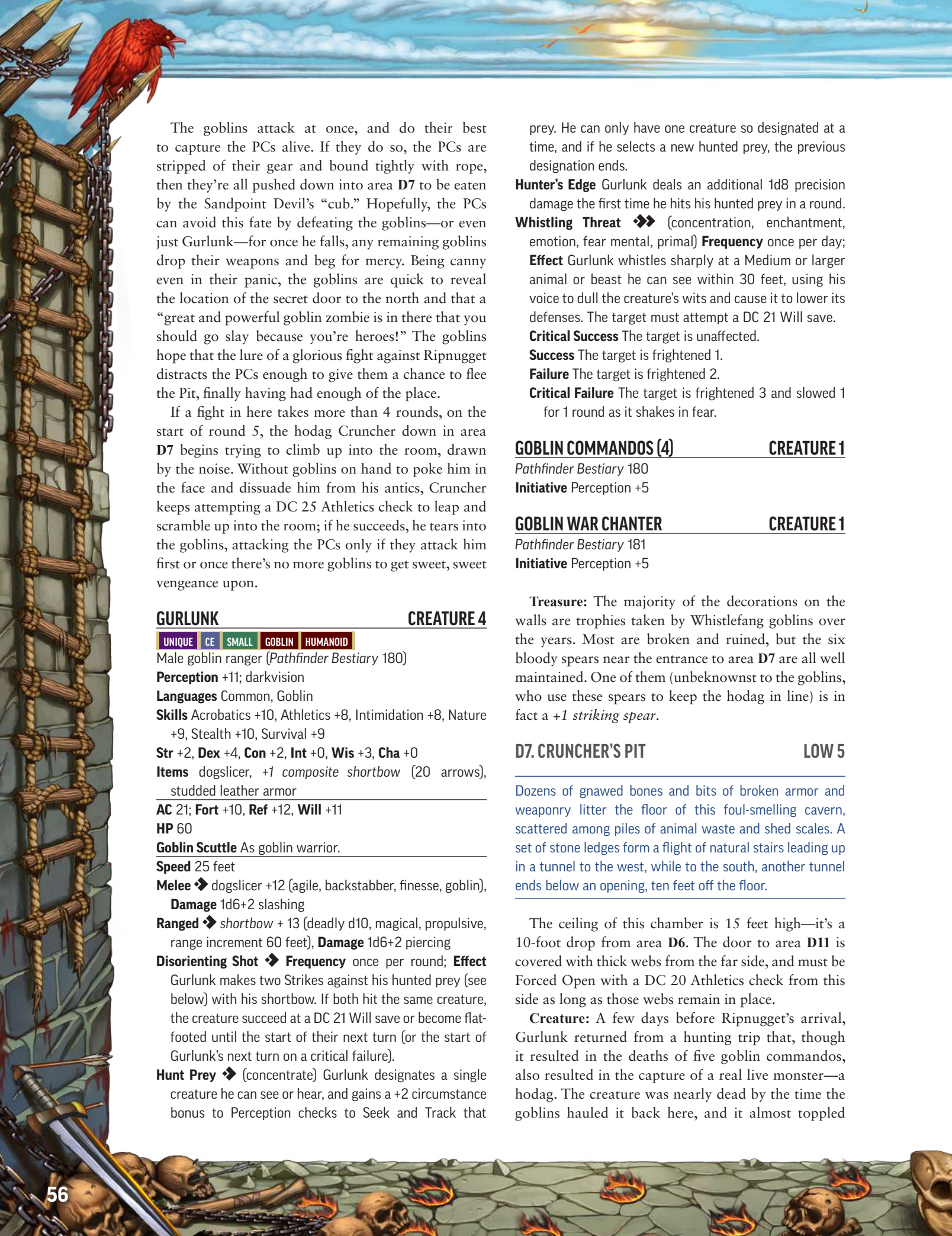
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The goblins attack at once, and do their best to capture the PCs alive. If they do so, the PCs are stripped of their gear and bound tightly with rope, then they're all pushed down into area **D7** to be eaten by the Sandpoint Devil's "cub." Hopefully, the PCs can avoid this fate by defeating the goblins—or even just Gurlunk—for once he falls, any remaining goblins drop their weapons and beg for mercy. Being canny even in their panic, the goblins are quick to reveal the location of the secret door to the north and that a "great and powerful goblin zombie is in there that you should go slay because you're heroes!" The goblins hope that the lure of a glorious fight against Ripnugget distracts the PCs enough to give them a chance to flee the Pit, finally having had enough of the place.

If a fight in here takes more than 4 rounds, on the start of round 5, the hodag Cruncher down in area **D7** begins trying to climb up into the room, drawn by the noise. Without goblins on hand to poke him in the face and dissuade him from his antics, Cruncher keeps attempting a DC 25 Athletics check to leap and scramble up into the room; if he succeeds, he tears into the goblins, attacking the PCs only if they attack him first or once there's no more goblins to get sweet, sweet vengeance upon.

GURLUNK CREATURE 4

UNIQUE CE SMALL GOBLIN HUMANOID

Male goblin ranger (*Pathfinder Bestiary* 180)

Perception +11; darkvision

Languages Common, Goblin

Skills Acrobatics +10, Athletics +8, Intimidation +8, Nature +9, Stealth +10, Survival +9

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

Items dogslicer, +1 composite shortbow (20 arrows), studded leather armor

AC 21; **Fort** +10, **Ref** +12, **Will** +11

HP 60

Goblin Scuttle As goblin warrior.

Speed 25 feet

Melee ♦ dogslicer +12 (agile, backstabber, finesse, goblin), **Damage** 1d6+2 slashing

Ranged ♦ shortbow +13 (deadly d10, magical, propulsive, range increment 60 feet), **Damage** 1d6+2 piercing

Disorienting Shot ♦ **Frequency** once per round; **Effect** Gurlunk makes two Strikes against his hunted prey (see below) with his shortbow. If both hit the same creature, the creature succeed at a DC 21 Will save or become flat-footed until the start of their next turn (or the start of Gurlunk's next turn on a critical failure).

Hunt Prey ♦ (concentrate) Gurlunk designates a single creature he can see or hear, and gains a +2 circumstance bonus to Perception checks to Seek and Track that

prey. He can only have one creature so designated at a time, and if he selects a new hunted prey, the previous designation ends.

Hunter's Edge Gurlunk deals an additional 1d8 precision damage the first time he hits his hunted prey in a round.

Whistling Threat ♦♦ (concentration, enchantment, emotion, fear mental, primal) **Frequency** once per day; **Effect** Gurlunk whistles sharply at a Medium or larger animal or beast he can see within 30 feet, using his voice to dull the creature's wits and cause it to lower its defenses. The target must attempt a DC 21 Will save.

Critical Success The target is unaffected.

Success The target is frightened 1.

Failure The target is frightened 2.

Critical Failure The target is frightened 3 and slowed 1 for 1 round as it shakes in fear.

GOBLIN COMMANDOS (4) CREATURE 1

Pathfinder Bestiary 180

Initiative Perception +5

GOBLIN WAR CHANTER CREATURE 1

Pathfinder Bestiary 181

Initiative Perception +5

Treasure: The majority of the decorations on the walls are trophies taken by Whistlefang goblins over the years. Most are broken and ruined, but the six bloody spears near the entrance to area **D7** are all well maintained. One of them (unbeknownst to the goblins, who use these spears to keep the hodag in line) is in fact a +1 *striking spear*.

D7. CRUNCHER'S PIT LOW 5

Dozens of gnawed bones and bits of broken armor and weaponry litter the floor of this foul-smelling cavern, scattered among piles of animal waste and shed scales. A set of stone ledges form a flight of natural stairs leading up in a tunnel to the west, while to the south, another tunnel ends below an opening, ten feet off the floor.

The ceiling of this chamber is 15 feet high—it's a 10-foot drop from area **D6**. The door to area **D11** is covered with thick webs from the far side, and must be Forced Open with a DC 20 Athletics check from this side as long as those webs remain in place.

Creature: A few days before Ripnugget's arrival, Gurlunk returned from a hunting trip that, though it resulted in the deaths of five goblin commandos, also resulted in the capture of a real live monster—a hodag. The creature was nearly dead by the time the goblins hauled it back here, and it almost toppled

into the Pit itself when they were gingerly dragging it along the ledge to the entrance, but the hodag survived its transport.

The hodag, whom the goblins have named “Cruncher” for how noisy he gets when he eats the wild animals they periodically toss down for food, hasn’t thrived in this small cavern, but he learned quickly not to try to jump and clamber up out of the Pit, since the goblins are always quick to stab him in the face with spears. Yet even somewhat sickly, Cruncher remains a legitimate threat—especially if PCs are captured and thrown down here to face him without their gear.

Cruncher can’t speak, but he’s smart enough to understand Common. He’s angry and frustrated at his circumstances, and while he’ll attack on sight, he backs into a corner of the room to cower if brought to 10 or fewer Hit Points. If you wish, Cruncher could take a liking to a PC who treats his wounds or manages to Make an Impression on him, at which point he accompanies them on their adventures until the first time the PCs leave the Pit, at which point Cruncher ambles off back home deeper in Devil’s Platter to resume his mysterious ways.

CRUNCHER

CREATURE 6

Sickly hodag (*Pathfinder Bestiary* 2 145)

Initiative Perception +10; scent (precise) 30 feet

Sickly Cruncher is enfeebled 1 due to his mistreatment from the goblins. In addition, his eyes are rheumy and caked with gunk, resulting in a –4 circumstance penalty to sight-based Perception checks and causing him to be blinded beyond a range of 5 feet. If he escapes into the wild, he heals back up after a few nights’ rest and a big meal. Alternatively, a PC can speed his recovery with a DC 20 Medicine check, with the results detailed below; this takes 10 minutes to perform, and as such Cruncher needs to either be helpless or willing to receive the attention.

Critical Success Cruncher’s vision clears and he loses the enfeebled condition.

Success Cruncher’s vision clears, and he’ll lose the enfeebled condition after 8 hours of rest.

Failure The attempt provides no aid.

Critical Failure As failure, but Cruncher takes 2d6 points of damage as well, potentially causing him to lose his trust in the PCs and driving him to attack.

Treasure: A PC who takes 10 minutes to Search through the filth in this cavern discovers a few discarded treasures left behind from previous meals, including a leather pouch containing crystal game pieces (worth 35 gp in all), a *wind ocarina* (*Treasure Vault* 99), and a runestone etched with a *glamered* rune.

Reward: If the PCs befriend Cruncher, grant them XP as if they’d defeated him in combat.

D8. FOOD STORES

The walls of this room are stacked high with barrels and crates, atop which are further stacked bulging burlap sacks. The room smells of pickle brine and spoiled food.

The Whistlefangs store food here. Most of the containers are empty—since Ripnugget’s arrival, the goblins have been too distracted to go out foraging. The smell of pickle brine comes from two empty pickle barrels with loose lids, and the spoiled food stink comes from a few crates of rancid meat and stolen cheese. One small crate sitting to the north has a crude drawing of a happy goblin with a full belly on it. Inside this crate are what appear to be six well-preserved fruit cakes that smell delicious. This is, in fact, a trap left by the goblins to punish anyone who raids their food—all the goblins know to leave the fruit cakes alone because they’ve been poisoned with belladonna.

D9. GOBLIN BUNKS

LOW 5

Over a dozen filthy mounds of rags and straw lie heaped in this room, filling the air with the stale stink of body odor. A clear path runs between the southern door and a door to the north.

Creatures: Forced to sleep in more cramped quarters now that they’ve been driven out of the deeper chambers beyond area D5, the Whistlefangs sleep here, choosing whatever heap of lice-ridden rags suits their fancy at the moment. There are more Whistlefangs than there are nests here, so the goblins have taken to sleeping in shifts. The first time the PCs explore this area, they find six exhausted goblin commandos sleeping here so soundly that alarms from elsewhere in the dungeon do little to disturb them. If woken from their sleep, they’re still fatigued, but since they sleep in their armor and keep their horsechoppers handy, they’re ready to fight if woken. If combat lasts for more than 3 rounds, Minargul comes from area D10 to investigate and join the fight. As long as Minargul is present, the goblin commandos fight to the death, but if she’s slain (or if three of the commandos are slain before she arrives) the remaining commandos panic and try to run away.

GOBLIN COMMANDOS (6)

CREATURE 1

Pathfinder Bestiary 180

Initiative Perception +5

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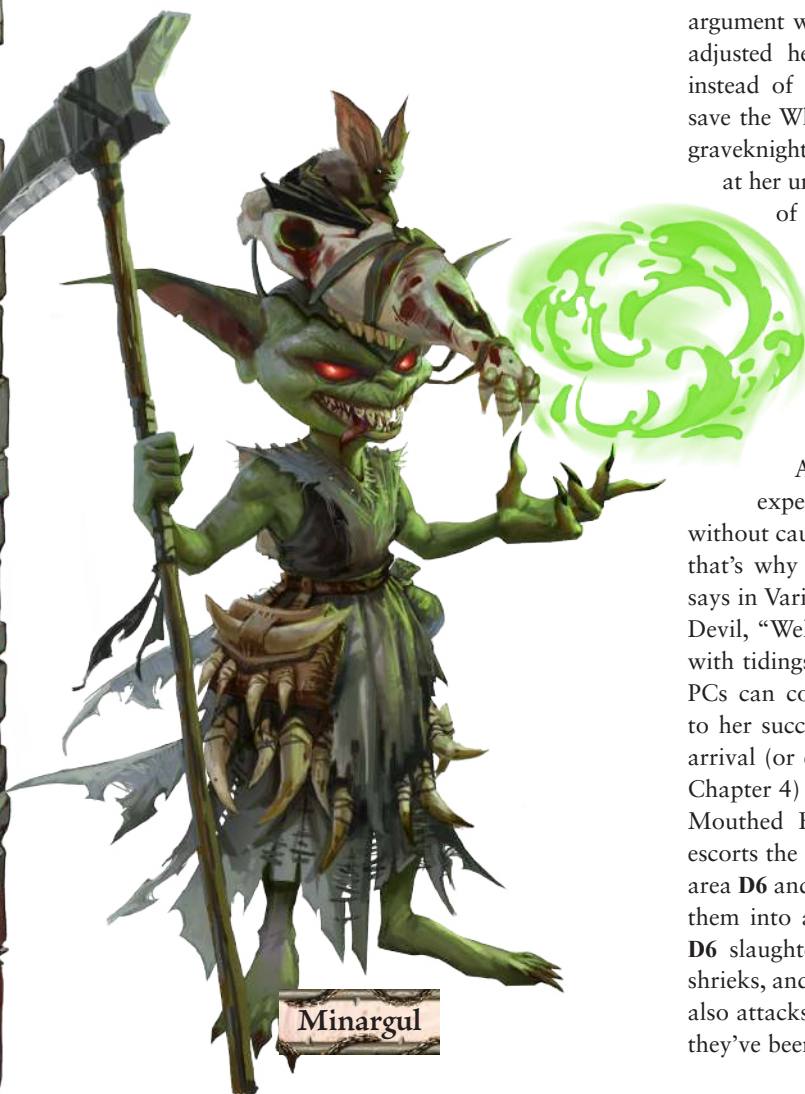
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D10. DEVIL'S SHRINE

LOW 5

A mound of rags and furs lies against the west wall of this room, while to the east is a low flat rock on which several animal bones and a human skull have been stacked to create a grisly incense burner. But it's the north wall that commands attention, for here, a frightening shape made of bones, stretched hide and leather, and fibrous fungi looms. The shape resembles a great bat-winged horse with a mouth filled with fangs that seems to be emerging from the wall to loom over a blood-stained altar stone below.

As in area **D1**, a DC 18 Occultism or Society check to Recall Knowledge recognizes the unsettling statue affixed to the north wall as depicting the Sandpoint Devil. Tunch's greatest taxidermic creation is now, ironically, the centerpiece of his greatest enemy, where it serves as both a religious icon and a favored and much-adored trophy.



Minargul

Creature: The religious leader of the Whistlefangs, a goblin witch named Minargul, dwells here. Once close friends with the clan's taxidermist Tunch, she's grown to hate him with a passion, ever since he had the audacity to suggest "improving" the depiction of the Sandpoint Devil by giving it a second head. The very notion struck Minargul as blasphemy, for she fervently believes that her magic comes from the Sandpoint Devil itself, and claims to have seen the creature dozens of times—even to have heard it whisper secrets to her as it flew overhead. Minargul's belief, combined with her skill at oration, quickly inspired the rest of the Whistlefangs to take up her religion, and when the Devil's Disciples first arrived in the area, Minargul was delighted to find others who shared her convictions.

Of course, she now bitterly regrets encouraging the Whistlefangs to accept the cultists into their home as guests, for the Devil's Disciples turned against them and drove them out of their home below. Minargul's argument with Tunch came soon after, but lately she's adjusted her prayers to the Sandpoint Devil: now, instead of asking it to eat Tunch, she hopes it will save the Whistlefangs from Ripnugget. She sensed the graveknight's power the instant he arrived, and it was at her urging and quick words that brought the rest of the Whistlefangs to heel before Ripnugget could do more than roast their previous chieftain, Shrilltooth. Her quick thinking and the groveling she led the other Whistlefangs in when Ripnugget arrived saved the clan, but left a foul taste in her mouth, and she's been praying for the Sandpoint Devil to send aid.

A group of adventurers isn't the aid she expects, but if the PCs make to this room without causing a scene in area **D9**, Minargul assumes that's why they're here. As she notices the PCs, she says in Varisian, the sacred language of the Sandpoint Devil, "Welcome, heroes of the Pit! Have you come with tidings from He Whose Breath is Death?" If the PCs can communicate with her and manage to Lie to her successfully, they can learn about Ripnugget's arrival (or even more about the Devil's Disciples; see Chapter 4) before she asks them to do as the "Smoke-Mouthed Father" decrees: go slay Ripnugget. She escorts the PCs to the secret door in the north wall of area **D6** and reveals its location, but won't accompany them into area **D15**. If she finds the goblins in area **D6** slaughtered, she realizes the error of her ways, shrieks, and attacks the PCs, fighting to the death. She also attacks and fights to the death if she realizes that they've been sent to kill her by Tunch.

MINARGUL

CREATURE 6

UNIQUE CE SMALL GOBLIN HUMANOID

Female goblin witch (*Pathfinder Bestiary* 180)

Perception +11; darkvision

Languages Abyssal, Aklo, Goblin, Varisian

Skills Deception +10, Intimidation +12, Medicine +11, Occultism +12, Religion +13, Society +12, Stealth +10, Survival +11

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

Items +1 sickle, clockwork songbird key

AC 22; **Fort** +11, **Ref** +10, **Will** +13

HP 92

Goblin Scuttle As goblin warrior.

Speed 25 feet

Melee sickle +13 (agile, finesse, magical, trip), **Damage** 1d4+2 slashing

Divine Prepared Spells DC 24, attack +14; **3rd** blindness, fear, heal; **2nd** augury, harm, sound burst; **1st** command, ray of enfeeblement, sanctuary; **Cantrips (3rd)** daze, divine lance, read aura, shield, stabilize

Hexes 2 Focus Points, DC 24; **3rd** needle of vengeance (*Advanced Player's Guide* 238), **Cantrips (3rd)** stoke the heart (*Advanced Player's Guide* 239)

Patron fervor; **Familiar** Whistlewing (bat)

Whistle Up Cursed Flames ➤ (curse, divine, evocation, fire) Minargul whistles a high-pitched shrill note, breathing out a blast of fire and foul-smelling smoke as she does so. All creatures in a 15-foot-cone must attempt a DC 24 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes 3d6 fire damage.

Failure The creature takes 6d6 fire damage and is sickened 1 by the agonizing pain of the burns.

Critical Failure The creature takes 6d6 fire damage and is cursed. The burns caused by the fire linger, and the charred flesh remains blistered. The cursed creature takes a -1 status penalty to all checks from the constant pain. Healing doesn't alter the appearance of the burns or lessen the penalty, but removing the curse does.

Treasure: Three unburned sticks of *devil's breath incense* (page 182) sit near the skull-shaped incense burner to the east.

Minargul doesn't realize her most valuable treasure is the slender brass key that she wears around her neck on a leather cord and periodically uses as a toothpick to clean food out of the holes and gaps in her teeth. She found this item years ago, before she joined the Whistlefangs, in a gully near Habe's Sanatorium (where it had landed after one of the Sanatorium's patients took the key from another patient who was obsessed with it and hurled it from a window). This filthy brass key is

the winding key for the *clockwork songbird* whose song can open the door to area **H13**. A PC who's seen any of the other components to the songbird automatically recognizes the delicate etchings on the key as a match for those present on the others; otherwise, a successful DC 20 Crafting check is enough to recognize it as the winding key for a tiny clockwork.

D11. LONGFINGERS'S REALM

MODERATE 5

Thick sheets of spiderwebs adorn the walls, ceiling, and floor of this cavern, and the gossamer sheets of webbing that hang like curtains make estimating the chamber's size and shape impossible.

The webbing on the floor of this cave is slightly sticky and uneven, transforming the entire area into difficult terrain for creatures other than spiders and web lurkers. The doors to the south are uncovered by webs, but the one to the north leading to area **D7** is obscured by sheets of webs, requiring a PC to succeed at a DC 12 Perception check to spot it. The secret door to area **D12** is also covered, and as long as this remains the case, it's a DC 25 Perception check to locate it (which drops to DC 20 if the webs are removed). The glowing pool in area **D12** makes the outlines of the secret door a bit more visible when the cave is completely dark, so that anyone who approaches within 15 feet of the secret door in darkness automatically gets a secret Perception check to notice it with a +4 circumstance bonus each round.

The webbing is moist, but still burns if lit on fire. Lighting a square of webbing on fire requires an Interact action by a creature holding a torch. A fire spell or effect directed specifically at the webs ignites all webs in the area (or one space for a fire effect that has a single target) if the creature creating the fire effect succeeds at a DC 16 flat check. Once the webs burn, all burning squares spread to one random adjacent square at the start of a round (*Core Rulebook* 519).

Creatures: The ruler of this web-clogged cavern is an albino web lurker whom the goblins have long called "Lord Longfingers." For many years, Lord Longfingers has served as a guardian of the western entrance to the Whistlefang lair, protecting them from the gremlins or the caligni below in return for regular offerings of animals to torment and eat and feed to his spider pets. Lately, these offerings have grown sparse, and once Lord Longfingers hears the PCs entering his domain, he calls out to them in Aklo (the language his primary Whistlefang contact, Minargul, uses to converse with him), demanding an explanation as to why it's been so long since he and his "children" have been

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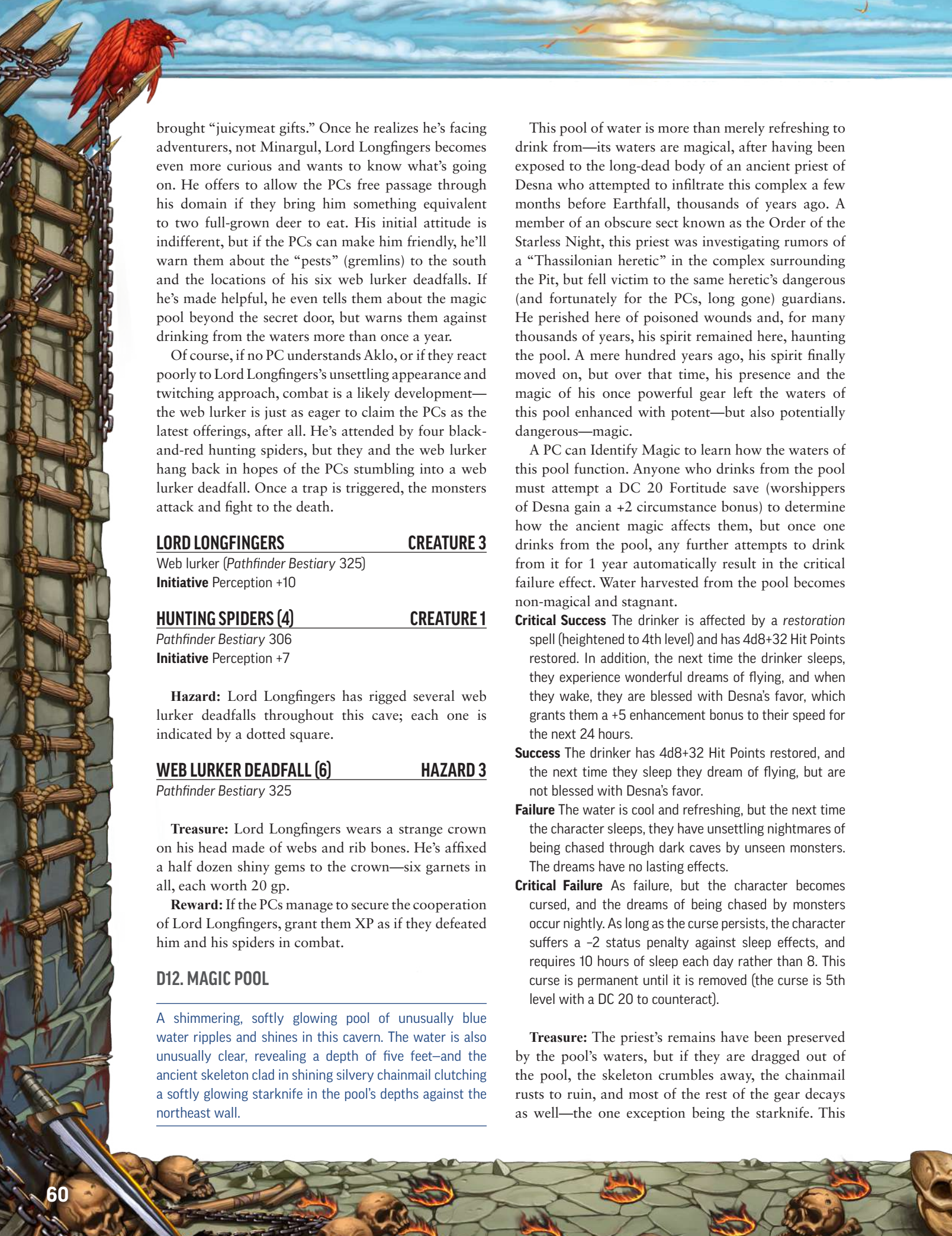
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brought “juicy meat gifts.” Once he realizes he’s facing adventurers, not Minargul, Lord Longfingers becomes even more curious and wants to know what’s going on. He offers to allow the PCs free passage through his domain if they bring him something equivalent to two full-grown deer to eat. His initial attitude is indifferent, but if the PCs can make him friendly, he’ll warn them about the “pests” (gremlins) to the south and the locations of his six web lurker deadfalls. If he’s made helpful, he even tells them about the magic pool beyond the secret door, but warns them against drinking from the waters more than once a year.

Of course, if no PC understands Aklo, or if they react poorly to Lord Longfingers’s unsettling appearance and twitching approach, combat is a likely development—the web lurker is just as eager to claim the PCs as the latest offerings, after all. He’s attended by four black-and-red hunting spiders, but they and the web lurker hang back in hopes of the PCs stumbling into a web lurker deadfall. Once a trap is triggered, the monsters attack and fight to the death.

LORD LONGFINGERS

CREATURE 3

Web lurker (*Pathfinder Bestiary* 325)

Initiative Perception +10

HUNTING SPIDERS (4)

CREATURE 1

Pathfinder Bestiary 306

Initiative Perception +7

Hazard: Lord Longfingers has rigged several web lurker deadfalls throughout this cave; each one is indicated by a dotted square.

WEB LURKER DEADFALL (6)

HAZARD 3

Pathfinder Bestiary 325

Treasure: Lord Longfingers wears a strange crown on his head made of webs and rib bones. He’s affixed a half dozen shiny gems to the crown—six garnets in all, each worth 20 gp.

Reward: If the PCs manage to secure the cooperation of Lord Longfingers, grant them XP as if they defeated him and his spiders in combat.

D12. MAGIC POOL

A shimmering, softly glowing pool of unusually blue water ripples and shines in this cavern. The water is also unusually clear, revealing a depth of five feet—and the ancient skeleton clad in shining silvery chainmail clutching a softly glowing starknife in the pool’s depths against the northeast wall.

This pool of water is more than merely refreshing to drink from—its waters are magical, after having been exposed to the long-dead body of an ancient priest of Desna who attempted to infiltrate this complex a few months before Earthfall, thousands of years ago. A member of an obscure sect known as the Order of the Starless Night, this priest was investigating rumors of a “Thassilonian heretic” in the complex surrounding the Pit, but fell victim to the same heretic’s dangerous (and fortunately for the PCs, long gone) guardians. He perished here of poisoned wounds and, for many thousands of years, his spirit remained here, haunting the pool. A mere hundred years ago, his spirit finally moved on, but over that time, his presence and the magic of his once powerful gear left the waters of this pool enhanced with potent—but also potentially dangerous—magic.

A PC can Identify Magic to learn how the waters of this pool function. Anyone who drinks from the pool must attempt a DC 20 Fortitude save (worshippers of Desna gain a +2 circumstance bonus) to determine how the ancient magic affects them, but once one drinks from the pool, any further attempts to drink from it for 1 year automatically result in the critical failure effect. Water harvested from the pool becomes non-magical and stagnant.

Critical Success The drinker is affected by a *restoration* spell (heightened to 4th level) and has 4d8+32 Hit Points restored. In addition, the next time the drinker sleeps, they experience wonderful dreams of flying, and when they wake, they are blessed with Desna’s favor, which grants them a +5 enhancement bonus to their speed for the next 24 hours.

Success The drinker has 4d8+32 Hit Points restored, and the next time they sleep they dream of flying, but are not blessed with Desna’s favor.

Failure The water is cool and refreshing, but the next time the character sleeps, they have unsettling nightmares of being chased through dark caves by unseen monsters. The dreams have no lasting effects.

Critical Failure As failure, but the character becomes cursed, and the dreams of being chased by monsters occur nightly. As long as the curse persists, the character suffers a –2 status penalty against sleep effects, and requires 10 hours of sleep each day rather than 8. This curse is permanent until it is removed (the curse is 5th level with a DC 20 to counteract).

Treasure: The priest’s remains have been preserved by the pool’s waters, but if they are dragged out of the pool, the skeleton crumbles away, the chainmail rusts to ruin, and most of the rest of the gear decays as well—the one exception being the starknife. This

weapon is a relic called *Monarch*, and is detailed on page 184. If *Monarch* is taken from the waters, they immediately go stagnant and forever lose their magic.

D13. BARRICADED STAIRS

This wooden door is barricaded from the southern side. In order to open it from area **D11**, it must be smashed or Forced Open with a DC 20 Athletics check. The flight of stairs beyond lead down to area **E13a** (see Chapter 4).

D14. GREMLIN NEST

MODERATE 5

As the PCs approach this cave, they automatically notice roughly dug circular holes in the walls near ground level; these holes are a foot in diameter and lead to tunnels that curve away into darkness.

This circular cave has an acrid stink to it. Nearly a dozen one-foot-wide holes open in the cave walls near the floor, widening into tiny tunnels. The cave itself is littered with dozens of little heaps of gravel and dirt and what must be over a hundred bent and broken spoons. A particularly large mound of gravel sits in the middle of the room, into which a shortsword has been jabbed, its bejeweled hilt pointing upward toward the ceiling ten feet above.

The foot-wide tunnels are gremlin burrows dug by gremlins armed with spoons, and wind their way through the rock in a maze—a tiny creature (such as a jinkin gremlin) can move through these tunnels by treating them as difficult terrain, while a Small creature can navigate them by Squeezing. The tunnels are impassible by Medium or larger creatures. One of the tunnels leads to a peephole opening into area **D2**, while five of them lead to similar peepholes opening into the Pit itself.

Creatures: There are eight jinkin gremlins living in this cavern. They've been digging tunnels here for decades, patiently scraping away at the stone with spoons stolen from all over the Sandpoint hinterlands. The gremlins once dwelled lower in the Pit, but were forced out of their home by the caligni who now live below—ever since, they've been working at building their own new domain here, but without the advantage of proper digging tools or anything close to a plan.

Now and then, the gremlins clash with the goblins, periodically sneaking through Lord Longfingers's cave to bother them, steal food, or otherwise be pests. One day they hope to trick a goblin into taking the cursed shortsword they've stuck into their biggest gravel pile, but that day has yet to come.

When the PCs first arrive in this room, a single gremlin sits on a gravel heap to the south, picking through the bent spoons for one that still has some dig left in it. She shrieks in excitement upon spotting the PCs, and a chorus of other shrieks answer from the tunnels—the gremlins attack at once, clambering out of the tunnels from all directions with little sharp spoons that, while they're not great digging tools, have been sharpened from their toil into horrible little weapons quite capable of digging out divots of flesh. The gremlins work in pairs to flank foes as they fight, but any gremlin brought below 5 HP shrieks and flees into a tunnel to hide.

JINKINS (8)

CREATURE 1

Pathfinder Bestiary 193

Initiative Perception +7

Treasure: If the shortsword sticking out of the gravel looks too good to be true, that's because it is. This weapon is the crowning glory of the jinkins, who have tinkered with this +1 *ghost touch shortsword* so much that it now bears a *raucous curse* (*Gamemastery Guide* 93). This curse is entwined with the shortsword's *ghost touch* rune, and follows along to whatever new weapon this rune is transferred to.

The gremlins keep their uncursed treasure in a small chamber deep in their tunnels, at area **D14a**. This stash consists of 340 cp, 23 sp, 9 gp, 1 pp, a tiger eye gemstone worth 6 gp, a *mesmerizing opal talisman*, a *sleep arrow*, a *sneaky key talisman*, a *ventriloquist's ring*, a *primeval mistletoe*, and the jinkins' greatest and most wonderful treasure—a low-grade cold iron serving spoon worth 20 gp that the gremlins are obsessed with, even though it gives them painful rashes whenever they touch it thanks to their weakness to cold iron.

D15. SPY'S WORKSHOP

SEVERE 5

The walls of this ten-foot-high chamber are of white stone with redwood paneling running along the lower two feet, trimmed in gold. Glowing flames flicker in sconces on the walls, giving the chamber bright illumination. The floor is polished red stone, with a large inset gold seven-pointed star inlaid in the floor. Wooden shelves filled with books, tablets, and scrolls stand in the room or sit against the walls, while a wood desk heaped with additional books and scrolls sits to the north. To the east and west, three steps lead up to ten-foot-wide alcoves, in each of which sits a black stone platform edged in gold runes and adorned with another gold inlaid seven-pointed star. Two hideous dead bodies lie in a heap on the eastern platform.

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In the final years of Thassilon, before Earthfall, the Pit was the project of an agent and one-time apprentice of Runelord Karzoug—a wizard by the name of Liralarue. She was originally sent to the region to set up a base of operations for spies to watch and, eventually, infiltrate Runelord Alaznist's operations around the Hellstorm Flume, but she had other plans she kept hidden from even Karzoug.

The circular stone platforms once served as teleportation circles; the western one led to a point near the Cyphergate (now the location of the pirate city of Riddleport), while the eastern one led to the Therassic Monastery far to the east beyond the Storval Rise. However, the magic of these teleporters has long since faded. A PC who succeeds at a DC 25 check to Identify Magic learns that these platforms are defunct teleporters that could be restored in a limited capacity if a source of power could be

focused on them—a source like the *Hellstorm Focus*. See Activating the Hellstorm Focus on page 32 for more details.

The dead bodies on the eastern platform are dead sinspawn. The room itself is lit by several *continual flame* spells.

Creature: Ever since bullying his way into the Whistlefangs and murdering their leader, Ripnugget has spent months ensconced in this room. Without the need to sleep or eat, the graveknight has spent this time doing something that, at one point, he would have deemed to be unthinkable—studying the written word. Or to be more precise (since he can't read Thassilonian), using the ageless guardians of this chamber as research minions.

When Ripnugget first arrived in this room, he was confronted by the six sinspawn that had remained in this chamber since Earthfall, waiting eons for the return of their mistress, Liralarue. In that time, the sinspawn have forgotten much of their previous lives, and know only that they were to guard this chamber until their commander returned. They attacked Ripnugget, but the graveknight slaughtered two of them and grievously wounded the others, convincing the sinspawn that he must be their long-forgotten lord.

Now, the four surviving sinspawn serve Ripnugget as readers, looking through the hundreds of books and scrolls and tablets here and reading out the contents to the goblin as they translate the Thassilonian words to Varisian, the only language they share with the graveknight. While this makes for excruciatingly slow going, Ripnugget has made progress: he's finally managed to narrow down the books in this room that relate to Liralarue's ancient intelligence gathering on the Hellstorm Flume.

Ripnugget is furious and frustrated at any interruption, having warned the Whistlefangs that any disturbance would result in the entire clan being burned alive, but upon noticing that his visitors are adventurers and not goblins, he's surprised. If the PCs don't immediately attack, the graveknight muses that they must be the latest batch of heroes from Sandpoint, and tells them that this time, they're the ones who will perish. With a hiss, he orders his sinspawn translators to attack.

The four translators are greedspawn, but they are not armed with weapons—they fight with their claws and jaws, attacking divine spellcasters in preference to others, although they move to defend Ripnugget if he's surrounded. Ripnugget starts the fight by summoning



Ripnugget

his phantom mount—a Medium giant gecko he calls Stickfoot. He then mounts Stickfoot and fights from the ghostly gecko's back, unleashing a devastating blast on the first round of combat and as often as he can thereafter (not worrying too much if a sinspawn or two get caught in the fire) and slashing at foes with his dogslicer. Ripnugget and the sinspawn fight until destroyed, but do not pursue foes from this chamber. If the PCs flee, Ripnugget gathers up the books he's selected as being useful and, by the next sunrise, leaves the Pit to return to Thistletop—if the PCs don't track him down and stop him, see The First Doom (right).

RIPNUGGET

CREATURE 6

UNIQUE NE SMALL UNDEAD

Male goblin graveknight (*Pathfinder Bestiary* 180, 190)

Perception +12, darkvision

Languages Abyssal, Aklo, Common, Goblin, Varisian

Skills Athletics +14, Intimidation +14, Medicine +12, Nature +12, Stealth +12

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

Items breastplate, +1 striking wounding dogslicer

AC 23; **Fort** +15, **Ref** +12, **Will** +11

HP 110, negative healing, rejuvenation; **Immunities** death effects, disease, fire, paralyzed, poison, unconscious

Sacrilegious Aura 30 feet. As graveknight, but +13.

Attack of Opportunity

Speed 25 feet

Melee *dogslicer* +15 (agile, finesse, backstabber, goblin),

Damage 2d6+4 slashing plus 1d6 fire and 1d6 bleed

Devastating Blast (arcane, evocation, fire) As graveknight; 4d12 fire, DC 24

Dogslicer Cruelty On a critical hit with a dogslicer, Ripnugget yanks bits of flesh from his victim as he rips the blade free. The target becomes sickened 1 from the pain, and is flat-footed as long as they remain sickened.

Graveknight's Curse As graveknight, but DC 24.

Phantom Mount (arcane, conjuration) As graveknight, but Ripnugget's mount is a giant gecko (HP 37; AC 19, Fort +11, Ref +8, Will +7) named Stickfoot.

Weapon Master As graveknight.

SINSPAWN (4)

CREATURE 2

Pathfinder Bestiary 297

Initiative Perception +10

Treasure: The collection of books, scrolls, and tablets in this room are somewhat well preserved and, taken as a whole, the collection is exceptionally helpful in researching matters relating to ancient Thassilon, but the books are maddeningly damaged and missing parts. A PC who can read Thassilonian

and Investigates using these books for 4 hours can attempt to Recall Knowledge about such topics with a +1 item bonus to the check. The collection as a whole would require a cart to transport, but is worth 80 gp to a scholar like Brodert Quink or an organization like the Runewatchers. If the PCs sell them to this faction, they earn 1 Reputation Point, or 3 Reputation Points if they donate the collection for free.

These books can also be used by the PCs to research the *Hellstorm Focus* (page 28), and eventually to reactivate it and unlock some of its magical powers (page 32).

The books can also be used to research Liralarue herself by spending 2 hours reading through them. See page 186 for further information on researching the so-called Eighth Runelord.

In addition to the research materials found here, a full search of the stacks uncovers a *scroll of clairaudience*, a *scroll of comprehend language*, a *scroll of mind reading*, a *scroll of see invisibility*, a *ring of wizardry type I*, and an empty *codex of unimpeded sight* (*Secrets of Magic* 162).

The First Doom

Ripnugget has a long way to go before he figures out how to activate the Hellstorm Flume but, at your discretion, if the PCs don't confront and defeat him by the time they reach 7th level, he makes a breakthrough and abandons the Pit to head to Sandpoint. He attempts to sneak into the Hellstorm Catacombs, and if he makes it to area **B10** and finds the controls unguarded, he uses his knowledge to start powering up the device, hoping to burn Sandpoint to the ground. Plumes of fire and smoke begin to intermittently fire up into the air from the Old Light, growing in strength over the course of 4 hours. If the PCs don't stop Ripnugget by the end of this time, he activates the broken Hellstorm Flume, destroying Sandpoint and incinerating the lands for miles around.

Naturally, you'll want to time this event for a point where the PCs are in town, so they have a chance to defeat Ripnugget in area **B10** before this awful disaster strikes. When they arrive, they face the goblin graveknight along with three striding fires (*Pathfinder Bestiary* 2 111) he conjured up through the Hellstorm Flume as guardians—a Severe 7 encounter.

Reward: Once the PCs defeat Ripnugget, regardless of when or where they do so, they prevent the first of Sandpoint's seven dooms—grant them 120 XP for the achievement. Once word spreads that Ripnugget has been defeated, the PCs gain 2 Reputation Points with the Sandpoint Mercantile League, Town Watch, and the Townsfolk.

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Chapter 4: Footprints on the Roof

The newest group to settle in the Pit has taken up much of this level after forcing the Whistlefang goblins out of their beloved temple. Devoted to the Sandpoint Devil, it was this temple that drew these newcomers to the Pit, for they call themselves the Devil's Disciples and see the Sandpoint Devil as an object of worship as well. But while the Whistlefangs revere the Sandpoint Devil as a god, the Devil's Disciples do not believe the creature to be a deity.

This level of the Pit is intended for 6th-level characters.

Shrine of the Sandpoint Devil

The notorious Sandpoint Devil is well known to those who live on the Lost Coast, with stories of its sightings, cattle mutilating attacks, or the tragedies it's said to visit upon travelers on lonely roads or on those who don't protect their homes during nights when it's believed to be on the hunt being among the most popular folktales told from Magnimar to Roderic's

Cove. So obscure and elusive is the mysterious Sandpoint Devil that some don't believe it exists at all. They point to the irrefutable fact that so many other flying monsters exist and are documented, but no such hard evidence of the Sandpoint Devil seems available. For others, though, the Sandpoint Devil is more than real—it is a matter of religious certainty.

The Whistlefangs are one such cult—goblins who came to live in the Pit out of fearful respect of a creature they worship as a god. They converted and decorated several chambers on this level of the Pit and transformed the rooms into places sacred to the Sandpoint Devil, known also to the goblins as “He Whose Breath is Death” or as the “Smoke-Mouthed Father.”

To the Devil's Disciples, the Sandpoint Devil is no god, but it remains a subject of religious obsession. This cult began when a bard named Jordus Munt passed through Sandpoint and spent an evening at the Hagfish, listening quietly to the storytelling contest

WHISTLEFANG AID

Since the Whistlefangs once lived on this level, a cooperative goblin can tell the PCs a fair amount about the place, although their information isn't as detailed as the PCs might like. Most of the goblins can describe areas **E1-E4** (where the bulk of the Whistlefangs once lived); areas **E7** and **E8** (the grand and glorious temple to the Smoke-Mouthed Father); area **E9** ("where the giant flying horse snake lives," a shantak that the goblins had a tenuous alliance with; the goblins don't know about the secret passage between area **E8** and **E9**); area **E11** ("Lord Shrilltooth's cave," where their previous leader held court and dwelled); and area **E12** (the "spooky cave" that the goblins avoided, other than to use it as a subject for dares or as punishment). If the PCs can get Minargul to talk, she can tell them about area **E5** (her old quarters), as well as the hidden cave in area **E6** where she kept her secret shrine (she deliberately misleads the PCs about the hazard there if she can).

returns to its nightly hunts for the first time in years, and sightings of it begin to spread, culminating in a terrifying attack on the town (see The Second Doom at the end of this chapter).

Jordus Munt is not to be found here at this time—he's left the cult in the hands of his second in command, Asmerelli, while he travels deeper into the Pit to be closer to the source of his convictions. The PCs will confront him in time, after the initial threat of the Sandpoint Devil has passed. See Chapter 6 for more details.

SHRINE FEATURES

As with the level above, many chambers on this floor were created ages ago by a group of spies who served Liralarue in the years leading up to Earthfall, and like the chambers above, these have weathered the passage of time somewhat poorly, so that their walls appear as a mix of worked stone and natural cavern. Ceiling height remains 8 feet unless otherwise indicated. The doors are made of wood and generally can't be locked, with exceptions noted if they occur. Since the Devil's Disciples lack darkvision, they keep the areas where they dwell lit via lanterns, which they hang from pitons driven into the walls here and there. The constantly burning lanterns provide bright light, and the air in

known as Yarnings that periodically takes place therein. A story took hold in Jordus's mind about how the Sandpoint Devil was the child of Lamashtu and Pazuzu, and that once it consumes 66 souls, it will transform into a god of fire, rebirth, and ruin. While the tale was a complete fabrication, it worked its magic on Jordus and he left Sandpoint, returning home to Korvosa the next day and spending the next few years researching the Sandpoint Devil. During this time, Jordus fell into a deep well of confirmation bias and conspiracy theories, and eventually he convinced himself that not only were the legends true, but the Sandpoint Devil was a mere 11 innocent souls away from reaching its goal.

Jordus spent the next few years recruiting followers to his cause, convincing them that if they established themselves as early worshippers of the Sandpoint Devil, when it consumed its 66th soul and emerged a god, they would be granted immense power as its first worshippers. Chief among these initial believers was a zealous halfling sorcerer named Asmerelli, who became convinced that her diabolic bloodline stemmed from the Sandpoint Devil itself. In time, Jordus, Asmerelli, and several devout cultists they'd recruited made their way across Varisia to the Sandpoint Hinterlands. They came to the Pit, but did not deem themselves worthy of descending to its depths to face the Sandpoint Devil in person. Instead, they explored its upper levels and discovered the Whistlefangs. Equal parts scandalized by how the goblins worshipped the object of their own obsession so crudely and delighted to find proof that its presence instilled faith in others beyond themselves, Jordus Munt presented himself to the goblins as a pilgrim of the "Smoke-Mouthed Father" and ingratiated his cult into their numbers—only to betray the goblins and seize control of their temple. Forced to retreat (in greatly lessened numbers) to the upper works of their lair, the Whistlefangs never quite recovered enough to reclaim their lost home.

Since then, the Devil's Disciples have made themselves at home in the Shrine of the Sandpoint Devil, and while there are still areas of this level they haven't discovered, they control the majority of it. Since their arrival, Jordus Munt has carefully orchestrated the abduction and sacrifice of several unfortunates that his extensive research has indicated fit the right profile to satiate his nascent god's hunger. While the cult is only a few victims away from reaching what they believe will be the final sacrifice, their actions have in fact roused the Sandpoint Devil from an extensive period of slumber. As the PCs begin to explore this level, the Sandpoint Devil

SHRINE OF THE SANDPOINT DEVIL
ONE SQUARE = 5 FEET



these chambers stinks of a mix of burning oil and the brimstone-scented incense the cultists favor for it's reputed similarity to the Sandpoint Devil's breath.

E1. THE DEVIL'S DOORSTEP LOW 6

Before reading the following text to the players, roll secret DC 28 Perception checks for each PC; those who succeed realize the strange wooden sculpture in the room (and described in the second paragraph of read-aloud text below) is more than it appears.

This large, L-shaped room is lit by several sputtering lanterns hanging from hooks driven into rough stone walls. The flickering light lends a surreal element to a mural that decorates the entire eastern wall. The mural depicts a sweeping view of a coastline as seen from a rocky plateau. At the center of the plateau is a large pit from which the smoky form of what appears to be a winged, burning horse with a dragon's tail is rising. Dozens of small handprints decorate the walls near the floor, surrounding the image of the pit with what must be dried blood. Large wooden double doors, each painted with images of the same winged creature, stand to the north and south of the room, while a smaller door to the north bears no decoration at all.

The only furnishing in the otherwise empty room is a low wooden platform on the floor in the northern part of the chamber. It is entirely surrounded by low railing and two wooden statues stand atop it—one of the same strange monster and the other of a man kneeling down before it in a position of worship.

The image depicted on the mural is easily recognizable as a view of the Lost Coast, as seen from the vantage point of the Pit. Painted with surprising skill by now-dead Whistlefang artisans, the Devil's Disciples were astounded by the mural when they first arrived and often spend time meditating before it—but the first time the PCs arrive here, the room is empty save for the unusual group of guardian creatures that watch over the chamber.

Creatures: The position of the 5-by-10-foot long platform, as well as the two wooden statues, is indicated on the map by the dotted rectangle. In truth, the statues and platform combined are actually two adjacent mimics with particularly artistic mindsets that were first befriended by the Whistlefangs and then by the Devil's Disciples, both of whom admire their talent as well as the free protection they afford the temple entrance. The mimics themselves enjoy appearing as these statues, for it allows them to revel in the worship that those who venerate the Sandpoint Devil pay them in passing. That the worship isn't actually directed at the mimics is irrelevant to their alien mindsets.

The mimics themselves aren't the only guardians either, for the "platform" that is their base covers a narrow trough in the floor where the Whistlefangs kept one of their more cantankerous pets—a brightly colored black and red striped amphisbaena. As long as the two-headed snake is kept fed, it's content to sleep in the hollow space below the mimics, both of which understand its value as an additional guard and leave it alone.

All three guardians recognize intruders, though. The mimics remain motionless until someone attempts to touch or climb onto the platform, or until the PCs pay the platform no mind and move further into the room, whereupon they flow apart and attack, slithering into squares adjacent to the trough. This exposes the amphisbaena, which rises up with angry dual hissing to attack as well.

If the PCs kill one of the mimics, the other realizes the seriousness of the situation and retreats to a far corner of the room until the amphisbaena (which fights to the death) is killed. They fight to the death as well to defend themselves, but beg for mercy from the PCs first, promising to turn into a statue to celebrate their glory if they just leave them alone. The mimic doesn't know much about the rest of this dungeon, but they can describe to the PCs how both the Whistlefangs and the Devil's Disciples kept them fed and amused them with regular adorations. They attempt to escape out onto Devil's Platter at the first opportunity that presents itself—they certainly won't join forces with the PCs, but can warn them that an extra big cultist with a large hook stands guard beyond the southern doors.

MIMICS (2) CREATURE 4

Pathfinder Bestiary 236

Initiative Perception +9

AMPHISBAENA CREATURE 4

Pathfinder Bestiary 315

Initiative Stealth +12

E2. RESEARCH ROOM

This room is dark when the PCs first enter.

This appears to be some sort of research room. To the northeast, a bookshelf sits against one wall near a small desk and a wooden chair. A round table in the southwest corner has dozens of scrolls and maps heaped upon it. All of the furniture has a rickety look, as if it had been cobbled together by inexperienced hands. An unlit lantern sits on the round table, and there is another on the bookshelf.

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The Devil's Disciples turned what once served the Whistlefangs as a torture chamber into a research room, and a closer examination of the furniture here reveals that they've been built from various torture devices that were dismantled and rebuilt for a less grisly purpose.

That said, a PC who spends at least 10 minutes looking through the papers and scrolls stored here realizes that the room is still used for cruelty, for this is where the Devil's Disciples have recorded their sacrifices. Among the notes are detailed maps and documents that track how the cultists have snatched lone wanderers from the Lost Coast Road five times over the past several months, as well as the methods by which they sacrificed these poor souls in the temple (area E8) before hurling their remains over the ledge at area C3a into the Pit's depths.

Further study of these notes (requiring 4 hours of investigation) lays out the goals of the cult—to help the Sandpoint Devil ascend by offering it the right types of sacrifices. The notes also make apparent that the cult has grown impatient with snatching lone travelers from the roads and soon plan to start making late-night raids on Sandpoint itself. The notes make it clear that cult agents have wandered the streets of Sandpoint, watching and taking notes so as to identify those who possess the qualities needed to quicken the Sandpoint Devil's ascension. Feel free to add any NPCs the PCs have become fond of to these lists—or even one or two of the PCs themselves. The cult might even snatch up one of these NPCs, forcing the PCs to race against the clock to rescue them before it's too late.

The central tenet of the faith—that the Sandpoint Devil is on the verge of becoming a god—can be gleaned from the notes. These also indicate that the higher ranking members of the cult are “stationed below,” although no further details as to their whereabouts are apparent.

Reward: Grant the PCs 20 XP for discovering the cult's methods and plans.

E3. PRISON

Four pits sit in the floor of this chamber—two to the north and two to the south. A thick coil of knotted rope hangs from a hook on the west wall, while a bucket of what looks like sand sits near the southwest pit alongside a stack of chamber pots. The entire room stinks of waste—enough to make the eyes water.

The Whistlefangs, and now the Devil's Disciples, use this room to keep prisoners for eventual sacrifice in area E8. The knotted rope is used by the cultists to

lower and extract victims from the pits when needed. The cultists have been using the southwest pit as a latrine—the bucket of sand is in fact a container of quicklime that the cultists periodically sprinkle into the pit in an ineffective attempt to keep the stink in this room under control.

If you've decided to have an NPC be abducted by the cult, they can be found, terrified and wounded, in one of these 10-foot-deep pits. Otherwise, only the forlorn remnants of previous victims remain within.

E4. DISCIPLE DORM

MODERATE 6

Over a dozen doors line the walls of this large chamber, while six large stone pillars support the ten-foot-high ceiling of the main room. Lit lanterns hang from hooks on the pillars, while at the center of the room sit two cooking stations—large cauldrons balanced atop beds of small stones and burned wood. Several rickety-looking chairs sit scattered about the place. A dozen or so bedrolls are stacked in the room's northwest corner.

The rooms surrounding this one were once used by Whistlefang goblins as dens, and each contains a filthy mess of rags and straw along with a scattering of miscellaneous goblin “treasure.” The cultists prefer to sleep here, in the main room, on bedrolls rather than in the unpleasant-smelling goblin nests.

Creatures: The Devil's Disciples spend the majority of their time in this chamber, cooking meals, socializing, talking about previous sacrifices, or discussing the meaning of the latest sermon. There are eight disciples in this group; these represent the lowest-ranking members in the cult, as most of the higher-ranking ones have accompanied Jordus Munt to the deeper levels (see Chapter 6 for more details).

When the PCs enter this room, 1d6–2 of the Devil's Disciples are asleep in bedrolls (a result of 0 or less indicates no cultists are sleeping), while the others talk quietly or cook a bland-tasting stew over the cauldron. The cultists themselves live in conditions not far above squalor, but their devotion to Jordus Munt—and their belief that they will all be rewarded once the Sandpoint Devil rises as a god—is such that they don't much care about their living conditions. This same devotion causes them to rise up with shrieks and howls as soon as they notice the PCs; they grab their sacred machetes and rush the party, attacking in a haphazard mob of violence. The cultists fight to the death until only one remains standing, at which point this final cultist's bravery breaks and they try to escape. They don't go far. If the PCs don't stop the cultist, they flee through area

E1 out onto the ledge at area **C3a** and cry out “Take me with you, Master Munt!” before leaping to their death into the pit below.

If the PCs manage to capture any of the cultists alive, they remain hostile, but a smattering of information can still be learned from them. Most importantly, their leader, “Master Munt,” has delved deeper into the Pit to commune with the Devil (the cultists only ever refer to the Sandpoint Devil as “the Devil”). A captured cultist is canny enough to try to lure the PCs into danger (areas **E7** and **E8**, or even area **E9**), but at your discretion they might (even if accidentally) reveal information about the layout of areas **E1–E9**, neglecting information about secret doors or the areas beyond, such as area **E6**. These cultists were all drawn from the slums of Korvosa, but have little interest in returning there. If the PCs grant them freedom after leaving them without leadership, they’ll disperse into the wilds to either be picked off by wildlife or monsters or, if they’re lucky, fall in with a local bandit gang.

DEVIL’S DISCIPLE (8)

CREATURE 2

UNCOMMON NE MEDIUM HUMAN HUMANOID

Human and half-elf cultists

Perception +5

Languages Common, Varisian

Skills Intimidation +6; Sandpoint Devil Lore +4, Religion +5, Society +4, Stealth +6

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

Items daggers (4), machete (*Lost Omens Gods & Magic* 120), studded leather

AC 18; **Fort** +9, **Ref** +6, **Will** +7

HP 30

Speed 25 feet

Melee ♦ machete +10 (deadly d8, sweep), **Damage** 1d6+4 slashing

Ranged ♦ dagger +8 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

Devil’s Breath ♦♦ (divine, evocation, fire) **Frequency** once per day; **Effect** The Devil’s Disciple cuts their tongue with a slashing weapon held in a hand (taking 1 slashing damage), then exhales a 15-foot cone of burning smoke. Each creature in the area must attempt a DC 18 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes 1d8 fire damage.

Failure The creature takes 2d8 fire damage and is sickened 1 by the agonizing pain of the burns.

Critical Failure The creature takes 4d8 fire damage, is sickened 1 by the agonizing pain of the burns, and is enfeebled 1 by the smoke for 1 minute.

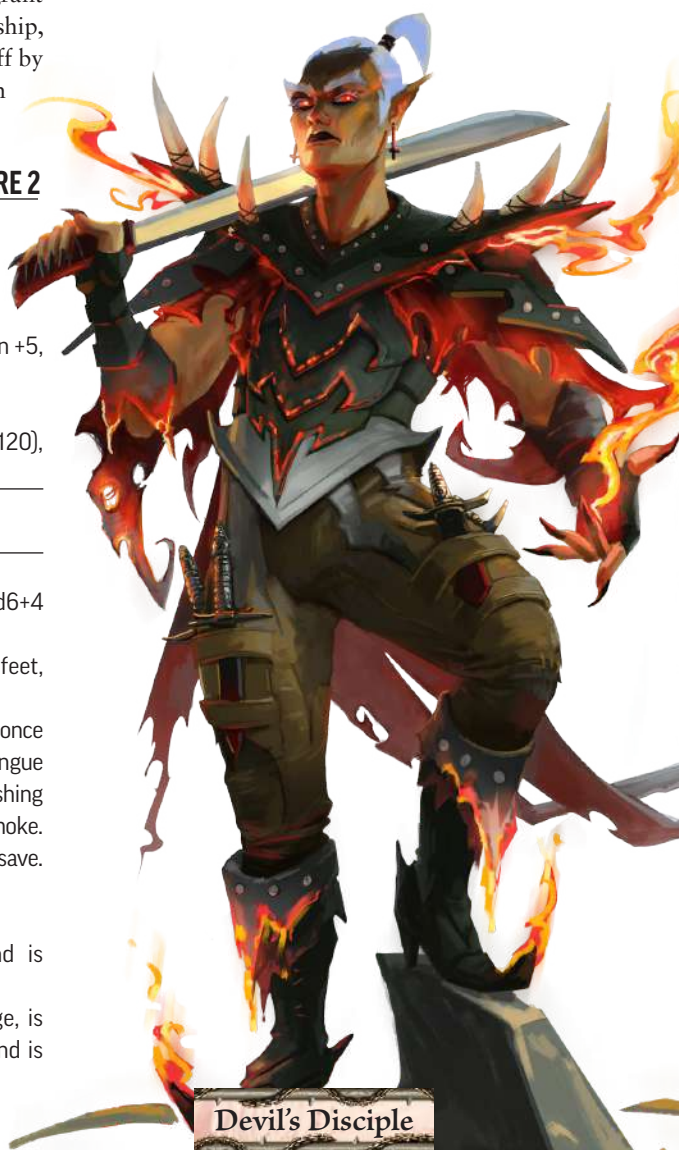
Treasure: While most of the former goblin bedrooms contain little more than refuse, a

valuable treasure was left behind in the room past where the cultists have been storing their bedrolls when not in use. A PC who conducts a thorough search of this chamber (area **E4a**) discovers this forgotten treasure—a *caterwaul sling*—stuffed under a pile of rags.

E5. FANCIER BEDROOM

This room is unlit.

A cot heaped with fine blankets sits in the southwest corner of this room, while to the southeast sits a single chair and desk. A few scrolls and books sit on the desk, along with an unlit lantern and a stone sculpture of a winged horse monster.



Devil’s Disciple

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This room, once the bedroom of the goblin witch Minargul, now serves Asmerelli as a place to rest and relax, although she spends the bulk of her time worshipping and meditating in the Devil's temple (area E8). The secret door leading to area E6 can be discovered with a DC 22 Perception check made while Seeking. None of the cultists have discovered it yet, and her desk must be moved out of the way before it can be easily passed through.

Treasure: The stone sculpture of the Sandpoint Devil on the desk is quite well made and is worth 30 gp. The books and scrolls on the desk are mostly hand-written accounts of grisly sermons Asmerelli gave—or plans to give. A PC who studies these learns the same information about the cult that can be discovered in area E2. Five of the scrolls, however, are emergency supplies: a *scroll of dream message*, three *scrolls of heal* (heightened to 3rd level), and a *scroll of remove disease*.

E6. OOUN'S PRISON

LOW 6

This room is completely dark.

The air in this cave is noticeably cooler than elsewhere, and a strange, inky condensation beads on the wall, seeming stubbornly unwilling to drip down to the floor. A large, cracked slab of black stone protrudes from the cave's floor to the south, looking almost as if it had slowly erupted from the surrounding rock like a stony tumor.

Creature: This room was once a secret shrine—a place only the goblin witch Minargul knew about and about which none of the Devil's Disciples yet know. It was in this chamber, many years ago, where Minargul first heard the voice of her mysterious patron—the source of her worship of the Sandpoint Devil. This “voice” calls out telepathically to the PCs as they approach, asking in Abyssal, “And who might these fine bodies be who come to visit me? Where is my darling pet Minargul?”

The voice belongs to an invidiak demon named Ooun, who has been imprisoned in this slab of stone since the era of old Thassilon, bound here by Liraluarue to occasionally serve as an advisor. Having been imprisoned for so long, Ooun does not speak Common—the only languages the demon can speak are Abyssal and Thassilonian. Minargul was the first living creature he encountered in all those years, and he was eager to speak to someone after all that time, having long since forgotten who imprisoned him and why. Ooun tried to get Minargul to touch the stone in which he is imprisoned, but in her superstitious awe, she never dared do so—much to the demon's frustration.

With little recourse but to wait, he amused himself by playing upon her beliefs, and on noticing her faith, he pretended to be the voice of the Sandpoint Devil.

Ooun doesn't really miss Minargul and cackles in delight if the PCs inform him that the goblin witch is dead. He then tries to convince a PC to touch the stone, promising treasures, great power, and visions of glory if they do so.

Of course, this is a trap, for anyone who touches the stone exposes himself to the demon's influence. Ooun can attempt to cast possession on a creature that touches the stone, but as he does so through the magic that imprisons him, the save DC of the spell is reduced to DC 22. If Ooun fails to possess a creature, he curses and rages (he can only make such an attempt once a day, and he knows he may need to wait another thousand years or more for his next chance), but can do little more.

If Ooun successfully possesses a PC, the demon immediately goes silent. The beads of “ink”—actually congealed shadows—suddenly drip down the walls and evaporate, and the temperature in the cave returns to normal. Ooun isn't eager to expose himself and remains a quiet “hitchhiker” in the possessed PC, allowing them to continue acting as normal. Unless Ooun is detected earlier, he remains in hiding until the PCs return to Sandpoint, at which time the demon releases his host while they sleep and slinks off into the city to hunt. In this event, Ooun possesses someone in town whom he saw the PCs were friendly with, then uses that victim to try to kill the PCs, delighting in the mayhem and their feelings of betrayal. Ooun prefers not to work this evil through the PCs themselves, but rather to use lower level, “harmless” victims to make his actions all the more awful. Ooun's favored hosts are humans.

If Ooun fails to possess a PC but they can still communicate with him, he tries to convince them to shatter the stone, telling them it is a foul intrusion from the Abyss into this world. Indeed, the stone registers as chaotic and evil (this is, in fact, caused by Ooun's presence, not by the stone itself) if *detect alignment* is cast. If a PC does so, allow them to attempt a DC 28 Religion or Occultism check to realize the alignment comes from an entity trapped in the stone, not the stone itself.

The stone is AC 15, has Hardness 14, and 56 HP (BT 28). If the PCs destroy the stone, Ooun escapes with a howl and proceeds to attack the PCs. If reduced to fewer than 45 Hit Points, though, Ooun flees upward, seeking a creature in the dungeon to possess or potentially fleeing the Pit. He eventually reaches Sandpoint, where he wreaks havoc as detailed above.

If Ooun can't establish communication with the PCs after trying Abyssal and Thassilonian, he remains patient, hoping that a PC will touch the stone or attempt to destroy it. Otherwise, he can't do much more than just wait.

A PC who examines the stone and makes a successful DC 24 check to Identify Magic can determine that an evil spirit of some sort is trapped within it (and realizes this spirit is an invidiak on a critical success; on a critical failure, the PC unknowingly exposes themselves to a possession attempt from Ooun). The PC also understands that destroying the rock will release the spirit, and that it can be sent back to whence it came with a *banishment* or similar spell. While such magic is likely beyond the PCs at this time, the *scroll of banishment* from area F18 on page 92 could do the trick, or they could come back later when they are powerful enough to cast the spell themselves. In the meantime, performing a *consecrate* ritual to any non-evil deity will prevent Ooun from being able to interact with the world through telepathy or possession at all for as long as the ritual lasts.

OOUN

CREATURE 7

Invadiak demon (*Pathfinder Bestiary* 265)

Initiative Perception +15

Reward: Grant the PCs 40 XP if they determine the true nature of the black rock, and XP as if they had defeated Ooun in combat if they banish him.

E7. THE HUNTING GROUNDS

LOW 6

The rough walls of this hallway are adorned with a long mural that begins with a depiction of Devil's Platter near the northeast end of the hall. As one travels west and south, the mural slowly changes along both sides of the wall, first depicting lower forested lands before finally portraying buildings in the town of Sandpoint when the hall opens into a larger room. Along both sides, recurring scenes of a bat-winged, wolf-fanged, dragon-tailed horse trampling and eating and burning screaming humans are rendered in grisly but loving detail. Furthest to the west, the hall ends at a pair of large wooden doors painted to resemble the leering face of the wolf-fanged monster.

The same talented goblin who painted the murals in area E1 continued her work in this hallway. The goblins never discovered the secret doors in the northern wall and painted over them, rendering them even more difficult to discover from this side—PCs who Search the area must succeed at a DC 27 Perception check to notice them. The secret doors are more obvious from

their opposite sides and can be discovered with a DC 22 Perception check. The secret door at area E7a leads down to area F6 (see Chapter 5).

Creature: This area shares one more theme with area E1. Like that room, this chamber is the post of a guardian that the Devil's Disciples "inherited" from the Whistlefangs. In this case, though, the new guardian is a bit more talkative—an ogre named Gorlak. When the PCs arrive, he's likely munching on a long limb plucked from one of his favorite meals: a giant longlegs. Upon spotting the PCs, the lumbering ogre tosses his snack aside and rises up from his sitting position, hefting his ogre hook and calling out in Common. "Bout time Gorlak got a good fight in!" The ogre misses working for goblins since they made him feel strong just by being short around him, but he's had to admit to himself that the humans, while taller, pay better. He's not allowed into the temple itself (area E8), but he pursues PCs relentlessly through the rest of the complex if they flee—with the exception of the tunnel leading to area E9. He's afraid of the "big flap flap" that lives there. Gorlak fights to the death—not out of bravery, but out of a deep-seated conviction that nothing smaller than him could ever actually kill him. He's particularly fond of hooking a creature and flinging them, hooting out joyous cries of "Gorlak gets points!" each time he succeeds. Gorlak isn't sure how many points he's accumulated so far, or what they're for, but he does want more of them.

If the PCs reach this area during the day, attempt a DC 10 flat check; on a success, Gorlak is taking a nap back in his nest in the southern portion of area E11.

GORLAK

CREATURE 7

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

Ogre guard (*Pathfinder Bestiary* 252)

Perception +14; darkvision

Languages Common, Goblin, Jotun

Skills Athletics +18, Intimidation +13

Str +7, **Dex** +0, **Con** +4, **Int** +0, **Wis** +3, **Cha** +0

Items hide armor, +1 ogre hook (*Pathfinder Bestiary* 253)

AC 23; **Fort** +17, **Ref** +11, **Will** +14

HP 130

Speed 25 feet

Melee ♦ *ogre hook* +18 (deadly d10, magical, reach 10 feet, trip), **Damage** 2d10+9 piercing

Embed Hook ♦ **Trigger** Gorlak's previous action was a successful Strike on a creature with his ogre hook; **Effect** Gorlak twists his hook to embed it in the creature by attempting an Athletics check against the target's Fortitude DC. On a success, that creature takes 1d10+9 piercing damage (DC 25 basic Fortitude

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save) and becomes immobilized until Gorlak attempts another Strike with his Ogre Hook or attempts to Fling Foe the creature.

Fling Foe ♦ **Requirements** Gorlak's last action was to Embed Hook in a Medium or smaller creature; **Effect** Gorlak attempts to fling the creature embedded on his hook through the air by attempting an Athletics check against the embedded creature's Fortitude DC.

Critical Success The creature takes 2d10+9 piercing damage (DC 25 basic Fortitude save) as the hook rips free and is hurled 15 feet away, becoming prone in a space of Gorlak's choosing.

Success The creature takes 1d10+9 piercing damage (DC 25 basic Fortitude save) as the hook rips free and is hurled 5 feet away, becoming prone.

Failure The creature takes 1d10 piercing damage (DC 25 basic Fortitude save) as the hook rips free and is left standing in a space adjacent to Gorlak.

Critical Failure The creature takes no damage as the hook rips free. It is left standing in a space adjacent to Gorlak, and Gorlak becomes so frustrated by his failure that he must use his first action on his next turn to curse and scream and shake his fists in the air.

E8. THE DEVIL'S NEST

MODERATE 6

The rough stone walls of this chamber are painted with fiery patterns that drift up into clouds of gray smoke near the ceiling and emerge from painstakingly detailed trampled human bodies near the floor. Black stone platforms adorned with the image of a seven pointed star sit in alcoves to the north and south. To the west, an unnerving statue of the bat-winged horse monster carved from a collection of tree burls that have been lashed together with cords looms over a blood-stained stone altar. A dozen or so thin reed mats lie scattered across the floor.

Unless they've already been killed, make sure to mention that two smaller "stone statues" of the Sandpoint Devil stand to either side of the altar—these are both unusual gargoyles who help protect the chamber.

The circular stone platforms in the north and south alcoves once served as *teleportation circles*. The northern one led to a now collapsed portion of the sentinel statue that recently housed the Thistletop goblins further up the Lost Coast, while the southern one used to lead to a hidden chamber built into the Storval Rise a few hundred feet south of the Storval Stairs. These platforms can be identified and utilized in the same way as those that appear in area D15.

The cult hasn't discovered the southern secret door. As with the two in area E7, it's been painted over—a PC can locate it with a successful DC 27 Perception check.

Creatures: The statue to the west is of the Sandpoint Devil, for this chamber once served the Whistlefangs as a temple to their god and today serves the Devil's Disciples in much the same way. Once a week, the cult meets here to attend two-hour sermons from Asmerelli, culminating in the sacrifice of something squirming and (on lucky days) capable of begging for mercy.

When the PCs first visit this area, though, they'll find the chamber apparently empty save for a single well-dressed halfling woman. Clad in attire one might find more appropriate at high court, Asmerelli is a hauntingly beautiful halfling sorcerer and one of Jordus Munt's closest allies. She's still a little miffed about having been left behind to "mind the children" (as she sometimes calls the cultists) while Jordus and a few other high-ranking cult members have moved deeper into the Pit. In the time since, she's done her best to distract herself by worshipping the Devil here, by meditating, or by filling yet another of her large notebooks with grisly stories about the Sandpoint Devil hunting down those she's met and grown to hate. She has a dozen thick notebooks mostly filled—Asmerelli has a lot of hate in her tiny heart.

If Gorlak gets in a fight with the PCs, Asmerelli certainly hears the scuffle and is ready to confront them. When the PCs enter, she pleasantly addresses them, inviting them to be seated on the mats so she can discuss with them what's to be done about their invasion of this sacred space. If the PCs agree to talk with her, she engages in unsettling conversation for a short time, trying to get the PCs to admit to violent deeds they've accomplished while suggesting that their lifestyle isn't so different than hers. Eventually, she grows tired of the game and saunters into position where she'll be able to catch as many PCs as possible in her Devil's Cursed Breath, rolling Deception for initiative.

As she attacks, the two stone "statues" of the Sandpoint Devil to either side of the altar leap to action and join the fight. These two creatures are gargoyles, but appear in the shape of the Sandpoint Devil. Both joined the cult many months ago and traveled with them from Korvosa to serve them here in the Pit. Their uncanny resemblance to the object of their worship is the result of months of the pair working on each other to chip away bits of their stony bodies and encourage their living stone flesh to grow back in shapes "more beautiful"—an

extreme form of gargoyle body modification that most others of their kind would be unsettled by. The gargoyles fight to the death to defend the temple, but Asmerelli surrenders if reduced to fewer than 15 Hit Points, finally convinced that none of this is worth it. She offers her +1 *flaming shortbow* as a bribe in the hopes that the PCs will allow her to leave unharmed, promising to abandon the Lost Cost forever. In truth, if the PCs let her go, she makes her way farther down the Pit, hoping to rejoin Jordus Munt. Whether she does so and faces the PCs again at his side, or whether she succumbs to another of the Pit's denizens, is left to you to decide.

ASMERELLI CREATURE 6

UNIQUE NE SMALL HALFLING HUMANOID

Female halfling sorcerer

Perception +13

Languages Aklo, Common, Halfling, Jotun

Skills Deception +14, Intimidation +14, Religion +15, Sandpoint Devil Lore +12, Stealth +13, Thievery +13

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

Items leather armor, machete (*Lost Omens Gods & Magic* 120), religious symbol, +1 *flaming shortbow* (20 arrows)

AC 23; **Fort** +12, **Ref** +15, **Will** +15

HP 92

Speed 25 feet

Melee ♦ machete +10 (deadly d8, sweep), **Damage** 1d6+2 slashing

Ranged ♦ *flaming shortbow* +16 (deadly d10, magical, range 60 feet), **Damage** 1d6+2 piercing plus 1d6 fire

Divine Spontaneous Spells DC 24, attack +16; **3rd** (4 slots) *blindness*, *enthrall*, *searing light*, *vampiric touch*; **2nd** (4 slots) *dispel magic*, *flaming sphere*, *harm*, *sound burst*; **1st** (4 slots) *charm*, *command*, *heal*, *ray of enfeeblement*; **Cantrips (3rd)** *daze*, *divine lance*, *light*, *produce flame*, *read aura*, *shield*

Sorcerer Bloodline Spells 1 Focus Point, DC 24; **3rd** *diabolic edict* (*Core Rulebook* 403), *embrace the pit* (*Core Rulebook* 404)

Bloodline diabolic

Devil's Cursed Breath ♦♦ (curse, divine, evocation, fire)

Frequency once per day; **Effect** Asmerelli bites down on her tongue (taking 1 slashing damage), then exhales a 15-foot cone of burning smoke. Each creature in the area must attempt a DC 24 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes 3d8 fire damage.

Failure The creature takes 6d8 fire damage and is sickened 1 by the agonizing pain of the burns.

Critical Failure The creature takes 6d8 fire damage, is sickened 1 by the agonizing pain of the burns, and becomes cursed. The victim's burns never fully

vanish, and the cursed creature takes a -2 status penalty to all attacks from the constant pain. Healing doesn't alter the appearance of the burns or lessen the penalty, but removing the curse does.

Reach Spell ♦ (manipulate, metamagic) If the next action Asmerelli takes is to Cast a Spell that has a range, increase that spell's range by 30 feet.

GARGOYLES (2) CREATURE 4

Pathfinder Bestiary 161

Initiative Stealth +12

E9. RANCID CAVERN MODERATE 6

This cavern is unlit.

The air in here is moist, warm, and stinks of a mix of decay and rancid vinegar. Stalactites and stalagmites ring the edges of this large, twenty-foot-high cavern, but in the center they've been smashed aside to form an immense nest of rubble. Swaths of greasy slime are smeared thick across the nest of rubble as well as the walls, floor, and ceiling of a ten-foot-wide passageway leading south. A stone door stands in the eastern wall.



Asmerelli

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The secret door to the north that leads to areas **E8** and **E10** can be discovered by a Searching PC who succeeds at a DC 22 Perception check. The stone door in the east wall leading to area **E9a** is stuck, but can be Forced Open with a successful DC 20 Athletics check. The stairs beyond at area **E9a** lead down to area **F7**. The southern tunnel (area **E9b**) is smeared with thick layers of slippery slime and is difficult terrain. A character who follows this tunnel south for its 500-foot length eventually emerges from a cleft and steps out into a shallow valley atop Devil's Platter.

Creature: This cavern is the lair of an immense monster—an elephant-sized shantak. This slimy flying beast is the source of this cavern's stink, of the slime caked on the central nest and southern passageway, and of a fair number of false sightings of the Sandpoint Devil. The shantak avoids hunting in the immediate area, and on the one night a week they squeeze out of their lair, they hurtle upward into the air to hunt strange creatures that flop and float at the upper edge of the atmosphere above.

The Whistlefang goblins were in awe of this creature and treated them as an incarnation of the Sandpoint Devil, periodically leaving them offerings of wild animals, but the Devil's Disciples know this isn't true (even if they're not quite sure what the shantak actually is).

Despite their bestial appearance, the shantak can speak Aklo. When they notice intruders, they slither up out of their nest, pushing aside rubble to crawl forward and hiss at the PCs before demanding they leave their lair at once. If the PCs don't immediately comply, the shantak attacks at once, fighting to the death to defend their lair. While they fight in this chamber, their immense size works a bit against them and they suffer a –1 circumstance penalty on all melee strikes.

If the PCs reply to the shantak in Aklo, though, they are surprised to find others capable of speaking intelligently. The shantak is initially hostile, but stays their wrath long enough for the PCs to attempt to Make an Impression or Coerce them. If made at least indifferent, the shantak agrees to let the PCs pass through their chamber uncontested. If made friendly or helpful, they admit they came to this part of the world many years ago after sensing "the scent of the Final Star's presence," a sensation that brings the shantak comfort. A successful DC 30 Religion check to Recall Knowledge reveals that "Final Star" is an obscure appellation at times used to refer to the outer god Azathoth. Pressed for further details, the shantak claims that the scent wafts up from the door to the east, yet they have never investigated this further, noting that "the Final Star's scent soothes, but it is not wise to draw too near the source."

SHANTAK

Pathfinder Bestiary 3 231

Initiative Perception +18

CREATURE 8

Treasure: Strange bones and bits of unusual flesh litter the shantak's nest—remnants from the unusual meals they make of creatures that drift at the edge of the atmosphere far above. A Search of the nest reveals valuables among the grisly remains: a standard-grade mithral buckler, a silver and darkwood hip flask worth 80 gp that contains a *potion of flying*, and a strange kukri that appears to be made of washed out blue glass. The kukri is a +1 *striking wounding voidglass kukri* that was once owned by a hapless grioth (*Bestiary 3* 122) who was unfortunate enough to encounter the hungry shantak far above.

E10. THE GHOST STONE

TRIVIAL 6

The door to this room is circular and made of stone. A central wheel must be turned counterclockwise to retract inner bolts from the walls, requiring a three-action activity with the Manipulate trait before the hatch-like door can be pulled outward. Doing so also triggers the trap (see Hazard on page 75).

This strange, hemispherical chamber has polished stone walls that provide disorienting reflections from the softly glowing, ten-foot-wide, pale blue crystal that floats in the center of the room. The spindle-shaped crystal slowly rotates in a complex pattern so its points trace glittering lights along the surrounding walls.

The Ghost Stone: This strange crystal is a potent divinatory device, a magical item initially placed and grown in this chamber by Liralarue to aid in her observation of Runelord Alaznist's machinations. Infusing it with the spirits of hundreds of Varisian seers and diviners, Liralarue fostered a potent haunting-like effect in the crystal and came to call it the *Ghost Stone*. Liralarue grew skilled at using the *Ghost Stone* to peer into the future, but an overwhelming vision of Earthfall frightened her so much that she ceased using it.

For many centuries, the *Ghost Stone* lay quiet here, but Jordus Munt discovered this chamber recently. He kept the discovery secret from the other cultists, and when he used it, he was granted a vision of the Sandpoint Devil's ghost bowing before him before he absorbed it into his own body to gain its power. Jordus has since become convinced that it is not the Sandpoint Devil that is destined to become a god, but he himself. He's kept this recent vision secret, but its pursuit is the primary reason he relocated to the

deeper levels below. See Chapter 6 for more details on Jordus's current plans.

Hazard: The hatch-like door is protected by a subtle trap—while its power has faded over the eons, it remains a dangerous threat.

WHISPERS FROM LONG AGO


HAZARD 7

UNIQUE MAGICAL TRAP

Stealth DC 27 (expert)

Description As the door is opened, unsettling whispering radiates outward, worming its way into the mind of the one who dared intrude.

Disable DC 27 Thievery (master) to deface the subtly hidden triggering runes around the door's circumference, or *dispel magic* (4th level; counteract DC 23) to counteract the trap

Protect the Stone  (enchantment, incapacitation, linguistic, mental) **Trigger** A creature attempts to open the door or damages the door with a Strike or spell; **Effect** The door whispers into the triggering creature's ear, speaking in one of the following three languages: Shoanti, Thassilonian, or Varisian. If the target creature speaks any of these languages, it hears the whispers in the tongue it is most comfortable speaking. If the target does not speak these languages, the trap's whispers have no effect. If the target understands the whispers, the trap casts *suggestion* on the target (DC 25 Will save), suggesting they "stand guard before the door and fight any who attempt to pass by it to enter the chamber beyond until Mistress Liralae's arrival." Once, the whispers also alerted Liralae, but as she is long gone now, the PCs don't need to fear the arrival of a powerful runelord's apprentice.

Reset The trap resets over the course of a round and is ready to whisper at the next person who attempts to open the door 1 round later.

Treasure: A PC who examines the *Ghost Stone* and succeeds at a DC 25 check to Identify Magic discovers how to use the stone (see page 183 for further details on this unique magic item).

Reward: Grant the PCs 20 XP for discovering the *Ghost Stone*, and another 20 XP once they activate it and learn about the seven dooms. Award a non-evil party an additional 40 XP if they shatter the *Ghost Stone* and release the souls trapped inside it.

E11. WHISTLEFANG RUMPUS HALL MODERATE 6

This large cavern is unlit.

Several piles of rubble lie strewn about the northern half of this large cavern. Pillars of rock support the cave here and there, particularly to the south. To the north, a set

of ruined double doors lies on the ground before a stone tunnel leading further north, while to the northwest stand the remnants of a partially collapsed wall. Mold and patches of fungus grow in large swaths on the floor and walls.

The piles of rubble are the remains of several goblin structures that, once the Whistlefangs fled the area, swiftly collapsed. Their old leader's home (area E11a) sits behind a partially collapsed wall; heaped within are his old straw-stuffed mattress (a luxury!) and an open and empty chest. To the south (area E11b) are several large deer and elk hides heaped over a mound of dead leaves; this foul smelling nest is Gorlak's bed. He can be found here when not on guard duty in area E7.

Creatures: The ceiling of this cavern seems to ripple and move—it's crawling with a thick carpet of fat daddy longlegs the size of a human's hand that's several layers deep. These creatures once served as the Whistlefangs' primary source of food, but now that the goblins are gone, the fecund arachnids have quickly grown in numbers. As in the tunnel to the north (area D5), a creature that disturbs them causes great masses of them to fall down. If a wriggling, eager tangle of daddy longlegs lands on a PC, they must succeed at a DC 15 Fortitude save or become sickened.

The mounds of rubble to the east are home to three much larger longlegs—two giant longlegs and one sicklefang longlegs. They remain hidden in the rubble, hunkered down with their legs folded, but are eager to attack prey that's smaller than an ogre (a creature a bit too big for them to consider eating). The four longlegs do not pursue creatures beyond this room. They fight to the death, however, as they are starved and eager for fresh meat.

GIANT LONGLEGS (3)

CREATURE 3

Page 192

Initiative Stealth +10

SICKLEFANG LONGLEGS

CREATURE 6

Page 192

Initiative Stealth +14

Treasure: A character who Searches Gorlak's bed finds several dozen harmless (but nasty) bedbugs the size of tomatoes, along with a long gray *clandestine cloak* wrapped around several mushy, rotten pumpkins—this serves Gorlak as a pillow. The cloak is perfectly functional, but should probably be cleaned soon.

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E12. UPWARD SLOPE

This tunnel once connected the upper and lower levels of the Whistlefang lair. It leads up to area **D5**.

E13. CREEPER CLAN

MODERATE 6

This cavern is unlit.

This long, curving cavern has an unusually low ceiling that is barely four feet high. Furthermore, the air is uncomfortably moist and clammy and carries the heavy stink of body odor. To the east, a large alcove is strewn with four nasty-looking heaps of moldy, rotten cloth. A thick curtain of poorly-tanned hide hangs on the southern wall to the east. A second set of four filthy rag nests lies along the southwestern wall.

The stairs leading up to the west (area **E13a**) connect to area **D13** above, while those leading down to the southwest (area **E13b**) connect to area **F4** below. The secret door in the south wall can be discovered by a PC who Searches and succeeds at a DC 20 Perception check. Even the tiny amount of sunlight that filters into this cave at noon through the closed door to area **C3b** is too much for the denizens of this room, who hung the thick curtain to further block light.

Creatures: A small group of caligni have dwelled in this small complex of caves for many years. They don't need much room and are content to stay here as long as their leader, Nithiss, wills it so; they depend entirely on her for food and water. The creepers are listless and aimless, having waited several years for Nithiss to reveal to them why they've been dwelling here for so long and take the arrival of the PCs as a good omen.

Upon noticing the PCs, the caligni creep out of their filthy nests and scurry over to greet them, mumbling and muttering in their own language as they attempt to guide the PCs toward the stone door to the northwest, hoping to bring them before their leader. If no PC can understand Caligni, a successful DC 25 secret Perception check to Sense Motive is enough for a PC to understand that the strange creepers are trying to get them to follow them to the door and don't appear hostile. A critical failure on this check, however, means a PC is convinced the creepers are trying to pickpocket them. If the PCs become violent, make sudden loud noises, or attempt to cast a spell, the creepers shriek in surprise and attack, but once at least four are slain, the remaining creepers try to flee to area **E15**.

CALIGNI CREEPERS (8)

CREATURE 2

Pathfinder Bestiary 50

Initiative Perception +8

E14. TOXIC CRYSTALS

LOW 6

This room is filled with a sickly green glow emanating from a tangle of slimy-looking crystals growing in the western half of the cave. Several large bones of some unknown beast protrude from the crystal bed.

Hazard: The strange, unsightly crystals growing here are a dangerous environmental hazard grown from the corpse of a long-dead hezrou demon. A PC who examines the bones and succeeds at a DC 18 check to Recall Knowledge identifies the bones as being those of a demon, while a critical success confirms that the remains are those of a hezrou—a demon associated with pollution and toxins.

TOXIC CRYSTALS

HAZARD 7

UNIQUE **COMPLEX** **ENVIRONMENTAL**

Stealth DC +13 (trained)

Description The green crystals begin to pulse more brightly with light in the presence of living creatures. These fluctuations in illumination from different crystals eerily match the pace of the breathing and rhythm of the heartbeats of those in the room.

Disable DC 30 Thievery (expert) to create a chain reaction among the crystals by striking them in precise spots that cause them to shatter and harmlessly discharge their energy, or DC 27 Performance (expert) to use a musical instrument or singing to resonate the crystals and discharge their toxic energy harmlessly

AC 25; **Fort** +20, **Ref** +12

Hardness 15; **HP** 60 (BT 30); **Immunities** critical hits, fire, object immunities, precision damage; **Weaknesses** sonic 10

Nauseating Pulse ☞ (poison) **Trigger** A living creature comes within 20 feet of the green crystals; **Effect** The crystals pulse with nauseating light. All creatures in area **E14** or within the first 10 feet of either passage leading out of this area must succeed at a DC 25 Fortitude save or become sickened 1 (or sickened 3 on a critical failure).

Routine (1 action) (light, poison) Each round on their action, the toxic crystals emit a shrill humming sound and flash brightly with green light. All creatures in area **E14** or within the first 10 feet of either passage leading out of this area must attempt a DC 25 Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes 2d8 poison damage.

Failure The creature takes 4d8 poison damage and is dazzled for 1 minute.

Critical Failure The creature takes 4d8 poison damage, becomes enfeebled 1, and is blinded for 1 minute.

Reset The toxic crystals become dormant once no living

creatures are in range, but can activate again as soon as another living creature comes in range.

Treasure: A character who Searches the crystals and succeeds at a DC 20 Perception check (this check is automatically successful if the crystals are destroyed) discovers a thin green crystal near the hezrou's skull. This crystal has absorbed so much of the dead demon's polluted energy that it functions as a *wand of stinking cloud*, but every time it is activated, it exudes a sticky green slime that causes it to become stuck in the user's hand, gluing their fingers together and to the wand. Until the slime is scraped away with an Interact action, that hand cannot be used.



Nithiss

E15. CREEPER LEADERSHIP

MODERATE 6

This cavern is unlit.

This roughly circular cavern has a smooth floor. Two stone doors are set into the eastern wall. The northernmost door is adorned with a carving of a complex, twisting rune, while a pair of filthy rag heaps sit to either side of the door to the south. A long curtain of moldy sheets and ratty hides hangs between two stone pillars to the west, while to the north stands a large stone basin filled with some sort of strange, dark liquid.

The carving on the door to area E16 is a single word in the Caligni language that reads, "Remnant." The rim of the stone basin to the north is adorned with additional words in Caligni—prayers to something called "Remnant Insiroul." These are invocations to the owb that dwells in area E16, and the basin functions as a sort of altar for worship. The liquid within is water infested with an eerie black algae from the Shadow Plane. A caligni who drinks from this basin as an Interact action is healed 2d6+6 Hit Points, but any other creature that does so instead takes 2d6+6 points of negative damage (DC 22 basic Fortitude save). Once a creature drinks from the basin, it is temporarily immune to its effects for 24 hours.

Creatures: A caligni caller named Nithiss, the leader of this small family of calignis, dwells here with her two caligni stalker bodyguards. She's kept her loyal followers safe for many years after leading them to this area from deeper in the Darklands, following dream visions sent to her by the entity they

call Remnant Insiroul. She knows Insiroul dwells beyond the door bearing his appellation, and that he came here eons ago, drawn by the presence of what they call the "Stain." Initially, Remnant Insiroul sent Nithiss and her people through the caverns to remove the Stain, an invidiak trapped somewhere to the east, but they were unable to do so. Now, Insiroul has commanded Nithiss and her people to hold vigil here until the Stain is no more.

The caligni, overwhelmed with religious awe for Remnant Insiroul, have done just that. Nithiss periodically uses *shadow walk* to leave these caverns to stock up on more food and water in her *bag of holding* for the caligni, but beyond that, their existence has been one of stagnant, almost inhuman patience.

If the PCs are brought before her by the creepers in area E13, Nithiss addresses them in Common, asking them if they have come to serve the Remnant. If the PCs ask for more clarity, she simply asks them to step through the Remnant's door with her to speak to him. She does not attack unless the PCs do so first, even if they arrive here after previously fighting the creepers in area E13. If a fight begins, she and her stalker guards do so to the death.

NITHISS

CREATURE 6

Female caligni caller (*Bestiary* 3 40)

Initiative Perception +11

Languages Caligni, Common, Undercommon

CALIGNI STALKERS (2)

CREATURE 4

Bestiary 51

Initiative Perception +10

Treasure: Nithiss carries a *bag of holding* (type II) filled with several days' worth of food and water.

E16. FATHER'S CAVE

TRIVIAL 6

This cavern is unlit.

This long cavern tapers down to a point far to the east, the ceiling dropping down so low that one must crawl if they wish to reach the easternmost corner. The walls, floor, and ceiling of the cave glisten with sheets of shiny, moist-looking mold.

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The strange black mold on the walls is unusually cold to the touch, and any living creature that doesn't have the shadow trait must make a DC 20 Fortitude save after every 10 minutes spent in this room to avoid having the eerie shadow mold sap their strength, causing them to become enfeebled 1. The mold loses this property if scraped from the walls.

Creature: A strange denizen of the Shadow Plane has dwelled in this cavern for several thousand years—an owb named Insirol who believes himself to be the final “remnant” of a long-lost demigod known only as Husk. He does not attack the PCs unless attacked first (in which case he fights to the death), but if they are not accompanied by Nithiss, his telepathic voice in their minds may not be intelligible, for Remnant Insirol speaks only Caligni.

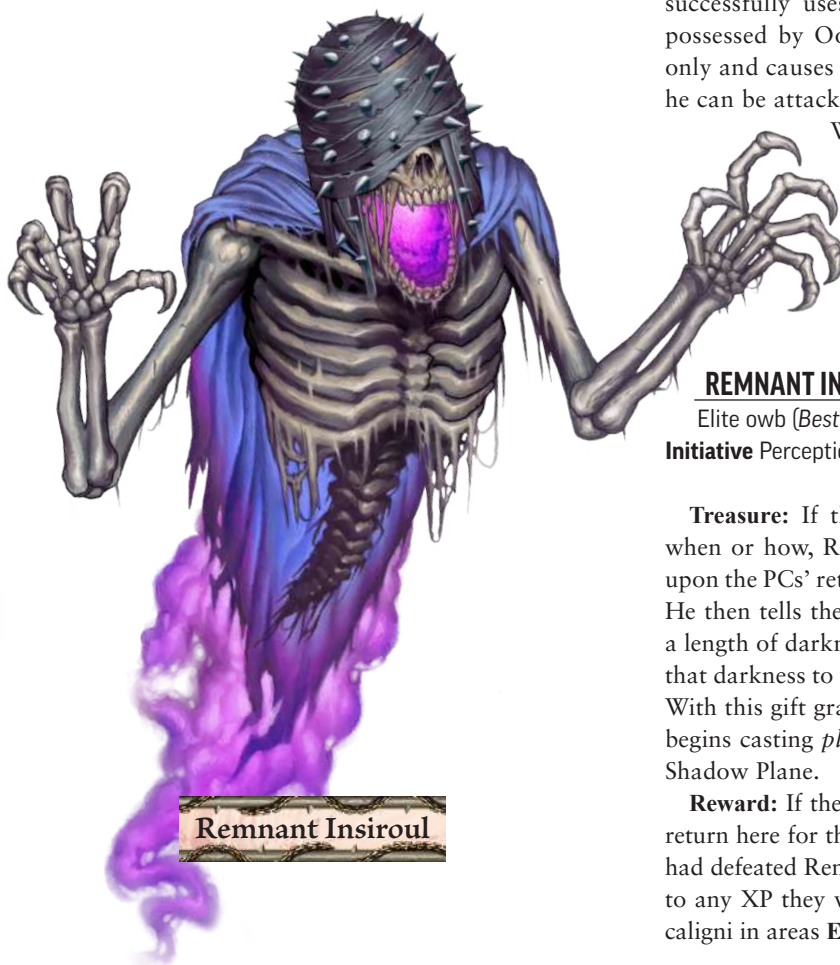
With Nithiss as a translator (or in the unlikely event that a PC can speak Caligni), Remnant Insirol informs the PCs that they have been brought before him to perform a service—to remove the Stain that lingers to the east, a Stain that has long tormented and vexed Insirol with its presence here, yet one that Insirol paradoxically views as being “beneath” his

duty to remove. Yet until the Stain is removed, Insirol stubbornly refuses to drift away from this realm.

The Stain that drew Insirol here so long ago is the imprisoned invidiak Ooun, a creature whose presence gnaws at Insirol as a corruption of the glory of shadow. Insirol promises the PCs more than just the glory of service to the Husk if they agree to destroy the Stain (see Treasure below), but if they refuse to do this task, the owb grows angry. He gives the PCs one more chance to agree before attacking. In this event, all of the remaining caligni in the area rally to the owb's defense.

If the PCs have already defeated Ooun, Insirol senses the invidiak's lingering power “staining” the PCs and thanks them for their proactive service, rewarding them with the treasure below. If, on the other hand, one of the PCs is currently possessed by Ooun, Insirol reacts with sudden violence, accusing that PC of being “stained” themselves—in this case, the owb commands the other calignis to flee while he attacks the possessed PC. Ooun is strangely unsettled by this and does his best to use his possessed host to flee. If Remnant Insirol successfully uses his Curse of Darkness on a PC possessed by Ooun, that curse affects the invidiak only and causes him to emerge from his host, where he can be attacked physically.

When portraying Insirol, strive to do so in a way that makes him enigmatic, mysterious, and even illogical from the PCs' viewpoint. Despite this, the owb is still a potentially dangerous foe if aroused to anger.



Remnant Insirol

REMNANT INSIROL

CREATURE 7

Elite owb (*Bestiary* 36, 196)

Initiative Perception +15

Treasure: If the PCs defeat Ooun, regardless of when or how, Remnant Insirol informs the caligni upon the PCs' return that they may now return home. He then tells the PCs they have done well and pulls a length of darkness from his own body. As he hands that darkness to a PC, it solidifies into a *gloom blade*. With this gift granted, Insirol ignores the PCs as he begins casting *plane shift*, intent on returning to the Shadow Plane.

Reward: If the PCs succeed at defeating Ooun and return here for their reward, grant them XP as if they had defeated Remnant Insirol in combat, in addition to any XP they would have earned for defeating any caligni in areas **E13** and **E15** that they did not fight.

The Second Doom

As the PCs explore this level of the Pit, the Sandpoint Devil awakens and grows more and more active. Driven by the influence of Jordus Munt deeper in the dungeon, the creature makes nightly excursions out of the Pit to fly through the night skies, attack livestock, frighten travelers, and leave its mark in Sandpoint itself.

Eventually, Jordus's influence drives the Sandpoint Devil to make a frightening and very visible attack against Sandpoint. The timing of this event is left to you. The PCs could be returning to town after an excursion into the Pit only to see a fire suddenly bloom from the rooftop of one of the buildings in town, and then to spot the Sandpoint Devil emerging from the flames a moment later. Or they could be in town already when the Sandpoint Devil swoops down to attack.

The location where this fight takes place can vary, but it works best if it's outdoors and after dark, so the Sandpoint Devil can take advantage of its ability to fly and see in the dark. This event isn't meant to reduce Sandpoint to ashes, though, so any fires the monster starts during this battle should be ones that the townsfolk can easily contain—provided that the Sandpoint Devil itself can be slain by the PCs. The combat could easily take place in the vicinity of a fire—in this case, the Sandpoint Devil takes advantage of its immunity to fire to vex the PCs, especially if it retreats to an area where a character must enter a burning building or raging inferno to reach it in melee. Such flaming areas are treated as hazardous terrain that inflict 2d6 fire damage to a character whenever they move through it or end their turn in the area of the fires (DC 20 basic Reflex save).

Out of combat, the Sandpoint Devil spends its actions swooping from rooftop to rooftop, either breathing fire on rooftops or using *gust of wind* to fan flames or blow embers toward non-burning buildings. Once the PCs attack, however, the creature recognizes them as threats and focuses on them. It starts this fight by unleashing the Devil's Howl, which causes any NPCs in the area to flee in panic. Its next action in combat is to use *phantasmal killer* against a PC. When you describe this illusory threat, though, it doesn't manifest as the most fearsome creature the target can imagine. Instead, it manifests in the form of a vision of the Sandpoint Devil transforming into an immense, shadowy figure whose wings expand to encompass the entire town and whose eyes become horrific crimson orbs filled with hatred. As the vision spreads its wings and rains fire down upon the town, only the targeted creature is affected by the spell, but all other PCs can likewise observe the frightening vision. Despite the

scale of the effect, no one else in Sandpoint seems to notice the illusion, though. After casting *phantasmal killer*, the Sandpoint Devil maneuvers into a position to catch as many PCs as possible with its Accursed Breath, then swoops down to engage in melee. If reduced to fewer than 30 Hit Points, the Sandpoint Devil attempts to flee by casting *dimension door* to the east, then flies the rest of the way back home to area I of the Pit to recover from the fight.

If the Sandpoint Devil escapes, the doom it presents to Sandpoint is prevented for now, but as long as it still lives, this doom may return in the future. For the purposes of this adventure, though, driving the Sandpoint Devil off is enough to save the town as surely as killing it would. If it does escape, you should absolutely have the PCs face it again at some point, perhaps as they are navigating the ledges within the pit. The sudden sound of the Devil's Howl echoing up from the fog below can be a particularly memorable opening to a second clash against the monster. Eventually, you should give the PCs the chance to finally kill the monster, if only to enable the events that play out in Chapter 6.

If the Sandpoint Devil is slain, its corpse crashes to the ground, and for a few moments afterward, the people of Sandpoint are shocked into silence. This silence doesn't last, however, and even if the citizens are working to put out fires started during the fight, the cheers and jubilation at the defeat of the legendary creature light the town up for hours afterward. Unless the PCs have other plans, the townsfolk gather up the monster's remains and drag it into the middle of the Sandpoint Market, tie it down (you can never be too careful), and await the next day to decide what to do with the body.

SANDPOINT DEVIL

CREATURE 8

Bestiary 2 230

Initiative Perception +16

Reward: If the PCs slay or drive off the Sandpoint Devil, they prevent the second of Sandpoint's seven dooms—grant them 120 XP for the achievement. The very public fight against one of the Lost Coast's most legendary monsters greatly enhances the PCs' fame in Sandpoint. If they kill the Sandpoint Devil, they gain 5 Reputation Points with the faction of their choice and 2 Reputation Points with all other factions. If they merely drive the Sandpoint Devil off, they gain 2 Reputation Points with two factions of their choice and 1 Reputation Point with all other factions.

The next day after the event, be sure to run the Heroes of Sandpoint event on page 40 of Chapter 2.

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Chapter 5: Shadows at Midnight

Its entrances are located just below the fog line in the Pit itself. This level contains the first of the significantly preserved works of the Thassilonian complex run by Lirlarue in the final days before Earthfall. While the now largely eroded upper levels housed the bulk of the spy network she commanded, this level and those below were largely kept secret from her superiors. Rather than rely upon giant architects and labor, as many of Thassilon's rulers did, Lirlarue instead made significant use of bound servants conjured from the Elemental Plane of Earth, including several shaitan genies. With their aid, the matter of carving out and building extensive underground levels without revealing her work to those who would meddle in her plans became a simple task.

This level of the Pit is intended for 7th-level characters.

The Cloneworks

Each of the lower levels of Lirlarue's hidden complex had its own purpose, with this one being focused on

research into Shalast's southern neighbor, Runelord Sorshen. In particular, Lirlarue was fascinated by the rumors that Sorshen had created numerous clones of herself and hid them in remote locations throughout all Thassilon, so that were she to die, her consciousness would simply be reborn in one of many spare bodies lying in wait in those hidden vaults. In particular, Lirlarue was intrigued by how Runelord Sorshen, as a practitioner of lust magic, could master such a powerful necromantic ritual as *clone*, for that school of magic was one forbidden by those who pursued the study of enchantment magic in that era. Eventually, this line of thought would lead to Lirlarue's greatest epiphany about the nature of Thassilonian magic, but here in the Cloneworks, her studies and investigation focused primarily upon the *clone* ritual itself—how it worked, how it could be used to create duplicates of important political figures she could control, and how to enhance and streamline the ritual to make it

less prohibitive to perform. As the ritual itself was theoretically not beyond Liralarue's ability to actually perform, she struggled with learning the ritual and never quite mastered it before Earthfall brought an end to her plans, so the Cloneworks were never put to full use.

After Earthfall and Liralarue's mysterious disappearance, the apprentices she kept here as researchers abandoned the Cloneworks, and for thousands of years, the chambers remained abandoned. It wasn't until the arrival of the Keepers of the Hollow Star five decades ago that these halls once again hosted life beyond a few unsettling monsters in the northern caverns.

KEEPERS OF THE HOLLOW STAR

The Keepers of the Hollow Star are a small cadre of deros who have worshipped the entity known as Azathoth since their ancestors discovered one of the Outer God's spores lodged in a deep cavern after plunging through the crust above. Rather than leave a crater, this eldritch infection pierced Golarion like a hot needle through the flesh of an apple, burying itself in a cyst in the upper Darklands of Nar-Voth, where it was eventually discovered by a dero occultist who had been lured to the site by a series of dreams that promised the death of the sun above. This dero is now long dead, but her visions live on in the form of a religion followed by this small coterie, who believe that some day their cult's greatest treasure—the kaleidoscopic shard of strange matter they call the *Hollow Star*—shall “hatch” and rise into the sky to infect the sun and consume its fires.

When leadership of the Keepers of the Hollow Star fell to the dero known as Ziradini, he made a fateful decision. Acting on the belief that the *Hollow Star* had not yet quickened because it had been kept too far underground for too long, he led the group up through the tunnels and eventually came to these chambers. Upon discovering the Cloneworks, Ziradini became fascinated by the possibility of creating a type of dero from his own people's flesh that could withstand the light of the sun, and thus could carry the *Hollow Star* to the surface so that the sun itself could awaken it and, in so doing, enable its own demise.

The beliefs of the Keepers of the Hollow Star are extreme and, fortunately for Golarion, little more than obsessive fantasy, but they and the *Hollow Star* they keep are still rather dangerous. When Tiluatchek and the Midnight Dawn first came up from the Darklands below (following the same routes upward the Keepers took many years before), he recognized the value of having the Keepers as allies, and so bought

their cooperation by supplying them with additional magical supplies and tomes taken from the libraries of Ilvarandin to aid them in their research, in return for allowing agents of the Midnight Dawn to come and go through the western tunnels without interference and, should the need arise, to aid in their defense from an attack by their enemies.

While the Keepers haven't been called upon to fulfill their end of this bargain yet, they do so eagerly should they discover the PCs have been trespassing anywhere in their domain.

CLONEWORKS FEATURES

Until relatively recently, the Cloneworks were brightly lit through the use of *continual flame*. The deros who dwell here now have smashed the glowing stones set in the walls of the southern section of the Cloneworks; smashed sockets in the walls are all that remain today, and the chambers are kept dark unless otherwise noted. Ceiling heights in the Cloneworks themselves average 8 feet, and 12 feet in most rooms. Doors are made of stone and open easily on their ancient, preserved hinges. The caverns that surround much of the Cloneworks are damp, with little rivulets of moisture that run in trickles along the floor to eventually pool in the depths of area **F20**.

F1. CHUPACABRA DEN

LOW 7

Stalactites and stalagmites make it difficult to estimate the length of this long cavern. Condensation beads on the walls and gathers in puddles on the floor that slowly trickle in rivulets toward a tunnel to the southwest. To the southeast, the stink of decaying meat wafts like a promise of horror.

While the stalagmites and stalactites make judging this cave's shape difficult, they do not significantly impact movement unless more than one appears in a square, in which case that square is difficult terrain. A character can gain cover behind a stalagmite in their space as an Interact action.

Creature: Along with the shantak in the level above, this chamber's occupant has been the greatest source of Sandpoint Devil sightings recently—a flying chupacabra who stands taller than most humans. The wild animals and periodic livestock tossed into the Pit by the Whistlefang goblins as sacrifices to the Sandpoint Devil fall onto the ledge at area **C4b**, where they become the meals for this creature, who has grown used to having its food delivered. It reacts with surprise to the sight of actual intruders in its cavern, and hisses menacingly upon spotting them.

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THE CLONWORKS
ONE SQUARE = 5 FEET

F3

F4

F5

C4b

C4a

F1

F2

F6

F8a
S

F8

F7

F17

F9

F18

S

F15

F14

S

F11

F10

F19

S

F16

S

F12

F13

F20



It won't attack at once, as it's not sure if the visitors are the source of its meals, but if the PCs don't leave within a round of being spotted, the hungry creature decides they're food and lunges toward them. It fights to the death to defend its domain, and while it won't pursue the PCs deeper into the caverns, it certainly pursues them out into the Pit and up the ledges if they flee that direction.

FALSE DEVIL

CREATURE 8

UNIQUE N MEDIUM BEAST

Variant chupacabra (*Pathfinder Bestiary* 2 52)

Perception +17; darkvision

Languages Aklo (can't speak any language)

Skills Acrobatics +18, Stealth +18

Str +5, **Dex** +6, **Con** +4, **Int** -3, **Wis** +5, **Cha** +0

AC 26; **Fort** +16 **Ref** +18, **Will** +15

HP 145

Speed 25 feet, fly 50 feet

Melee ♦ jaws +20 (finesse), **Damage** 2d10+11 piercing plus Grab

Melee ♦ claw +20 (agile, finesse), **Damage** 2d6+11 slashing

Chupar ♦ As chupacabra.

Pounce ♦ As chupacabra.

Wing Flurry ♦♦ (move) The false devil's spiny wings don't afford it a typical melee option, but it can use them to scrape and slash at foes it flies by. The winged chupacabra attempts to Tumble Through an enemy's space. As it does so, it flaps its wings furiously, gaining a +2 circumstance bonus to its Acrobatics check. If it succeeds, it inflicts 4d6 slashing damage to the creature it Tumbled Through (or 8d6 slashing damage on a critical success).

Treasure: The chupacabra keeps a large nest of bones and moldy shrubbery in the southeastern portion of the room. A Search of the nest quickly reveals that wild animals and livestock aren't the only things the creature has fed upon, for the bodies of a dozen humanoids plucked from the Lost Coast Road at various times over the past several years lie amid the numerous bones here. One of the bodies was that of an adventurer, and the remains are still clad in a suit of +1 *shadow studded leather*.

F2. DERO AMBUSH

LOW 7

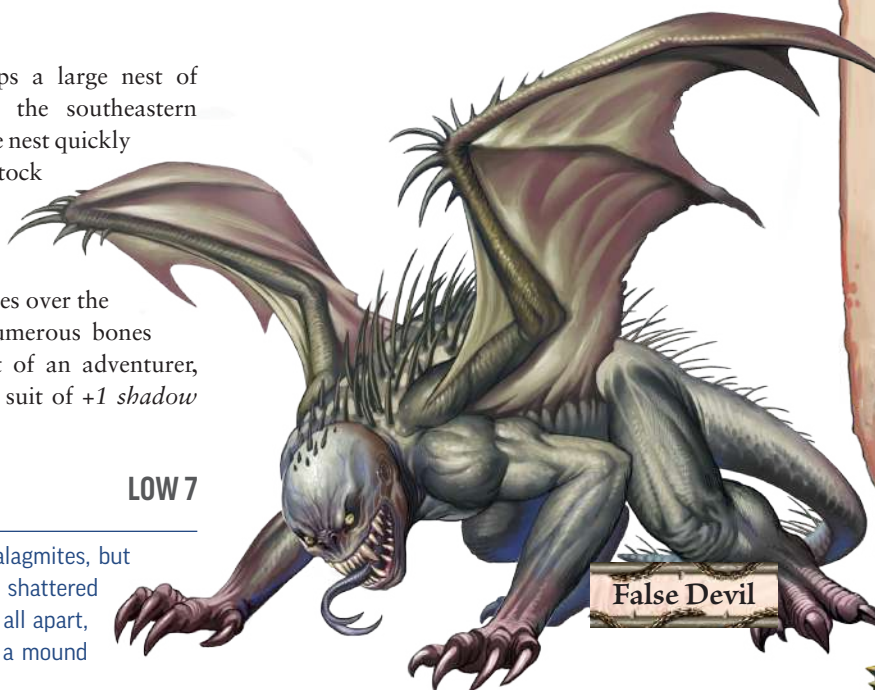
This cavern once featured several stalagmites, but now all that remains are dozens of shattered stumps—someone has smashed them all apart, only to heap the chunks of stone in a mound

to the east. Tunnels exit the chamber in all four directions, but something deeper along the passage to the south shimmers with an unpleasant orange light.

The stairs to the north lead down to area G6, while the tunnel to the west winds for quite some distance underground until finally connecting to the smuggler's tunnels below Sandpoint. If the PCs follow this tunnel, they'll reach the basement of the Pillbug's Pantry after walking for just over 2 miles; see The Third Doom at the end of this chapter (page 96). The tunnel rarely widens more than 5 feet for the entire trip, potentially making for a somewhat claustrophobic journey—the PCs could even encounter a few deros or ghouls traveling this tunnel, but keep in mind that a fight in such a confined space might be more frustrating than fun to play out! The tunnel to the south winds down to F20 and is described in that location.

Creatures: As part of their arrangement with the Midnight Dawn, the deros keep a half-dozen guards in this chamber at all times. The six dero stranglers work in shifts, allowing two to rest in cleverly hidden nooks in the rubble while the other four lurk near the walls of the cavern, each keeping an eye on a different exit. Ziradini keeps deros focused here by promising them a chance to bask in the light of the *Hollow Star* after several shifts guarding here—a promise the dero, who are essentially addicted to this strange illumination—are grateful for.

The four deros who are alert roll initiative with Stealth, and raise an alarm by each casting *sound*



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burst on the PCs. This sound not only wakes the two sleeping deros (who roll for initiative with Perception), but also alerts those in area **F17** as well. The deros otherwise fight to the death, and do their best to prevent anyone from heading south into area **F20**, although they won't pursue foes into that area, for fear of what lurks in that chamber. If the PCs flee west toward Sandpoint, the dero stranglers pursue them for most of the way, hoping to prevent them from making it all the way back to town.

DERO STRANGLERS (6) CREATURE 3

Pathfinder Bestiary 84

Initiative Perception + 6 or Stealth +10

F3. VISANDER'S LAMENT

LOW 7

Most of this large cavern is barren, but to the southeast, the ground slopes downward slightly into a shallow pool of water, from which rises a forest of stalagmites. A similar array of stalactites hangs from the ceiling here, some of which have connected to the stalagmites below to form glittering, damp columns of stone.

Roll a secret DC 20 Perception check for any character who passes by the dense collection of stalactites and stalagmites—on a success, they spot what appears to be an ancient skeleton sitting against the far wall. A Medium PC treats this area as greater difficult terrain, while a Small PC treats it as difficult terrain—someone who moves within 10 feet of the ancient skeleton notices it automatically.

Creatures: The skeleton belonged to one of Liralarue's apprentices, a frustrated man named Visander whose attempts to earn Liralarue's favor failed again and again. Spurned one too many times, he threatened to reveal to Runelord Karzoug the secret research he suspected Liralarue of pursuing. She feigned fear and lured him to this cave with a promise, only to drive a dagger into his throat—even in death, Visander's obsession didn't end.

Visander rose from death the next midnight as a specter, much to Liralarue's amusement. By supplying him with prisoners to periodically feed on, she kept him placated, as his presence made for an excellent guardian. Soon after Earthfall, though, Liralarue's visits ended. Visander spent the

next several thousand years starving—a vast swath of time punctuated now and then by “islands” of lucidity whenever a hapless victim wandered close enough for him to feed.

This is one of those times of lucidity, for Visander has managed to keep a small number of caligni slayers once part of the larger group on the level above as his thralls. Originally numbering four, his feedings have reduced the slayers to half that number.

If the PCs aren't being stealthy in their approach to this cavern, the two slayers quickly move to hide on either side of the entrance, from which they catch glimpses of the party's light or hear their approach, rolling Stealth for initiative.

They're eager to capture the PCs alive, so that Visander will have someone else to feed on, but as soon as one of the slayers is killed, the specter shrieks in rage and floats out from the stalagmites. As he does so, he cries out in Thassilonian, “Have you seen my beloved? Have you seen Liralarue? What have you done with Liralarue!” He attacks soon thereafter unless a PC openly wears Liralarue's *choker of elocution* from area **F18**. If he spots it, Visander accuses that PC of being a thief and demands the choker's return. He focuses his attacks on that character.

Visander fights until destroyed. He cannot leave this cavern unless he spots Liralarue's *choker of elocution*, in which case he'll pursue the PC who wears it relentlessly—even into sunlight.

VISANDER CREATURE 7

Male specter (*Pathfinder Bestiary* 2 248)

Initiative Perception +15

CALIGNI SLAYERS (2) CREATURE 3

Pathfinder Bestiary 2 46

Initiative Stealth +10

Treasure: Over the ages, Visander's skeletal remains have become fossilized. While his equipment is long gone, the elegant *dagger of venom* Liralarue used to kill him remains lodged in his throat. A successful DC 22 Athletics check is required to yank the blade out of the fossilized bones—on a critical failure, the dagger becomes broken. The dagger's hilt bears a distinctive eight-pointed star design on



its pommel—the same design on Liralarue’s *choker of elocution* and some of her other belongings found throughout the Pit’s lower levels.

F4. STAIRWELL

This flight of stairs ascends to area **E13b** above (see Chapter 4).

F5. FUNGUS FOREST

MODERATE 7

The air in this cave has an unpleasant musty element, likely rising from the thick tangle of noxious green and brown sheets of fungus that grow thick on the floor in the eastern half of this chamber.

What appears to be a lumpy mass of fungus growing on the floor of the eastern portion of this cave is in fact the upper, semi-solid layer of a massive slime mold draped over a framework of pale mushrooms. The actual floor is 3 feet below the slime mold. The slimy fungus can’t support more than a few pounds of weight, and a PC who Strides into the fungus falls through the sheet, landing prone. Movement through the fungus is treated as difficult terrain. Any character who ends their turn in the fungus must succeed at a DC 20 Fortitude save to avoid becoming sickened 1, after which they are temporarily immune to this effect of the foul-smelling, foul-feeling fungus for 1 hour.

The ridge out of the fungus-filled trough is slick and difficult to navigate—a PC down in the slimy fungus can clamber out of the pit up this ridge with a successful DC 22 Athletics check.

At the southern end of the cave, the floor drops nearly 20 feet down into a trench-like tunnel leading south to area **F6**. The fungus doesn’t grow down here, but the walls remain slick and hard to scale, still requiring a successful DC 22 Athletics check to Climb.

Creatures: While the slime mold is harmless (apart from its foul odor and texture), some of the mushrooms it grows over are not. A total of eight violet fungi grow throughout this chamber, and they lurch quickly to life as soon as anyone enters the fungal area. At least one fungus should be within 10 feet of a character who fell into the fungus, but the other seven should be placed throughout the cavern—quick PCs should be able to clamber out of the fungal trench before most of the fungi can reach them.

VIOLET FUNGI (8)

CREATURE 3

Pathfinder Bestiary 2 286

Initiative Stealth +9

F6. THE SKULL TROUGH

TRIVIAL 7

The eastern side of this T-shaped chamber drops into a five-foot-wide, fifteen-foot-deep trench. Six human skulls, each supporting a partially burned black candle, line the edge of this trough. The skulls are positioned so that every other one looks east instead of west.

The stairs lead up to area **E7a**. The secret door into area **F8a** can be spotted with a DC 20 Perception check by a Searching PC. The walls of the 15-foot-deep trough can be Climbed with a DC 20 Athletics check.

Hazard: This sinister chamber once served as a connection to the spy barracks one floor above. Liralarue didn’t want just anyone stumbling down here, though, and didn’t trust the secret door above in area **E7a** to keep everyone out, so she built a frightening trap out of a line of skulls and black candles meant as much to scare off intruders as they were to wipe memories of the area from the mind.

SKULLS OF FEAR AND FLAME

HAZARD 7

UNIQUE COMPLEX MAGICAL TRAP

Stealth +17 (expert) to notice little wisps of smoke start to curl up from the unlit candles on the skulls.

Description A line of skulls adorned with black candles sit on the floor, and use darkvision to spot intruders. The red arrows on the map indicate the direction the skulls are looking.

Disable Stealth DC 27 to move through the room unseen by the skulls (this does not disable the trap but does prevent it from triggering), Thievery DC 27 three times to “blind” an adjacent skull by deftly scraping hidden runes away from the inside of the eye sockets, or *dispel magic* (4th level, counteract DC 25) to counteract the trap

Skull AC 25; **Fort** +18, **Ref** +12

Skull Hardness 14; **Skull HP** 10 (BT 5); **Immunities** critical hits, object immunities, precision damage

Fearful Cry ☞ (arcane, emotion, enchantment, fear) **Trigger** A creature walks into view of the skulls and is spotted by them; **Effect** The candles atop all six skulls flare to light and the skulls shriek out fearsome, mind-numbing howls. All creatures in area **F6**, the stairs, or the eastern trough must attempt a DC 25 Will save. The trap then rolls initiative.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2 and fleeing as long as they remain frightened.

Critical Failure As failure, but once the creature is no longer frightened, the previous minute of memories are erased—likely removing knowledge of the secret door at the top of the stairs in area **E7a**. All that

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remains are strange lingering fears about returning to the area.

Routine (6 actions) On its initiative the trap uses its first action to rotate a skull that can't see targets a full 360 degrees, stopping as soon as the skull spots a target. It repeats this action until all six skulls are looking at targets, then uses its remaining actions to shoot beams of fire from their eyes. The trap can only target a creature once per round, so if there are fewer targets than actions, any additional actions possessed by the trap are lost. The trap loses one action for each skull that is destroyed.

Ranged fire beam +18 (range 25 feet, fire); **Damage** 4d8 fire

Reset If there are no visible targets, the trap deactivates at the end of its turn, then automatically resets.

F7. STRANDED DREAMERS

LOW 7

This long, almost teardrop-shaped cavern has a ceiling that arches nearly thirty feet at its uppermost point. The further south one goes, the more the walls of the cave become draped and encrusted with thick, pallid coils of pale green and dirty yellow fungal vines that somehow also have hundreds of greasy-looking broad-bladed leaves growing from them.

The strange vine-like growths on the wall are unrecognizable to any attempt to examine them with Nature, other than to confound the examiner with the fact that the vines seem to exhibit both plant and fungal features. A successful DC 23 Occultism check suggests that the growths might be extending into this reality from some other dimension, while a critical success on that check confirms it—these growths originate from the Dimension of Dreams.

Each of the three ledges to the south rises 5 feet up to a tunnel containing a flight of stairs that lead up to area E9a.

Creatures: As the Midnight Dawn began to experiment more and more in the region with doses of midnight milk, each dose inflicted on an unfortunate dreaming victim sent ripples of scent through the barriers of reality. These wafts went mostly unnoticed until recently, when a swarm of curious creatures from the Dreamlands followed the scent back to the waking realm.

Numbering a few hundred, these curious zoogs have lingered in this cave for several months. The growths on the walls come from them, starting from spores they accidentally carried into this realm in their matted fur. The zoogs aren't quite sure how they managed to get here and don't know how to return home—and perhaps more frustratingly, they've lost the scent of the midnight milk now that they're in the waking realm.

As soon as the swarm notices the PCs, the creatures begin hissing, chattering, and squealing in excitement, clinging in sheets to the walls of fungus in the cavern. The creatures don't attack the PCs unless they attack the swarm first, in which case the creatures howl in rage and swarm down to attack, fighting to the death.

If the PCs speak out in Aklo or Common, the swarm immediately falls silent, and hundreds of large, glowing eyes regard the party for a moment. When the swarm speaks, they do so in a disconcerting way, with each word spoken from a different individual zoog, but timed to a cadence that sounds almost like it comes from a single source. They demand to know if it was the PCs' dreams that lured them from their beloved woodland in the Dimension of Dreams, or if not, whose dreams they might have been. The zoogs describe the dreams as a series of phantasmagorical images of an immense city sprawled in a vast cavern or canyon, of curving spirals of streets winding through steeped buildings and shining towers, of the sound of strange music and delighted laughter echoing through vast halls, of a sunless ocean shore lapping against stone piers, and of overwhelming sensations of bliss and delight. But it was the "scent" of the dream that drew them here, an odor the zoogs describe as the "smell of cherished memories" cut with the "scent of unfulfilled hope."

A successful DC 28 Occultism check to Recall Knowledge is enough for a PC to recognize the description as perhaps referring to the mysterious and legendary lost city of Ilvarandin—a paradise believed to be hidden (depending on the legend) in a remote mountain vale, nestled in the depths of an unknown canyon, or deep underground in an immense cavern. A critical success allows a PC to recall more disturbing rumors that Ilvarandin is a city of falsehoods inhabited by mysterious shapechanging creatures. A critical failure leaves the PC convinced the dream is of one of the seven cities ruled by the runelords of Thassilon in ancient times.

The zoogs ask the PCs to bring them the dream so they may return home—or barring the dream, to bring them one who has dreamed of the city. As payment for the service, they promise to leave behind one of their greatest treasures for the PCs when they return home. If the PCs bring the zoog swarm a dose of midnight milk, one of the creatures quickly drinks the drug and, rather than suffer its normal effects alone, these effects quickly spread through the entire swarm, causing them to sigh and groan in delight for a few moments before they fade away back through the boundary of sleep to return to the Dreamlands. Alternatively, if they bring a person who's had a dream vision of Ilvarandin, the zoogs demand that person sleep and dream for them

at once. If the person agrees, the zoogs gather around them as they lie down and fall into a deep sleep around them—once the dreamer's dreams begin, the zoogs use that energy to travel back home as well. Having their dreams used as a catalyst like this leaves the dreaming creature potentially filled with melancholy and regret upon waking at not having been able to travel with the zoogs. If the dreamer fails a DC 23 Will save, they become stupefied 1 (or stupefied 2 on a critical failure) until the condition is removed with magic.

ZOOG SWARM

CREATURE 8

Page 193

Initiative Perception +16

Treasure: If the PCs help the zoogs return home, the strange creatures make good on their promise. As they fade, the treasure they mentioned remains behind—a *wand of phantasmal killer* made of basalt and crowned with an obsidian carving of a faceless gargoyle with a long thin, tail wrapped tightly around the rod's length.

The zoog-appreciation doesn't end here, though. At some point in the next few days, the zoogs revisit the PCs in the form of a dream, where they promise to teach the PCs strange secrets. This gift allows the PCs to each enjoy the benefits of a series of *dreaming potential* spells for the span of a week, during which they can effectively spend downtime retraining if they wish to take advantage of the strange secrets and advice their zoog-friends have to share with them.

Reward: If the PCs help the zoogs get home, grant them XP as if they had defeated the zoogs in combat.

F8. LIGHTLOCK

TRIVIAL 7

The walls of this chamber are highly polished stone, save for a few spots where a smashed divot mars the smooth, almost wet-looking surface.

This chamber once bore a powerful magical trap that caused those who entered to become disoriented and compelled to exit into the Pit without their memories of the chamber, but the trap's magic no longer functions as once intended. Instead, Ziradini has warped the lingering magic here so that any light source brought into the room grows strangely dim and muted—despite being quite polished, the walls reflect very little light and appear almost as if shielded by a thin layer of fog.

The secret door into area **F8a** can be spotted with a DC 20 Perception check by a Searching PC.

Hazard: The magical wards Ziradini placed here attempt to overwhelm and destroy light brought into the room.

LIGHTLOCK

HAZARD 7

RARE **MAGICAL** **TRAP**

Stealth DC 25 (expert)

Description The strange fog layer on the walls swirls and churns, then suddenly fires several beams of dark mist into the room.

Disable Thievery DC 27 (master) to disrupt some of the hidden runes that focus the trap's energies, or *dispel magic* (4th level, counteract DC 25) or any spell with the Light trait to counteract the trap

Freeze the Awful Light ☞ (cold, darkness, evocation)

Trigger A creature carrying a light source ends their turn in area **F8**; **Effect** The walls fire beams of chilling dark fog at the triggering creature, who takes 10d6 cold damage (DC 25 basic Fortitude save). The beams also attempt to counteract any light source the triggering creature carries. Non-magical light sources of 7th level or less are automatically extinguished. Against other light sources, the lightlock casts a 4th-level *dispel magic* spell with a counteract modifier of +14 to attempt to counteract the light.

Reset The lightlock takes 1 minute to restore its energy, after which it can be triggered again.

F9. PROCESSIONAL

LOW 7

Here and there on the plain stone walls of this chamber, smashed divots mar the stonework. A foul stink of body odor and waste hangs heavy in the room, no doubt coming from the piles of rubble and refuse along the north wall.

Creatures: The mounds of filth heaped against the wall are, to the two cavern trolls who stand guard here, comfortable nests. These two trolls eagerly serve Ziradini, for the dero has promised to cure them of their sunlight petrification weakness. He is honest in this promise, but treats it more as a personal challenge than an act of altruism. A few times each year, he tests his latest concoction on one of the trolls, but so far he's not discovered anything that protects them longer than a few minutes. Still, this is proof enough for the trolls, and they eagerly serve as guardians here. They attack the PCs on sight and fight to the death, and pursue fleeing PCs through the double doors to the south and west—but are wary about meddling with the occupants of any of the rooms beyond for fear of annoying their patron and risking her going back on her promise.

CAVERN TROLLS (2)

CREATURE 6

Pathfinder Bestiary 2 265

Initiative Perception +14

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F10. SCRIPTORIUM OF STARS

MODERATE 7

Three iron prison cell gates hang open to the north. Within each cell sits a stone table. Another table sits to the west of the main room, its surface cluttered with scrolls, tablets, and tools. The eastern wall glows with hundreds of points of light that almost look as if someone has attempted to paint all of the stars of the night sky with glowing gold paint.

The secret door leading to area **F11** hasn't been found by the grioths, but a PC who Searches the cell can spot the door with a successful DC 25 Perception check.



Iazmilor

A character who examines the glowing pattern on the wall and succeeds at a DC 23 Nature or a DC 25 Occultism check to Recall Knowledge can confirm that it's a star map that places Golarion's sun at the center. A critical success allows the character to realize that the point of the map seems to be an attempt to track strange forces in the universe whose motions through the Dark Tapestry disrupt stars and destroy worlds—but how this relates to the placement of Golarion's system at the center is unclear.

Creatures: Among the allies Ziradini has recruited in his ambitious quest to combat the effects of sunlight on his flesh are a trio of bat-like alien entities known as grioths. After he called them down from the stars by destroying a specially prepared gemstone dagger infused with the energies of the *Hollow Star*, he struck a bargain with them. After a service of one year spent recording everything the grioths know about the destructive forces in the Dark Tapestry capable of devouring suns, he's promised to reveal to them the source of the alluring energy in the gemstone dagger he had destroyed to draw their attention.

These three grioths are obsessed worshippers of the outer gods, and the energies Ziradini used to lure them are, they are convinced, stray thoughts from their mindless divine patron. Two of the grioths are typical cultists of their kind and venerate the Haunter of the Dark, but their leader is a more powerful cleric of Azathoth named Iazmilor who has spent centuries seeking the center of the universe so that he might gaze in person upon Azathoth's glory. The three are nearly 10 months into their term of service, and aren't eager to risk their chance to find out more about the *Hollow Star*, so they've been working diligently at filling the journals with dense writing in Aklo about the Dark Tapestry for Ziradini to consult in the future.

The two cultists toil in the western and central cells in the north, while Iazmilor works in the main room, periodically pausing in his work at filling journals at the desk to consult, append, or correct the star map on the east wall he's been working on these past 10 months. The aliens are impatient and annoyed at interruptions, but don't know enough about Golarion's life-forms to realize the PCs are, perhaps, not dero allies. If the PCs carry light sources, the priest is curious to find out why

they need light. Beyond that, they ask if they bring word of additional requests from Ziradini before impatiently demanding they be left to their task. Of course, the grioths speak only in Aklo, but if the PCs can communicate with them, they may be able to learn a little bit about Ziradini's goals in the area. Every minute a conversation continues, the speaking PC must successfully Lie. Failure to do so means that something they've said causes Iazmilor to suddenly realize they're enemies of their patron, and he orders his cultists to attack at once in hopes of securing early access to the *Hollow Star* by presenting prisoners to Ziradini.

Such an attack is likely to happen much sooner if the PCs carry obvious signs of being enemies of the dero, or if they fail to establish communication with the grioths quickly. Once a fight begins, the grioths battle to the death.

IAZMILOR

CREATURE 8

UNIQUE CE MEDIUM GRIOTH HUMANOID

Grioth priest of Azathoth (*Pathfinder Bestiary* 3 122)

Perception +16; greater darkvision, echolocation (precise) 30 feet

Languages Aklo, Grioth, telepathy 30 feet

Skills Acrobatics +16, Occultism +17, Religion +18, Stealth +18

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

Items +1 striking voidglass warhammer, wand of blindness

Echolocation As grioth scout.

AC 26; **Fort** +14, **Ref** +16, **Will** +18

HP 145; **Immunities** cold; **Weaknesses** fire 10

Light Blindness

No Breath As grioth scout.

Speed 25 feet fly 30 feet

Melee ♦ warhammer +17 (shove), **Damage** 2d8+6 bludgeoning

Melee ♦ jaws +16 (agile, finesse), **Damage** 2d8+6 piercing plus grioth venom

Divine Prepared Spells DC 26, attack +18; **4th** *divine wrath*, *heal*, *outcast's curse*; **3rd** *dispel magic*, *heal*, *vampiric touch*; **2nd** *create food*, *silence*, *spiritual weapon*; **1st** *bane*, *fear*, *ray of enfeeblement*; **Cantrips (4th)** *divine lance*, *message*, *prestidigitation*, *shield*, *stabilize*

Occult Innate Spells DC 23, attack +15; **4th** *phantom pain*; **Cantrips (4th)** *daze*, *detect magic*, *mage hand*, *telekinetic projectile*

Grim Curse of Azathoth ♦♦ (curse, divine, emotion, enchantment, mental) **Frequency** once per day; **Effect** As Ziradini (page 93).

Grioth Venom (emotion, fear, mental, poison) As grioth scout, but DC 26.

Shock Mind ♦♦ (enchantment, mental, occult) As grioth scout, but 4d6 mental damage and DC 26 Will save.

GRIOTH CULTISTS (2)

CREATURE 3

Pathfinder Bestiary 3 123

Initiative Perception +10

F11. OUBLIETTE

A human skeleton lies slumped in the southeast corner of this chamber. In one bony hand, the skeleton clutches a stub of sharp metal—perhaps the same shard used to carve the densely packed script scratched into all of the chamber's walls.

During Liralarue's reign over the complex, this room was used as a hidden oubliette to imprison particularly vexing or annoying prisoners. The last inhabitant of this chamber was a double agent—a man who infiltrated Liralarue's inner circle and nearly reported back to Karzoug about her activities before he was found out as a result of Liralarue's mastery over divination magic. He lived out the end of his life here, but in an attempt to record what he'd learned about Liralarue, he used a shard of metal he'd managed to smuggle into his prison to scratch hundreds of lines of text on the walls.

These lines of script are written in Thassilonian; a PC who can read them can use them to make Research checks about the mysterious Eighth Runelord by studying the script for 2 hours per check. See page 186 for further details.

Reward: Grant the PCs 40 XP if they fully research the text scratched into the walls of this oubliette.

F12. CLONE VAULT

MODERATE 7

A long stone table runs down the center of this room, its surface cluttered with a strange array of surgical tools and alchemical supplies. Against the far eastern wall stand five strange stone sarcophagi; four of their faces are polished stone and feature a single seven-pointed star rune in the face of each. The central sarcophagus has been shattered, and a strange green stain mars the floor under the rubble.

As Liralarue struggled to learn the *clone ritual*, she experimented with several potential shortcuts in her attempts to lower the magic's complexity. She managed a method of growing bodies using fleshwarping techniques and stored them here, but was never quite able to actually complete the process of housing a soul in one of these bodies.

The deros smashed the central sarcophagus before they figured out how to open the other ones, and used the "raw materials" they harvested in their attempts to clone sun-resistant versions of themselves. A PC

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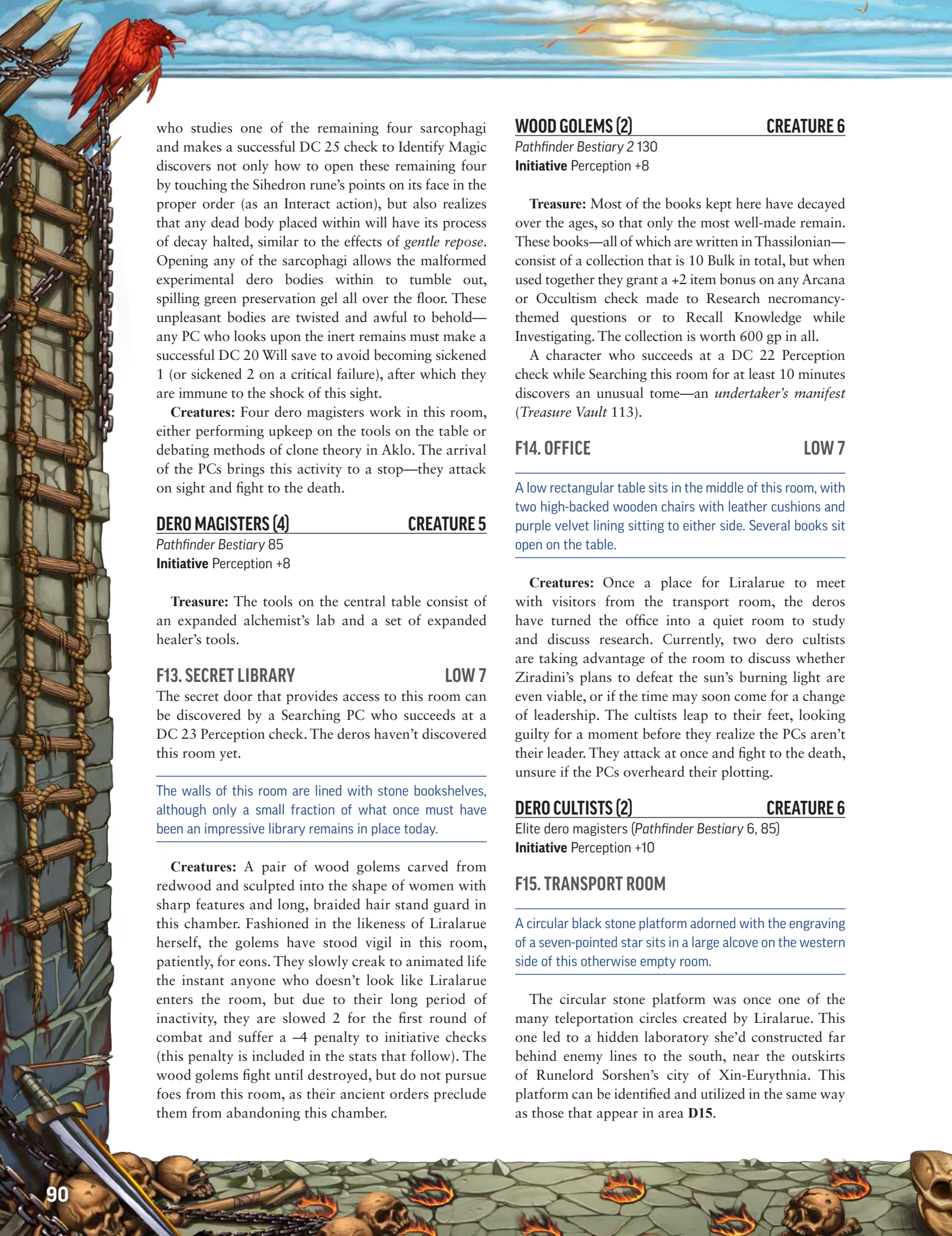
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who studies one of the remaining four sarcophagi and makes a successful DC 25 check to Identify Magic discovers not only how to open these remaining four by touching the Sihedron rune's points on its face in the proper order (as an Interact action), but also realizes that any dead body placed within will have its process of decay halted, similar to the effects of *gentle repose*. Opening any of the sarcophagi allows the malformed experimental dero bodies within to tumble out, spilling green preservation gel all over the floor. These unpleasant bodies are twisted and awful to behold—any PC who looks upon the inert remains must make a successful DC 20 Will save to avoid becoming sickened 1 (or sickened 2 on a critical failure), after which they are immune to the shock of this sight.

Creatures: Four dero magisters work in this room, either performing upkeep on the tools on the table or debating methods of clone theory in Aklo. The arrival of the PCs brings this activity to a stop—they attack on sight and fight to the death.

DERO MAGISTERS (4)

CREATURE 5

Pathfinder Bestiary 85

Initiative Perception +8

Treasure: The tools on the central table consist of an expanded alchemist's lab and a set of expanded healer's tools.

F13. SECRET LIBRARY

LOW 7

The secret door that provides access to this room can be discovered by a Searching PC who succeeds at a DC 23 Perception check. The deros haven't discovered this room yet.

The walls of this room are lined with stone bookshelves, although only a small fraction of what once must have been an impressive library remains in place today.

Creatures: A pair of wood golems carved from redwood and sculpted into the shape of women with sharp features and long, braided hair stand guard in this chamber. Fashioned in the likeness of Liralarue herself, the golems have stood vigil in this room, patiently, for eons. They slowly creak to animated life the instant anyone who doesn't look like Liralarue enters the room, but due to their long period of inactivity, they are slowed 2 for the first round of combat and suffer a –4 penalty to initiative checks (this penalty is included in the stats that follow). The wood golems fight until destroyed, but do not pursue foes from this room, as their ancient orders preclude them from abandoning this chamber.

WOOD GOLEMS (2)

CREATURE 6

Pathfinder Bestiary 2 130

Initiative Perception +8

Treasure: Most of the books kept here have decayed over the ages, so that only the most well-made remain. These books—all of which are written in Thassilonian—consist of a collection that is 10 Bulk in total, but when used together they grant a +2 item bonus on any Arcana or Occultism check made to Research necromancy-themed questions or to Recall Knowledge while Investigating. The collection is worth 600 gp in all.

A character who succeeds at a DC 22 Perception check while Searching this room for at least 10 minutes discovers an unusual tome—an *undertaker's manifest* (*Treasure Vault* 113).

F14. OFFICE

LOW 7

A low rectangular table sits in the middle of this room, with two high-backed wooden chairs with leather cushions and purple velvet lining sitting to either side. Several books sit open on the table.

Creatures: Once a place for Liralarue to meet with visitors from the transport room, the deros have turned the office into a quiet room to study and discuss research. Currently, two dero cultists are taking advantage of the room to discuss whether Ziradini's plans to defeat the sun's burning light are even viable, or if the time may soon come for a change of leadership. The cultists leap to their feet, looking guilty for a moment before they realize the PCs aren't their leader. They attack at once and fight to the death, unsure if the PCs overheard their plotting.

DERO CULTISTS (2)

CREATURE 6

Elite dero magisters (*Pathfinder Bestiary* 6, 85)

Initiative Perception +10

F15. TRANSPORT ROOM

A circular black stone platform adorned with the engraving of a seven-pointed star sits in a large alcove on the western side of this otherwise empty room.

The circular stone platform was once one of the many teleportation circles created by Liralarue. This one led to a hidden laboratory she'd constructed far behind enemy lines to the south, near the outskirts of Runelord Sorshen's city of Xin-Eurythnia. This platform can be identified and utilized in the same way as those that appear in area **D15**.

F16. CLONE LAB

MODERATE 7

Stone shelves hold collections of books and magical equipment along this large room's east and west walls, while in the center of the room sit three circular stone tables. Partially dissected, barely humanoid bodies lie sprawled on the tables amid even more magical tools and medical devices. A confusing medley of scents—spices, blood, incense, and less-identifiable odors—fill the air.

This room was used by Liralarue to research methods of crafting clones, and the deros who dwell here today are doing their best to follow in those footsteps, although without the ability to actually create clones, the best they've been able to manage are the distorted fleshwarps on the tables—twisted mixtures of deros and other humanoids (a goblin, a xulgath, and a human) that never quite had a chance to live.

Creatures: Two dero magisters and four dero stranglers toil in this room, examining the failed fleshwarpings on the tables, studying tomes, or comparing notes in hushed tones. They shriek in rage if interrupted and attack on sight. They pursue the PCs through the entire dungeon and rouse others as they go, fighting to the death.

DERO MAGISTERS (2)

CREATURE 5

Pathfinder Bestiary 85

Initiative Perception +8

DERO STRANGLERS (4)

CREATURE 3

Pathfinder Bestiary 84

Initiative Perception +6

Treasure: The books and equipment on the shelves here are what one would expect from an ancient medical laboratory. The collection is the product of several generations of dero research into the question “Why does the sun burn us?” Several of the newer books incorporate discoveries the deros have made here in the Cloneworks—an hour of Investigation by someone who can read Aklo is enough to piece together the deros’ plan to craft new, cloned bodies they can then use to dwell upon the surface world and rule it without fear of the sun, but they’re quite far from reaching anything close to success. The books also serve well as medical and anatomy references, and grant a +1 item bonus if used while Investigating to Recall Knowledge with Medicine checks or with Occultism checks concerning aberrations. The collection is 8 Bulk, and is worth 100 gp in all.

F17. TEMPLE OF AZATHOTH

MODERATE 7

Nearly a dozen small bedrolls lie on the floor to the north and south of this chamber. The air here feels cold and weirdly thin, almost as if it were located atop a high mountain, and the mournful sound of wind racing over uneven badlands seems to echo across a vast distance. The ceiling above appears to look out into a star-filled sky, while at the center of the room looms an unsettling “statue” of a roughly spherical mass covered with nodules, lumps, shallow gashes, and other strange imperfections, all painted in an almost hypnotic pattern of twisting strokes of green, brown, yellow, and red paint.

Many years of focused worship to the Outer God Azathoth have infused this chamber with layers of unsettling phantasms—the sound of wind, the thin air, and the starry “sky” above are all what amounts to an effect akin to *hallucinatory terrain*; a successful DC 23 Will save made by anyone who Seeks in an attempt to see through the images or sensations reveals the plain nature of the room.

The strange statue in the middle of the room is very real, though, and a successful DC 25 Occultism or Religion check to Recall Knowledge is enough to identify it as a representation of the vastness of Azathoth itself, said to be an immense seething chaos the size of a star that churns at the center of the universe.

Creatures: The deros both sleep and worship in this room whenever they’re not guarding or researching in other areas. Much of their worship consists of using sanding cloths and rough stones to polish and grind away at the statue in a constant quest to perfect Azathoth’s image, in the belief that if the deros can capture the god’s shape perfectly, it will become the god and consume the sun above. Whether or not this belief has any basis in fact is left to the GM to decide, but the two dero cultists and two dero stranglers found here take swift exception to any intrusions and attack at once.

The unnerving presence of Azathoth’s statue in this room doesn’t function as a proper hazard, but it does have an additional impact on anyone who fails a Will save against a mental effect. Creatures that do so in this chamber receive a brief vision of the vastness at the center of the Material Plane and a glimpse of the outer god drifting therein and become stupefied 1 for 1 minute in addition to any other effects from the triggering failed Will save. On a critical failure, the stupefied 1 condition persists until it is cured through magic. The deros are quite aware of this effect, and do their best to target spellcasters in particular with spells like *daze*,

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hideous laughter, paranoia, phantom pain, or touch of idiocy, hoping to grant their foes the “gift” of a glimpse of Azathoth.

DERO CULTISTS (2)

CREATURE 6

Elite dero magisters (*Pathfinder Bestiary* 6, 85)

Initiative Perception +10

DERO STRANGLERS (2)

CREATURE 3

Pathfinder Bestiary 84

Initiative Perception +6

F18. RITUAL PREPARATION STUDY

The secret door to this chamber can be spotted by a PC who Seeks and succeeds at a DC 25 Perception check. The deros haven’t discovered the chamber beyond. As soon as anyone opens the secret door, the two candelabras in the room flare with flickering light.

The air in this octagonal chamber is stale and musty. A writing desk and a high-backed cushioned chair sit in the center of the room, while shelves to the north and south hold several books, a few skulls of strange creatures, and a few other objects. A canopied bed sits against the western wall, its deep purple sheets covered with a layer of dust. Two iron candelabras flicker with light near the eastern entrance.

This room is one of several that Liralarue kept to serve as a private place to study and rest. As with the other similar rooms found on the lower levels, this study had a specific purpose—to prepare her mind for the studying and performing of rituals.

Treasure: A character who studies the bed and makes a successful DC 25 check to Identify Magic understands the use of this chamber. Spending 8 hours sleeping in the bed grants a character a +2 item bonus to all skill checks made to learn or cast rituals for the next 16 hours. In addition, if a character performs their daily preparations immediately after waking from 8 hours of sleep in this bed, they gain the ability to cast *hypercognition* once during the next 16 hours as an innate arcane spell. A character can gain these effects from the bed once per week.

Among the objects on the shelves are a few dozen books about divination magic and theory, as well as a *codex of unimpeded sight* (*Secrets of Magic* 162). The skulls are of people who vexed or annoyed Liralarue, and each has been painted with runes in Thassilonian meant to ensure that the souls that once were a part of these skulls would be judged harshly in the afterlife (fortunately for those who perished, these runes had no such actual power). One of the skulls has a removable top, and inside sits a *choker of elocution*

that bears an eight-pointed star design. This choker grants the language of Necril, and wearing it visibly solicits a reaction from the specter Visander in area F3. The shelves also display a silver flute (a *lesser maestro’s instrument*), a *decanter of endless water* carved to resemble a drunk marid riding a dolphin, a darkwood buckler adorned with the Shoanti word for greed, and a *basilisk eye talisman* (*Advanced Player’s Guide* 256) inside of a bottle containing a dose of *truth potion* that must be smashed in order to get the talisman out. Finally, a bejeweled scroll tube worth 80 gp contains a *scroll of banishment*.

Finally, Liralarue’s extensive notes and glosses penned in Thassilonian in the margins of the books kept here can be used to research the Eighth Runelord (page 186), but the scattershot nature of the notes means that each Research check takes 4 hours of work. Among the other revelations, one of these notes should reveal the tragic fate of the specter Visander—see area F3.

Reward: Grant the PCs 40 XP if they discover Liralarue’s notes here.

F19. ZIRADINI’S ROOM

MODERATE 7

In the northwest corner of this room stands a five-by-ten-foot iron cage, its floor littered with strips of meat and sheets of mold. Nearby is a grisly worktable made of bones atop which are stacked several alchemical tools and supplies, while to the south, a simple bedroll and a stack of books lie on the floor to the side of a misshapen altar stone. The top of the stone is splattered with blood and lumps of meat, skin, and hair. Yet for all of this, the southern wall is the most unsettling sight of all, for here looms what can only be described as a mural of a vast churning sphere drifting in the inky depths of outer space, fashioned from what appear to be still-living swatches of flesh and skin stretched over nodules in the stone wall itself.

The secret door in the southwest wall can be spotted by a PC who Seeks and succeeds at a DC 23 Perception check. The cage in the northwest area is for the safekeeping of sacrifices to the altar of Azathoth (see Hazard); it’s currently empty unless a PC or NPC in your game has been captured by the dero.

Creature: The leader of the Azathoth-worshipping, clone-studying deros dwells here—a stocky, well-mustached, wild-haired brute whose athletic build belies his intense knowledge of anatomy. This is Ziradini, a zealot and a sadist whose only potentially redeeming quality—an obsessive quest to develop a “cure” for his people’s deadly allergy to the sun—is put into doubt by the grisly and cruel methods he

uses in pursuit of this goal. His devotion to the chaos that is Azathoth only enhances his unpredictable whims of brutality.

Upon spotting the PCs, he cackles in delight and asks which one of them has come before him to volunteer their flesh for the *Hollow Star*. If the PCs play along, Ziradini asks the PC who volunteers to gaze upon the southern mural and concentrate upon its glory, thereby exposing them to this unfortunate hazard. The party can stall for time before taking this step by keeping a conversation going with Ziradini. As long as one PC can achieve a DC 30 Arcana, Medicine, Occultism, or Religion check each round, Ziradini is eager to continue talking before growing impatient. Each round, depending on the question the PCs ask, feel free to have him reveal a bit of information about this level, the temple on the level below (areas G1–G5), the history of the Keepers of the Hollow Star, or their alliance with the Midnight Dawn and his fears that the midnight milk might be something more than a dream-inducing drug.

Once a round passes without such a success, the dero demands the PCs present themselves to the *Hollow Star*; if they still refuse, he attacks. Ziradini opens combat by using the Grim Curse of Azathoth on the most religious-looking PC, then uses area effect magic to blast away at the party, using his third action each round after casting a spell either to Strike at an adjacent PC with his warhammer or to cast a *heal* spell on himself. If reduced to fewer than 50 Hit Points, Ziradini flees through the secret door to the balcony overlooking area F20 to call out to Azathoth for aid before hurling himself into the water and swimming east toward the *Hollow Star* to invoke it in a hopeful attempt for salvation. See area F20 for more details.

ZIRADINI

CREATURE 8

UNIQUE CE SMALL DERO HUMANOID

Male dero cleric (*Pathfinder Bestiary* 84)

Perception +18; darkvision

Languages Aklo, Common, Undercommon

Skills Athletics +16, Arcana +16, Crafting +16, Intimidation +16, Medicine +18, Occultism +16, Religion +18

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

Items leather armor, +1 striking frost warhammer

AC 27; **Fort** +16, **Dex** +13, **Will** +20

HP 137; **Immunities** confused; **Weaknesses** vulnerable to sunlight

Vulnerable to Sunlight As dero stalker, but 16 damage.

Speed 20 feet

Melee warhammer +18 (magical, shove), **Damage** 2d8+9 plus 1d6 cold

Occult Innate Spells DC 26; **4th** modify memory; **3rd** sound burst; **2nd** darkness (at will); **Cantrips** (4th) daze, ghost sound

Divine Prepared Spells DC 26, attack +18; **4th** divine wrath, harm (×5), heal, outcast's curse; **3rd** chilling darkness, crisis of faith, heal, vampiric touch; **2nd** heal (×2), silence, spiritual weapon; **1st** bane, command, ray of enfeeblement, sanctuary; **Cantrips** (4th) chill touch, divine lance, message, read aura, shield

Cleric Domain Spells 1 Focus Point, DC 26; **4th** cry of destruction (*Core Rulebook* 390)

Grim Curse of Azathoth ♦♦ (curse, divine, emotion, enchantment, mental) **Frequency** once per day; **Effect** Ziradini invokes Azathoth's name in Aklo as he stares at a creature he can see within 30 feet. His eyes glow orange, and the target endures a brief vision of the seething chaos that churns at the center of the Material Plane and, for that instant, beholds their own insignificance in the cosmos. The target must attempt a DC 26 Will save.

Critical Success The creature is unaffected.

Success The creature becomes stupefied 1 for 1 hour.

Failure The creature becomes stupefied 1, and the first time each night they gaze upon the night sky, they



Ziradini

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must make a DC 26 Will save or they increase the value of their stupefied condition by 1 (to a maximum of stupefied 4, or they become stupefied 1 if they do not have this condition). Even if the stupefied condition is removed, the target must continue to save upon gazing upon the night sky once per night until the curse is removed.

Critical Failure As failure, but the target feels the weight of the cosmos when the sun sets on their homeland, wherever they may be in the Material Plane or the Great Beyond—they need not gaze upon the night sky.

Hazard: The unsettling mural on the wall is a half-living bas-relief depicting Azathoth and crafted of leathery flesh and bone, as much the result of Ziradini's obsessive faith as his skill at crafting.

FLESH FOR THE HOLLOW STAR

HAZARD 5

UNIQUE COMPLEX MAGICAL TRAP


Stealth +23 (trained)

Description The flesh and leather sculpture of Azathoth seems to ripple and churn before eyes open across its surface—eyes that then open into mouths that extend long whipping tendrils of rasping filaments to bless with warped flesh.

Disable Thievery DC 23 twice to pull away one of the two primary anchor points for the sculpture to cause the leather and bones to slump harmlessly to the floor, Religion DC 26 from a worshipper of a lawful or good faith to banish Azathoth's influence from the hazard, or *dispel magic* (3rd level, counteract DC 20) to counteract the hazard

AC 22; **Fort** +15, **Ref** +9

Hardness 12, **HP** 50 (BT 25); **Immunities** critical hits, object immunities, precision damage

Open Eyes  (emotion, enchantment, fear, mental, occult)

Trigger a non-worshipper of Azathoth approaches within 5 feet, or a non-worshipper of Azathoth attacks Ziradini in this room; **Effect** A dozen eyes blink open on the spherical shape to glare at the triggering creature, who must succeed at a DC 22 Will save or become frightened 1 (frightened 2 on a critical failure). The trap then rolls initiative.

Routine (2 actions; necromancy, occult) The eyes open like mouths to extrude a whipping tangle of filaments that lash out at a target in area **F19** or within 10 feet of any entrance into the room. The filaments can't attack a single target more than once per round. A creature targeted by a filament must attempt a DC 22 Fortitude save. The body of a creature slain by poison damage from this hazard melts into a heap and then splits open to allow a gibbering moulder to slither free; this creature attacks any non-worshipper of Azathoth it sees, or

otherwise slithers off to area **F20** to splash and gyre in the waters of the lake.

Critical Success The creature is unaffected.

Success The creature takes 2d6 poison damage.

Failure The creature takes 2d6+7 poison damage and becomes enfeebled 1 as their flesh and muscles grow limp and saggy.

Critical Failure As failure, but 4d6+14 poison damage and enfeebled 2.

Reset The trap deactivates and resets after a worshipper of Azathoth spends 1 hour in prayer before it.

Treasure: The small collection of books in this room are occult tomes that discuss numerous different ways in which worlds can end—in each book, scenarios involving eternal night or the destruction of the sun have been heavily annotated in Aklo by Ziradini. A PC who can read these notes and spends 8 hours pouring through the books and succeeds at a DC 23 Occultism or Religion check to comprehend the rambling writing can piece together much of the history and unlikely goals of the Keepers of the Hollow Star. A critical success allows a character to interpret metaphors and strange turns of phrase to understand how the *Hollow Star* itself functions (see area **F20**).

In addition to this information, anyone who studies the books for this length of time learns about the agreement between the deros and a group called the Midnight Dawn, regardless of the result of a check to comprehend the religious and occult nature of the notes. The notes make it clear that not only are the deros to allow passage from members of this group through the tunnels at area **F2**, and that the western passage leads to Sandpoint, but also specifically mention Aliver Podiker by name, indicating that Ziradini is to provide the alchemist what aid and supplies he requests within reason. In return, the Midnight Dawn has promised to aid the deros in their goals; mention is made of several books about clones and the properties of sunlight that have been delivered to the cult and are now stored in area **F16**.

The most important discovery the PCs can make here are Ziradini's notes on midnight milk. These notes are written in Aklo on a rolled up parchment tucked into an empty vial in a leather satchel sitting next to Ziradini's bedroll. The satchel also contains two doses of experimental midnight milk, three *philter of empty dreams* (page 185), and a few folded scraps of paper that contain Ziradini's formula for the *philter of empty dreams* (also written in Aklo). The dero's notes on midnight milk are reproduced as Handout #1 (page 95). If the PCs don't recognize Podiker's name, allow each PC a DC 17 Society or DC 13 Sandpoint Lore check to know who the note is referring to.

The one named Podiker delivered three doses of midnight milk—two dilutions and one refined. Told me they would bring inspiration in dreams. Don't trust him. Did studies. It causes sleep and brings dreams, but they are something else's dreams. Tested the refined dose on one of my own, and something began to grow inside him. Put him down and fed flesh to the Hollow Star. Those who take the drug sleep and dream something else's dreams, and that other is what wakes in their body instead. Treachery. Such treachery. I've created an antidote for the milk. I suspect it could have significant effects on a body that becomes host to a dreamer, but have not tested yet. Might give a dose of milk to one of my own to find out. Should I wait until someone needs punishment? Or wait for Podiker to return and try it on him? Decisions, decisions.

HANDOUT #1

F20. LAKE OF THE HOLLOW STAR

SEVERE 7

Softly glowing patches of pale-blue fungus and mold grow in strips along the walls and ceiling of this large cavern, giving the entire place the illusion of being underwater. To the north, a five-foot-wide ledge descends, switching back on itself before reaching a lower area overlooking a large lake of dark, rippling water. Across the water, a stone balcony looks out over the lake. On the opposite side of the lake, a sphere of glowing orange crystal the size of a human head sits atop a low mound of gravel and mold.

The pool of water in this room is stagnant, cold, and thick with dark flecks of algae that give it a murky, almost black coloration. Now and then, ripples disturb the water surface—evidence of passage by the creatures within the lake. The water surface is 10 feet below the edge of the ledges to the north and southeast, while the balcony connecting to area F19 is 25 feet above the water. The water averages 20 feet in depth, but is calm; only a successful DC 10 Athletics check is needed to Swim in it. The rock walls between the ledge and water are slick and can be Climbed with a DC 20 Athletics check.

Creatures: Though the water is calm, it is far from safe, for the transformed remnants of six sacrifices who were offered to Azathoth in area F19 now dwell here.

These half-dozen pale masses of twisted, bubbling flesh are gibbering mouthers, and while they fear the deros and remain hidden in their presence, they react poorly to others who approach. While they spend most of their time underwater, they can't breathe water and must surface now and then to gasp for air—every 1d4 rounds, one or two of the monsters skim the surface to do just this. When they do, the weird combination of gasping and strange ululations as they exhale makes it obvious that something's dwelling in the lake. A PC who succeeds at a DC 15 Perception check sees and hears enough that they can attempt a DC 20 Occultism check to identify the things.

As soon as a non-dero approaches within 5 feet of the water's edge, the gibbering mouthers react swiftly, surfacing with a splash to howl, hoot, and trill, rolling Perception for initiative. They attack at range with their spittle, but if a PC remains at a ledge's edge, one of the gibbering mouthers swims over and attempts a DC 20 Athletics check to climb up the ledge. Once the mouter is clinging to the ledge under a PC, it attempts to use Ground Manipulation on the ledge to weaken the stone, causing it to sluice away in a localized mudslide into the water. This causes the gibbering mouter to fall back into the water, while the PC who was standing on the ledge above must

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succeed at a DC 22 Reflex save to avoid falling into the water as well.

They prefer not to emerge from the water, but if the PCs attack from a distance or cover, they'll certainly climb up the ledge to get them, with one exception—no gibbering moulder will climb up to the southeastern ledge where the *Hollow Star* sits, nor will a gibbering moulder attack a character who holds that item, even if they attack the monsters. The gibbering moulthers fight to the death.

If Ziradini flees into the water here from area **F19**, he swims and climbs up to the southwestern ledge to retrieve the *Hollow Star* from its cradle, and prepares to use it against the PCs if they pursue. If the PCs do not, he returns to area **F19** (leaving the *Hollow Star* behind) after waiting for an hour.

Ziradini assumes the gibbering moulthers fear and respect him enough to leave him alone, but if he enters the water with fewer than 30 Hit Points, the monsters sense his weakness and immediately converge on him to take advantage of the opportunity, chewing him apart in a swift and bloody revenge.

GIBBERING MOUTHERS (6)

CREATURE 5

Pathfinder Bestiary 176

Initiative Perception +15

Treasure: The greatest treasure of the Keepers of the Hollow Star lies on the eastern shelf, kept here in a cradle of gravel and mold until it is needed. This is the *Hollow Star* itself (page 183), a powerful, unique magic item associated with the Outer God Azathoth. While the *Hollow Star* is a potent treasure, handling it is risky, and the PCs may decide to destroy it instead of keeping it. If your PCs do so out of fear that the item could do more harm than good if left intact, congratulate them on their wise decision.

Reward: If the PCs decide to destroy the *Hollow Star*, grant them 60 XP.

The Third Doom

The Third Doom that Sandpoint faces doesn't directly stem from foes within the Pit, but it certainly has been enabled by those who dwell deeper in the dungeon. Local alchemist Aliver "Pillbug" Podiker is one of Sandpoint's less reputable citizens, a man whose ties to the town's criminal side and whose own lack of morals have bothered several of the town's more righteous or kindly citizens. As a secret supplier of poisons to local thieves, his criminal activities escalated from small-time crook to truly dangerous villain when he became involved with the Midnight Dawn.

THE PILLBUG'S PANTRY

ONE SQUARE = 5 FEET

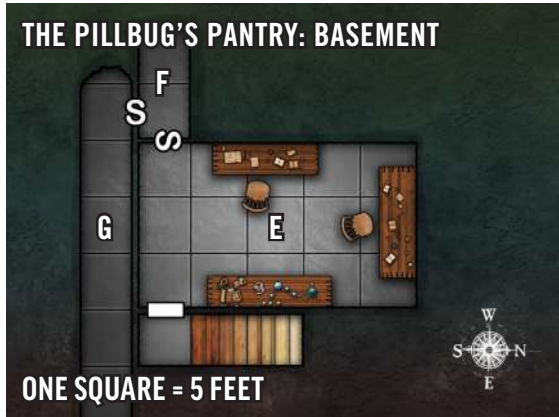


Aliver knows that Kaleb Valdemar is involved with the group, but his primary point of contact is with the ghaist alchemist Kanker, who dwells deep in the Pit. His association with Kanker predated the Midnight Dawn's arrival in the region, and it was at Kanker's suggestion that the Midnight Dawn turned to Aliver as a convenient in-town agent for their plans. Not only could Aliver help the Midnight Dawn move toward their goal of infecting the citizens of Sandpoint with midnight milk (and thus making the entire population of the town susceptible to remote invasion from far below via an artifact known as the *Dream Lens*), if adventurers uncovered the plot early, it would look like the machinations of a lone mastermind.

STRANGE DREAMS

At some point, soon after the PCs reach 7th level, Aliver begins to put into motion the initial steps of the Midnight Dawn's plan—he doses a few rain-barrels and water supplies in town with vials of his experimental dilution of midnight milk, hoping to slowly infect numerous citizens with the drug so that their dreams can be targeted by the Midnight Dawn. Aliver isn't precisely sure why or how the Midnight Dawn will be "targeting dreams," but he believes that as long as he avoids exposing himself to the drug, he

THE PILLBUG'S PANTRY: BASEMENT



has nothing to worry about. And since so many in Sandpoint have vexed and annoyed him, he feels no remorse for his actions.

The initial effects of this subtle poisoning of the water supply cause a few locals to start having unusual dreams of being lost in caverns, of floating through vast underground vistas, or even of having strangely nostalgic glimpses of beautiful cities they've never seen before. It's possible some of the PCs might even experience some of these dreams. The Dreams of Midnight encounter (page 39) is another way to reinforce the notion that Sandpoint's dreams may be in danger.

If a PC wishes to look into this development, they can spend 4 hours Investigating the situation in Sandpoint, speaking to those who had strange dreams, comparing notes on their activities, studying and searching for commonalities, and researching the matter on their own. To determine their success, a PC must attempt a DC 23 Diplomacy or Society check (if they're interviewing locals or walking the streets for clues) or a DC 23 Occultism check (if they're researching dreams and other occult topics for clues). On a success, the PC confirms that the dreams are similar enough that they're likely connected, but also notes that all of those who had the dreams lived relatively near each other in one of three fairly tight clusters—one centered on Salmon Street/Razor Street, one on Prickleback Lane/Chopper's Alley, and one on River Street/Mud Lane. On a critical success, the PC strongly suspects that those who had the dreams were exposed to some sort of drug or toxin, or possibly even a magical effect.

If the PCs decide to patrol the streets at night, roll a DC 19 flat check to determine whether Aliver sneaks out that night to dose another rain barrel. If he does, each PC who spends the night patrolling parts of town southeast of Festival Street has a chance to spot Aliver getting up to no good. To do so, the patrolling PC must first succeed at a DC 26 Stealth check (since Aliver

THE PILLBUG'S PANTRY

The entrance to Aliver's shop (area 16 in Sandpoint) is located at the northwesternmost end of Tanglefoot Alley. A map of the shop and its basement are presented on pages 96 and 97, and the rooms themselves are briefly summarized below. Secret doors in the shop can be spotted with a successful DC 25 Perception check by a Seeking PC.

A is the main shop; the shelves here have a wide range of low-level alchemical and medicinal supplies for sale.

B is the back hallway. The secret door in the wall opens into a neighboring alley.

C is a storeroom for supplies and reagents; the secret door leads to the basement stairs.

D is Aliver's living quarters. He takes care to keep nothing incriminating here.

E is Aliver's alchemical laboratory; it's here that he's been doing his work on experimental midnight milk.

F is a short tunnel that connects to the more extensive smuggler's tunnels below Sandpoint.

G is a more recent excavation dug through the ground a few years ago by Kanker's ghouls to take advantage of his alliance with Aliver. A PC who follows this tunnel's winding route eventually reaches area **F2**.

doesn't take action if he thinks he's being observed). Each PC who succeeds at this check can then attempt a DC 24 Perception check. On a successful Perception check, the PC spots Aliver skulking down an alleyway late at night, but he's already dosed a barrel and doesn't carry any experimental midnight milk, and feigns innocence, claiming he was out for a walk and some refreshing night air. On a critical success, a PC spots Aliver dosing a rain barrel.

If confronted, Aliver attempts to flee back to his shop, then makes his way down to the basement to gather any incriminating evidence and his stash of funds. This takes him 30 minutes to accomplish. He fights back if cornered on the street only if he has no other choice, and even then, he does his best to engineer a chance to flee or hide.

CONFRONTING ALIVER

Eventually, the PCs should learn that Aliver is up to no good. They might catch him in the act and chase

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or stalk him back to his shop. They could learn about his involvement by discovering Ziradini's note in area **F19**. They also could learn about him through chance, sheer luck, or as the result of an entirely different set of circumstances that arise in your game. One possibility is simply arriving at his shop's basement after traveling from area **F2** in the Pit.

If confronted in his shop, Aliver tries to throw the PCs off the trail by implying that he's seen his Raven Street competitor, Nisk Tander of Bottled Solutions, acting suspicious. If he manages to throw the PCs off his trail, he heads down to the basement to gather his supplies and flee. If the PCs see through his deception, he fights his way down to the basement to make his last stand. If reduced to fewer than 40 Hit Points, he flees through the secret doors to make his way to the Pit.



Aliver "Pillbug" Podiker

If the PCs come from the tunnel in area **F2**, they might stumble into his shop basement almost by accident. If they do, roll a DC 8 flat check—on a success, Aliver is upstairs when they arrive, and on a critical success he's in the laboratory.

If Aliver escapes to the Pit, whether or not he manages to bring his incriminating evidence with him, he seeks out Kanker and begs for asylum. In this case, the PCs encounter him again at the end of Chapter 8.

ALIVER "PILIBUG" PODIKER

CREATURE 7

UNIQUE LE MEDIUM HUMAN HUMANOID

Male human alchemist

Perception +16

Languages Aklo, Common, Goblin, Necril, Thassilonian, Undercommon, Varisian

Skills Arcana +17, Craft +17, Deception +15, Medicine +16, Nature +14, Occultism +17, Society +15, Survival +14, Thievery +14

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

Items chain shirt, dagger, +1 *striking hand* crossbow (10 bolts)

Infused Items moderate darkvision elixir, lesser bomber's eye elixirs (2), lesser elixir of life (4), moderate frost vials (8), giant wasp venom (7)

AC 21; **Fort** +16, **Ref** +13, **Will** +16

HP 125

Speed 25 feet

Melee ♦ dagger +14 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing

Ranged ♦ *hand crossbow* +14 (range increment 60 feet), **Damage** 2d6 piercing

Ranged ♦ moderate frost vial +14 (range increment 30 feet), **Damage** 2d6 cold plus 2 cold splash

Foul Concoction ♦♦ (manipulate, poison) **Frequency** once per day; **Effect** Aliver quickly mixes alchemical catalysts and materials together, creating a burst of foul-smelling smoke that fills a 10-foot emanation. The cloud functions as *stinking cloud* (DC 25; *Core Rulebook* 373) except that Aliver is immune to the putrid stench created by the concoction.

Precise Poisoning ♦♦ Aliver applies a dose of poison (typically a dose of giant wasp venom) to a bolt on his crossbow, then takes careful aim with the poisoned bolt and attempts a ranged Strike with his hand crossbow. If he hits, he inflicts an additional 1d6 piercing damage with the bolt as well as the poison effect.

Quick Bomber ♦ Aliver Interacts to draw a bomb, then Strikes with it.

Treasure: A wide range of alchemical supplies, tools, elixirs, poisons, and other resources are

ALIVER'S RETURN?

If Aliver is slain, or even if he's imprisoned, he (or his body) might go missing, if you so choose, ensuring a continuing sense of danger. In this case, Aliver's remains have been snatched by Tiluatchek, and when the PCs encounter the intellect devourer in Chapter 8, Aliver's body may be one of those that the monster has an option to wear.

upstairs in Aliver's shop. Once word gets out about Aliver's machinations, Mayor Deverin and Sheriff Hemlock see to it that Nisk Tander of Bottled Solutions is put in charge of cataloging the shop's supplies and setting up the stock to be sold to generate money for the town's use, but at your discretion, the PCs could be given the chance to buy some of the stock at a discount—but only after Mayor Deverin allows the PCs to pick and choose from the supplies here as a reward, allowing them to each pick up to 50 gp in common alchemical items of level 4 or lower.

The lab equipment in Aliver's basement includes a complete expanded alchemist's lab. If Aliver had 30 minutes to gather his supplies here, these tools are the only items of interest, but if the PCs get to this room before he can do so, they'll find much more. In addition to a small coffer containing 120 gp, the PCs can find six doses of experimental midnight milk (page 184), three greater darkvision elixirs, four lesser elixirs of life, and three doses of giant wasp venom.

But perhaps the most important items found here, if the PCs arrive before Aliver can flee with them, are the incriminating documents he keeps handy. These documents are proof of his long-term dealings with criminals and poison trafficking, but are written in a mix of Aklo and Necril. A PC who can read both languages can attempt to decipher the code Aliver used to keep his notes by spending an hour Deciphering Writing and succeeding at a DC 20 Society check. Once decoded, a character can read the documents in just 2 hours to learn all about Aliver's role in these activities, including details on the vanishing of many forlorn elves from the slums of Magnimar over the course of the past decade—elves who were missed by no one, weren't particularly high on anyone's list to investigate, and who were all delivered by Aliver to Kanker as meals in order to keep his alliance with the ghost going. The notes imply that Aliver "prepared" these elves for Kanker, but do not detail who or what Kanker is, or exactly how the "preparations" were performed.

Finally, several entries near the back of the documents indicate that Aliver has recently secured an agreement with a group called the Midnight Dawn to aid in their "dream experiments." Little more information is forthcoming, other than to note that none other than "K. Valdemar" is Aliver's primary point of contact with the group.

If the PCs capture Aliver alive, they (or agents of the Town Watch) might be able to learn more from him, but not too much more. Aliver knows that

Kaleb Valdemar is part of the Midnight Dawn but believes they're just some sort of new "drug gang from Magnimar." If asked about Kanker, he grows fearful and quiet—just how much about the ghost he might reveal to the PCs is up to you, but try to err on the side of "mysterious and unnerving." Aliver knows a little bit about the layout of the Cloneworks (areas F2, the northern part of F20, and area F17), and even less about the level below. If the PCs seem focused on trying to learn as much as they can about the Pit from Aliver, the Midnight Dawn might just send an intellect devourer from area G7 into town one night to kill him.

In any event, Kaleb Valdemar has already relocated to the Pit at this point, so once the PCs learn of his connection to the Midnight Dawn, he won't be around to interrogate—see Investigating Kaleb Valdemar on page 40 for more details.

Reward: If the PCs expose Aliver Podiker and have him arrested, force him to flee into the deeper reaches of the Pit, or simply kill him, they prevent the third of Sandpoint's seven dooms—grant them 120 XP for the achievement.

While Aliver Podiker wasn't a well-liked local, he did have allies in town. If the PCs kill him, they lose 1 Reputation Point with the Bunyip Club. In addition, if the PCs can't prove that Podiker's death was the result of self-defense on their part or that the alchemist had ill intent for the town, they'll lose 5 Reputation Points with the Town Watch and 2 Reputation Points with the Sandpoint Mercantile League and the Townsfolk.

If the PCs do manage to expose what Podiker was really up to, though, and can prove it with the documents from Podiker's basement, they gain 2 Reputation Points with the Sandpoint Mercantile League and the Townsfolk. If they turn Podiker over to the authorities, they also gain 2 Reputation Points with the Town Watch.



Chapter 6: To Raise the Devil

The Devil's Sanctum

Below the Cloneworks, Liralarue intended to build a sprawling temple complex devoted to the various demon lords she drew inspiration from and planned on taking advantage of some larger caverns she discovered at this depth to do so. She hoped to draw upon some of the mysterious Abyssal energies infusing the area to foster a place that would facilitate the conjuration of demonic minions. Yet her interest in matters of faith never quite equaled her focus on cloning (see Chapter 5), clockworks (see Chapter 7), or her own pursuit of becoming the eighth runelord (see Chapter 8) took precedence, and as such, she never quite finished this level's construction. Most of the chambers remain as natural caverns, but their links to the Darklands have made it a sort of staging ground for many of the monsters that now dwell elsewhere in the Pit.

This level of the Pit is intended for 8th-level characters.

The northern portion of this level is where the ancient caverns still sprawl—chambers connected to the Darklands that are now used as lairs for several competing monsters, as well as for the Midnight Dawn. These caverns connect to deeper chambers far below, and while they have a link to the Pit itself, the pit becomes more treacherous. Access is possible from the level above (via area **F2**) or below (via areas **H3**, **H4**, or **H7**). These caverns are unlit.

Until recently, undead remnants of the priests who once tended the partially completed demonic shrines of the southern chambers were the primary inhabitants, but when Jordus Munt discovered and made use of the *Ghost Stone* (see area **E10**), he learned of a chamber here whose properties enhanced the casting of ritual magic. He led several of his most powerful disciples into these chambers, defeated most of the undead, and has been spending his time

preparing and *consecrating* the ritual chamber (area **G4**) for his masterwork—a ritual designed to bind his soul to that of the Sandpoint Devil and transform himself into something greater. When the PCs slew the Sandpoint Devil earlier in this adventure, Jordus sensed the loss—an experience that has only further convinced him that now is the time to finish this rite. Fortunately for the PCs, the complexity of this unique ritual means that it takes quite some time for Jordus Munt to complete it—there’s no need to track his progress, because regardless of how long it takes, the first time the PCs reach area **G4**, he’s close to finishing it off.

SANCTUM FEATURES

The walls of the Devil’s Sanctum are of well-preserved worked stone, and are carved with prayers (in Abyssal) to various Abyssal demigods. In any of the chambers, a PC who can read Abyssal and takes 10 minutes to investigate the prayers can determine that this area was originally intended as a place of worship for the demon lords Abraxas (particularly in his role as a patron of forbidden magic), Haagenti (in his capacity as a patron for invention), and Mestama (focusing on her association with deception), but also for the qliphoth lord Thuskchoon (for his role in the accidental revelation of long-forgotten secrets). As with previous areas in the Pit where ancient Thassilonian architecture persists, these chambers are lit by *continual flame* spells placed at the center of Sihedron runes placed semi-regularly in the ceiling, so that areas **G1–G5** are all brightly lit. The Devil’s Disciples have hung several incense burners from pitons driven into the walls, so that all of these chambers stink of brimstone. Ceiling height averages 10 feet and doors are made of hewn stone.

G1. TEMPLE THRESHOLD

LOW 8

The northern door into this room from the Pit has been sealed with a *lock* spell cast by Jordus Munt. A PC can make a DC 26 Athletics or Thievery check to Force Open the door or Pick the Lock respectively—or smash the door down (*Core Rulebook* 515).

The air in this large chamber smells of brimstone, likely from the numerous smoldering incense sticks that burn in holders hanging from pitons driven into the walls. Brighter flames flicker from star-shaped engravings on the ceiling, while the walls are covered with curving lines of unsettling-looking runes. Five stone pillars support the ceiling, and a cauldron filled with what smells like stew bubbles near one of the northern pillars. To the south, eight bedrolls are stretched out over thin mattresses of straw. Several

boulders and bits of rubble have been stacked before a door to the south, possibly taken from the southwestern wall, which appears to have collapsed ages ago.

The new occupants of this chamber haven’t discovered the secret door in the west wall, which can be spotted with a successful DC 24 Perception check by a Seeking PC. The chamber beyond (area **G1a**) contains a single slab of black stone engraved with the Sihedron. This was yet another of the *teleportation circles* created eons ago by Liralae. This one once led to a much larger temple to a demon lord located on a now-sunken isle not far from the southern shore of Lake Skotha in the Storval Plateau. This platform can be identified and utilized in the same way as those that appear in area **D15**.

Creatures: Once Jordus Munt decided to begin his ritual here, he brought all of his most powerful followers with him (save for his second, Asmerelli, who he left in charge of the rest of the cult above—see Chapter 4). While Jordus spends most of his time in non-stop research and ritual performances now, these eight “Ascended” disciples are allowed to swap out every 8 hours, so at any one time, four of them are resting here while the other four are aiding him in the ritual chamber (area **G4**).

The four cultists stationed here are under strict orders to not interfere with the ritual—the only time they’re allowed to go beyond the western door is when the previous shift returns, exhausted. Faced with intruders, the four cultists here do their best to defeat the PCs, focusing on anyone they suspect might be trying to make their way to area **G3**. The cultists fight to the death, but if they’re captured, they try to trick the PCs into exploring beyond the barricaded southern door. While the cultists placed boulders over this door to keep the undead in area **G2** from coming to get them, they tell the PCs that they’ve imprisoned several sacrifices beyond the door, hoping to compel the PCs into a confrontation with the totemmasks in area **G2** rather than risk them heading toward area **G4**.

ASCENDED DISCIPLES (4)

CREATURE 5

RARE **CE** **MEDIUM** **HUMAN** **HUMANOID**

Human disciples of the Sandpoint Devil

Perception +13

Languages Abyssal, Common, Varisian

Skills Athletics +12, Deception +11, Intimidation +11, Occultism +9, Religion +13, Sandpoint Devil Lore +9

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

Items composite shortbow (20 arrows), *moderate healing potion*, studded leather armor, +1 *machete* (Treasure Vault 25), religious symbol

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THE DEVIL'S SANCTUM
ONE SQUARE = 5 FEET



AC 20; **Fort** +11, **Ref** +10, **Will** +13
HP 90

Speed 25 feet

Melee ♦ *machete* +13 (deadly d8, magical, sweep),
Damage 1d6+2 slashing

Ranged ♦ composite shortbow +10 (deadly d10, range increment 60 feet, propulsive), **Damage** 1d8+5 piercing

Devil's Breath ♦♦ (divine, evocation, fire) **Frequency** once per day; **Effect** The ascended disciple cuts their tongue with a slashing weapon held in a hand (taking 1 slashing damage), then exhales a 15-foot cone of burning smoke. Each creature in the area must attempt a DC 22 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes 2d8 fire damage.

Failure The creature takes 4d8 fire damage and is sickened 1 by the agonizing pain of the burns.

Critical Failure The creature takes 6d8 fire damage, is sickened 1 by the agonizing pain of the burns, and is enfeebled 1 by the smoke for 1 minute.

Sneak Attack The ascended disciple deals an extra 1d6 precision damage to flat-footed creatures.

G2. UNFINISHED CHAMBERS

LOW 8

The walls of this unfinished chamber are rough, giving only a hint as to the nameless architect's original plans for what may have been intended to be a barracks, a prison, or perhaps simply a maze of hallways. A horrific statue stands to the north—a figure vaguely appearing to be a mix of a winged bull standing on its hind feet and a reptilian-headed figure with snakes for legs. Even worse, the statue is sculpted not from stone or wood, but from the flesh of what appear to be at least three humans that have been reshaped and stretched over a creatively reassembled skeleton.

The unsettling statue was, until recently, a trio of Devil's Disciples who fell victim to the undead guardians of this chamber. A PC who makes a successful DC 20 Religion check to Recall Knowledge recognizes this awful statue, which seems to combine features of the demon lords Abraxas and Haagenti. A critical success allows that PC to recall that totemmasks can shape flesh, and often do so to create strange tableaux such as this.

Creatures: Once intended to be a place for the temple priests to relax, Liralurue never finished work here. When Earthfall struck, the two priests who had been gathered on site to speak about whether or not they should stay in the area or abandon it were overwhelmed with fear and awe at what they felt to be the end of the world. They made their way back into this chamber from the surface and argued about

whether or not their demonic patrons had seen fit to end the world. The argument came to blows, and ultimately the two perished at each other's hands.

The two zealots, infused with sins that would normally have ensured horrific transformations into demons had they made it to the Abyss, instead lingered here and became totemmasks. They have forgotten much of their lives over the many centuries they've spent here in endless arguments over which of them made the error in their final ritual that doomed them to this forever unlife. The interruption of their argument by the Devil's Disciples gave the two a much-needed break—now they're arguing about which demon lord they should decide to settle on in creating this statue.

Both totemmasks are currently in their living form, appearing as they did in life—as regal Thassilonian aristocrats dressed in mauve robes (although one of the two's robes hangs in tatters). Upon spotting the PCs, they mistake them for more Devil's Disciples. One of them steps forward and addresses the PCs in Thassilonian: "And so the infidels return. Tell us, before you join your brothers in our offering to the Abyss, who strikes you as a more appropriate inspiration for a requiem to all that has been lost? Surely it is Abraxas?" The other steps forward and adds, "Nonsense, Lord Haagenti is the obvious choice!"

If the PCs understand the language, they can attempt a DC 23 Sense Motive check to realize these two strange men seem to be asking for the PCs' advice to solve an argument that is on the verge of coming to blows. A cunningly worded reply that plays each man's beliefs against the other, along with a DC 23 Religion check, can push the two totemmasks over the edge and trigger the long-brewing conflict between them, causing them to attack each other. In this event, the two undead fight each other until one is destroyed, at which point the survivor continues their violence unabated and attacks the party, only then finally abandoning its living form to reveal the awful truth.

Alternatively, the PCs could try to speak to them to learn a bit about the original purpose of the chamber—what they reveal about the history of the Pit is left to you, but it shouldn't take long for them to grow impatient and attack. If the PCs don't understand Thassilonian, the undead shrug when it becomes apparent that the PCs, like those who came before them, are simply "too ignorant to understand," but since flesh needs no intellect to serve as a medium for art, no matter. The undead revert to their true forms to attack at once, hoping to secure more supplies so that they can build two statues instead of one. They fight until they are both destroyed, but do not pursue foes from this chamber.

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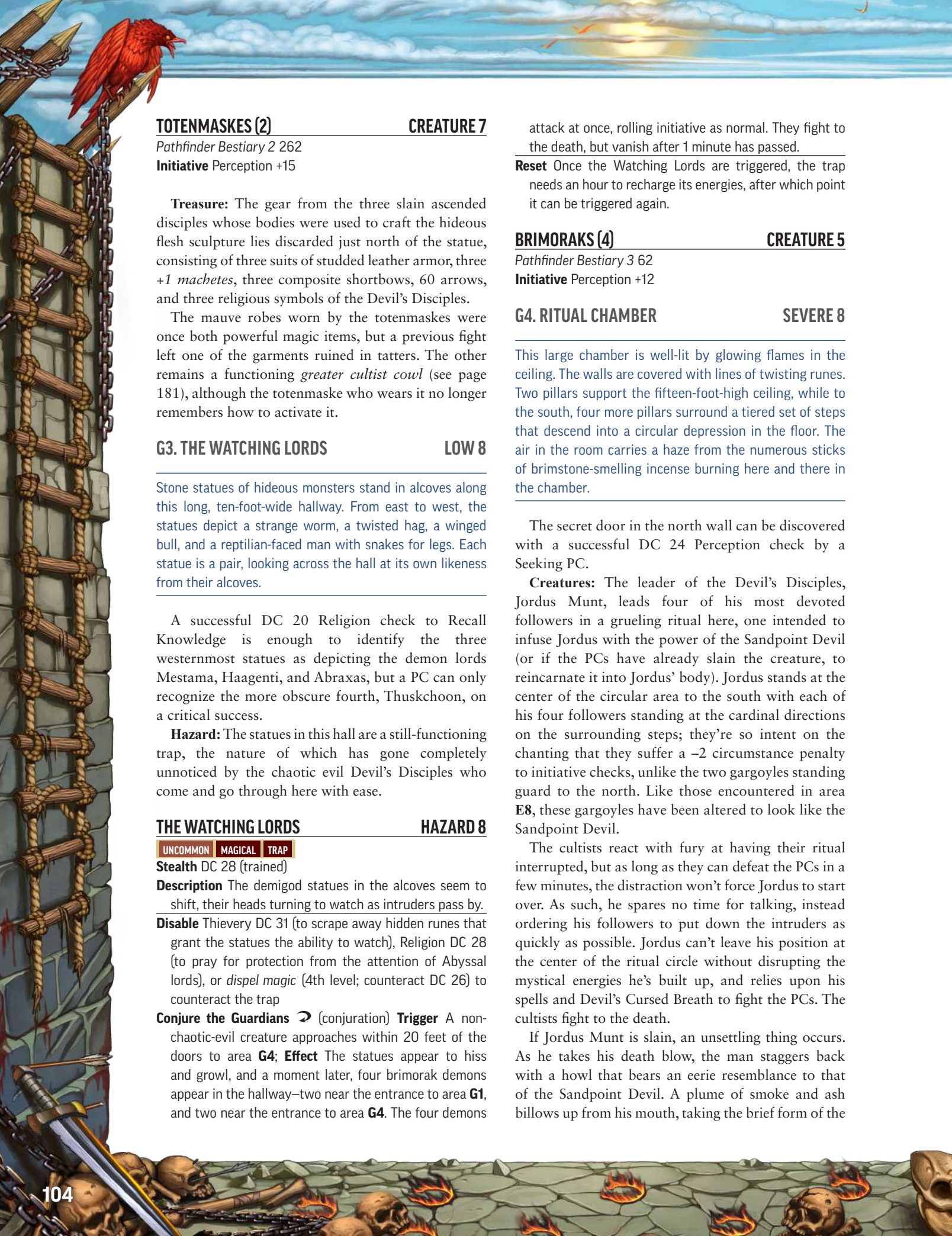
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TOTENMASKES (2)

CREATURE 7

Pathfinder Bestiary 2 262

Initiative Perception +15

Treasure: The gear from the three slain ascended disciples whose bodies were used to craft the hideous flesh sculpture lies discarded just north of the statue, consisting of three suits of studded leather armor, three +1 *machetes*, three composite shortbows, 60 arrows, and three religious symbols of the Devil's Disciples.

The mauve robes worn by the totenmasks were once both powerful magic items, but a previous fight left one of the garments ruined in tatters. The other remains a functioning *greater cultist cowl* (see page 181), although the totenmaske who wears it no longer remembers how to activate it.

G3. THE WATCHING LORDS

LOW 8

Stone statues of hideous monsters stand in alcoves along this long, ten-foot-wide hallway. From east to west, the statues depict a strange worm, a twisted hag, a winged bull, and a reptilian-faced man with snakes for legs. Each statue is a pair, looking across the hall at its own likeness from their alcoves.

A successful DC 20 Religion check to Recall Knowledge is enough to identify the three westernmost statues as depicting the demon lords Mestama, Haagenti, and Abraxas, but a PC can only recognize the more obscure fourth, Thuskchoon, on a critical success.

Hazard: The statues in this hall are a still-functioning trap, the nature of which has gone completely unnoticed by the chaotic evil Devil's Disciples who come and go through here with ease.

THE WATCHING LORDS


HAZARD 8

UNCOMMON MAGICAL TRAP

Stealth DC 28 (trained)

Description The demigod statues in the alcoves seem to shift, their heads turning to watch as intruders pass by.

Disable Thievery DC 31 (to scrape away hidden runes that grant the statues the ability to watch), Religion DC 28 (to pray for protection from the attention of Abyssal lords), or *dispel magic* (4th level; counteract DC 26) to counteract the trap

Conjure the Guardians  (conjuration) **Trigger** A non-chaotic-evil creature approaches within 20 feet of the doors to area **G4**; **Effect** The statues appear to hiss and growl, and a moment later, four brimorak demons appear in the hallway—two near the entrance to area **G1**, and two near the entrance to area **G4**. The four demons

attack at once, rolling initiative as normal. They fight to the death, but vanish after 1 minute has passed.

Reset Once the Watching Lords are triggered, the trap needs an hour to recharge its energies, after which point it can be triggered again.

BRIMORAKS (4)

CREATURE 5

Pathfinder Bestiary 3 62

Initiative Perception +12

G4. RITUAL CHAMBER

SEVERE 8

This large chamber is well-lit by glowing flames in the ceiling. The walls are covered with lines of twisting runes. Two pillars support the fifteen-foot-high ceiling, while to the south, four more pillars surround a tiered set of steps that descend into a circular depression in the floor. The air in the room carries a haze from the numerous sticks of brimstone-smelling incense burning here and there in the chamber.

The secret door in the north wall can be discovered with a successful DC 24 Perception check by a Seeking PC.

Creatures: The leader of the Devil's Disciples, Jordus Munt, leads four of his most devoted followers in a grueling ritual here, one intended to infuse Jordus with the power of the Sandpoint Devil (or if the PCs have already slain the creature, to reincarnate it into Jordus' body). Jordus stands at the center of the circular area to the south with each of his four followers standing at the cardinal directions on the surrounding steps; they're so intent on the chanting that they suffer a -2 circumstance penalty to initiative checks, unlike the two gargoyles standing guard to the north. Like those encountered in area **E8**, these gargoyles have been altered to look like the Sandpoint Devil.

The cultists react with fury at having their ritual interrupted, but as long as they can defeat the PCs in a few minutes, the distraction won't force Jordus to start over. As such, he spares no time for talking, instead ordering his followers to put down the intruders as quickly as possible. Jordus can't leave his position at the center of the ritual circle without disrupting the mystical energies he's built up, and relies upon his spells and Devil's Cursed Breath to fight the PCs. The cultists fight to the death.

If Jordus Munt is slain, an unsettling thing occurs. As he takes his death blow, the man staggers back with a howl that bears an eerie resemblance to that of the Sandpoint Devil. A plume of smoke and ash billows up from his mouth, taking the brief form of the

Sandpoint Devil before it whooshes away to the east, blasting through the complex to spiral down into the Pit below. A PC who witnesses this can attempt a DC 25 Occultism or Religion check to Recall Knowledge to theorize that Jordus's mid-ritual death transformed a portion of his soul into something more akin to that possessed by the Sandpoint Devil than that of a man.

JORDUS MUNT

CREATURE 8

UNIQUE CE MEDIUM HUMAN HUMANOID

Male human bard

Perception +15

Languages Abyssal, Common, Goblin, Varisian

Skills Deception +18, Intimidation +14, Occultism +12, Performance +14, Religion +15, Society +12

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

Items leather armor, +2 striking shortsword

AC 25; **Fort** +10, **Ref** +16, **Will** +15

HP 130

Speed 25 feet

Melee ♦ shortsword +16 (agile, finesse, versatile S),

Damage 2d6+3 piercing

Occult Spontaneous Spells DC 26, attack +16;

4th (3 slots) *confusion*, *dispel magic*,

vampiric touch; **3rd** (3 slots)

magic missile, *paralyze*,

soothe; **2nd** (3 slots) *mirror*

image, *lock*, *undetectable*

alignment; **1st** (3 slots)

charm, *phantom pain*,

sanctuary; **Cantrips** (4th)

dancing lights, *daze*, *message*,

read aura, *telekinetic projectile*

Bard Composition Spells 2 Focus

Points, DC 26; **4th** *inspire heroics* (Core Rulebook

387), *lingering composition* (Core Rulebook 387);

Cantrips (4th) *inspire courage* (Core Rulebook 386)

Devil's Cursed Breath ♦♦ (curse, divine, evocation, fire)

Frequency once per day; **Effect** Jordus bites down on his tongue (taking 1 slashing damage), then exhales a 15-foot cone of burning smoke. Each creature in the area must attempt a DC 26 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes 3d8 fire damage.

Failure The creature takes 7d8 fire damage and is sickened 1 by the agonizing pain of the burns.

Critical Failure The creature takes 10d8 fire damage, is sickened 1 by the agonizing pain of the burns, and becomes cursed. The victim's burns never fully vanish, and the cursed creature takes a -2 status penalty to all attacks from the constant pain. Healing doesn't alter the appearance of the burns or lessen the penalty, but removing the curse does.

ASCENDED DISCIPLES (4)

CREATURE 5

See page 101

Initiative Perception +13

GARGOYLES (2)

CREATURE 4

Pathfinder Bestiary 161

Initiative Stealth +12

Treasure: While Liralarue never finished this temple, she did complete the infusion of power into the ritual circle in the southern portion of this room. A PC who examines this area can deduce the powers of the ritual circle with a DC 29 check to Identify Magic. Any ritual performed within this circle grants the primary caster of the ritual a +2 item bonus to skill checks made to cast a ritual, and a +1 item bonus to skill checks made by secondary casters, provided the primary caster remains at the center of the circle for the duration of the ritual.

G5. HIDDEN SANCTUM

A semicircular stone shelf sits on each of this chamber's walls, supporting a bronze bowl. Each bowl is filled with an unsettling liquid of a different color, and each sits before a stone statuette of a hideous monster. A



Jordus Munt

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desk and chair sit in the center of the room. What appears to be several religious texts lie stacked on the desk, while next to it on the floor is a folded bedroll and a bulging backpack.

This chamber served Liralarue as a private place for her to meditate, worship her four fiendish patrons, and work on her never-completed plans to build a grand temple to the Abyssal demigods here. The PCs can identify the four statues of her patrons here in the same way they could in area **G3**.

Jordus Munt discovered this room not long ago, and spent some time preparing for his ritual here as well. The bulging pack on the floor next to his bedroll contains a few spare changes of clothes and enough rations to last another few weeks down here.

Treasure: The books kept here comprise a collection that's 4 Bulk in all. They're rare tomes, all written in Abyssal, alternately focusing on demonology or ritual magic. If used to aid in Investigation or Research on either of these topics, they grant a +1 item bonus to the check. A slim *wand of telepathy* made from bronze sits in one of the books as a bookmark. The collection is worth 60 gp in all. In addition, the books can be used to Research the Eighth Runelord (page 186).

A smaller journal in Jordus's pack contains a wealth of information chronicling his goals and beliefs, all written in Varisian. A PC who spends 4 hours studying this journal learns much about the Devil's Disciples (feel free to fill the party in on any lingering questions they might still have about this group), including the initial plan to sacrifice victims to the Sandpoint Devil to encourage its apotheosis to godhood, and in the final few entries, Jordus's frustration at the Sandpoint Devil's untimely death and his desire to be transformed into a new Sandpoint Devil. A PC who studies these entries and makes a successful DC 26 Occultism check realizes that, if Jordus had been allowed to complete his ritual, he would have succeeded and become an even more powerful incarnation of the legendary monster. Fortunately (or unfortunately, depending on your take), these notes are too incomplete to allow anyone else to attempt the same ritual themselves.

Reward: Grant the PCs 40 XP for discovering this hidden chamber and its secrets.

G6. MIDNIGHT GUARDPOST

TRIVIAL 8

A line of stalactites and stalagmites runs along the western side of this fifteen-foot-high cavern.

The stairs to the east of this area lead up to area **F2**.

Creatures: This cavern at first seems unremarkable,

but two alien spies lurk in hiding near the ceiling of the western wall amid the stalactites. These black, jellyfish-like entities are rhu-chaliks, spies normally employed as agents of the Dominion of the Black in the depths of space. While the intellect devourers of Ilvarandin have long ago abandoned their immediate ties to their kin among the Dominion, these creatures still retain tactics and resources used in those distant parts of reality.

These two rhu-chaliks serve Tiluatchek, and keep a watchful eye on who (and what) comes and goes through this passage. They maintain invisibility at all times to help in their operations, and do not attack if they spy the PCs moving through the area. Instead, the creatures watch silently, then quietly stalk the PCs wherever they travel, continuing to observe. Their hope is to keep following the PCs until they camp for the night, at which point the two aliens float into the camp to try to use Void Transmission to send details of sleeping PCs to Tiluatchek. While the intellect devourer is quite intelligent, even he cannot process the entirety of a creature's consciousness in one instant (as can stranger receivers used by the Dominion of the Black in the depths of space), but this information is enough to give the intellect devourer a greater insight into the PCs' capabilities and plans, beyond what he's been able to deduce as Kaleb during the dinner at the Rusty Dragon. See area **J8** in Chapter 8 for details of how Tiluatchek might take advantage of this information if he gains it.

If the PCs spot the rhu-chaliks, the creatures attack, attempting to incapacitate foes with their excruciating enzymes. The aliens flee any fight if they are reduced to fewer than 25 Hit Points, but return here to area **G6** after a few hours to take up their watch once more. If the rhu-chaliks are spotted by the PCs while they're already engaged. In a fight, the creatures do not engage; instead, they back off to watch from afar to study their tactics. If the PCs win their combat, the two rhu-chaliks then swoop in to attempt to finish them off.

RHU-CHALIKS (2)

CREATURE 6

Pathfinder Bestiary 3 214

Initiative Stealth +15

G7. MIDNIGHT DAWN ENCAMPMENT

SEVERE 8

This large cavern smells of spices and cooking meat, likely coming from the fire pit over which a spider the size of a hound slowly roasts on a spit. Several water barrels and wooden crates sit against the northern walls. What look like child-sized bedrolls lie in three alcoves, while to the

southeast, a strangely smooth stone wall almost—but not quite—blocks a passageway leading further east.

The barrels and crates contain supplies—mostly food and water. Among the food is a wide range of spices, sweets, and savory preserves. The passage to the south leads to a flight of stairs that leads down to area **H4**. The stone wall nearby that blocks access to area **G8** is a *wall of stone* that was placed here by Tiluatchek to prevent enemies from the Darklands from having easy access to this cavern; it must be smashed apart if the PCs want to move beyond it into area **G8**.

Beyond this wall of stone, two 20-foot drops must be navigated before area **G8** can be reached. The vertical drops can be Climbed with a DC 20 Athletics check.

Creatures: A pair of intellect devourers from Ilvarandin are stationed here, hiding in the bodies of dero magisters whom the Keepers of the Hidden Star believe to be on an “extended research assignment.” The intellect devourers have been reveling here for the past several days, enjoying a wide range of strange, spicy, and often unpalatable meals they’ve forced the six dero stranglers who serve them to cook and prepare. For their part, the dero stranglers don’t suspect their magister commanders are anything more than they are, as dero magisters often issue commands to their underlings that, to them, make little sense. Yet it’s always easiest to obey these orders than to risk punishment.

The two intellect devourers largely see this posting as a vacation. Ostensibly here to ensure that the competitors and potential enemies in the caverns to the west mind their own business, as well as to keep an eye on who comes and goes through the stairwells here, they have yet to face any real proof that their posting here is necessary. As such, they react to the PCs’ arrival with a mixture of surprise and eager excitement. The magisters order their stranglers to apprehend the PCs while they hang back and watch. When it becomes apparent that the PCs are significantly more powerful than the stranglers, the intellect devourers cheer and howl in delight at the bloodshed.

An attack against one of the “dero magisters” comes as a surprise to the two, but once the fight escalates in this way, the two do their best to capture the PCs alive (or at least relatively intact), eager to “upgrade” their bodies. While housed inside the dero, the intellect devourers make use of their own innate spells or attack with the aklyses they carry. One of the two carries a magical device that has brought no end of delight to the creatures—a *rod of wonder*

that’s certain to be used on the first round of combat. Once a dero magister is slain, the intellect devourer within uses *Exit Body* to burst from the dero’s head to continue the fight. If any dero stranglers live at this point, the sight of this panics them and they flee immediately. The intellect devourers, arrogant to a fault, fight to the death.

DERO STRANGLERS (6) CREATURE 2

Pathfinder Bestiary 84

Initiative Stealth +10

DERO MAGISTERS (2) CREATURE 5

Pathfinder Bestiary 85

Initiative Stealth +11

INTELLECT DEVOURERS (2) CREATURE 8

Pathfinder Bestiary 2 147

Initiative Perception +16

Treasure: The crates and barrels here contain a wide range of ingredients for cooking a wide range of meals, but a fair amount of the supplies have spoiled—not that this particularly vexes the intellect devourers, for as starved for sensation as they are, the experience of eating rotten food and growing sick from it is a novelty worth experiencing more than once. A Search of the crates is enough to turn up rare spices and other preserves worth a total of 240 gp; this collection is 4 Bulk in all. The *rod of wonder* carried by one of the dero magisters is the most valuable treasure in the room, though.

G8. WEB-CHOKED CAVERN LOW 8

The floor of this large cavern lies forty feet below, where a dangerous-looking tangle of densely packed stalagmites extends upward at varying heights not exceeding ten feet, transforming the entire cavern into something akin to an immense spiked pit. To the east, west, and south, ledges at roughly the same level overlook the cavern below. Those to the east and west lead to tunnels, while the southern, circular ledge has an immense silken sphere with a gauzy curtain covering the entrance. Thick gossamer bridges of webbing connect the west and east ledges with this area, while a ramp of webbing arches downward to the cave floor to the north, where another tunnel leads off into darkness.

The walls of this chamber can be Climbed with a DC 20 Athletics check.

A creature that falls from any of the ledges into the chamber below takes 20 falling damage from the 40-foot fall, but also takes 7d6 piercing damage

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(DC 24 basic Reflex save) from landing on several sharp stalagmites.

The web bridges that connect the ledges, as well as the web ramp that leads down to the ground floor, aren't sticky, and the strands are thick and sturdy. They can be traversed by spiders, driders, and similar creatures with ease using their Climb speed. Other creatures must Climb these bridges and ramps with a DC 20 Athletics check, and treat it as difficult terrain. Alternatively, a creature could tightrope walk these lengths with a DC 30 Acrobatics check.

Creature: An exile from the Darklands city of Umberweb, deep below Varisia, has settled in this cavern. This is Ziondriel, a drider whose heretical beliefs in Calistria forced her to flee her home when the city's agents looked too closely into her background while investigating a smuggling ring. Since fleeing Umberweb several years ago, Ziondriel has wandered ever higher through the Darklands, nursing and plotting vengeful returns home but also increasingly taken with the joys of exploration. She settled here for a time and made this cavern her home, and passed her time taunting and teasing various intellect devourers in the neighboring cavern

until Tiluatchek walled the chamber off. Ziondriel's frustration grew when she attempted to return to the Darklands to the north, only to discover a dangerous enemy: a seugathi had moved into the cavern to the north (see area **G11**).

Ziondriel is eager to leave the area, but is frustrated because the tunnel to the south leads to parts unknown, and the way north is blocked by a seugathi whom she's not eager to fight again. She's still somewhat traumatized by the sensation of being mentally manipulated while confused, and she considers her escape from the prior clash against the monster to be more luck than anything else. As soon as she notices the PCs, she emerges from her silken hut on the central ledge, squeezing out through one of the openings to call out in Elven. Her voice is silken and sonorous, despite her unsettling appearance, and her initial attitude toward the PCs is indifferent—although her condescending tone and tendency to refer to humanoids as “leg-addled,” “flat-toothed,” “cave-stumblers,” or similar insults may provoke some parties to attack. If they do so, she's eager for the distraction and fights back with glee, but surrenders if reduced to fewer than 30 hit points. She offers her treasures in return for mercy.

If the PCs establish communication with her, the drider is eager to find out what they're up to in the caves and, if there was a noisy fight in a nearby cavern, why they're here picking fights. She's eager to recruit them to slay the monsters in area **G11** and eventually works conversation around to that topic, promising to share with them some helpful information she's picked up about the other creatures living nearby—creatures she suspects the PCs are here to wipe out (especially if she heard the PCs fighting in nearby caves). Ziondriel wears her religious symbol of Calistria openly on one of her necklaces, which should be a notable clue to the PCs that this drider is different from most of her kind.

During the conversation, the PCs can attempt a DC 28 check to Make an Impression with Ziondriel. If any of the PCs is a worshipper of Calistria and they make that apparent, Ziondriel is delighted—that character's checks to Make an Impression are improved by one degree of success from their actual result.

If Ziondriel is made friendly, she mentions a tiny secret



Ziondriel

door she spotted in the tunnel to the north (at area **G10**) that was too small for her to navigate, but could perhaps lead to other areas of interest for the PCs. If she's made helpful, she volunteers to join the PCs should they agree to head north to kill the worms in area **G11**, providing assistance as best she can in that fight. If the PCs offer a place for her on the surface at Sandpoint, the drider is wary but intrigued. Whether or not she accepts this offer depends on if she trusts the PCs (and if she's been made helpful) and your interest in adding a vengeful drider to Sandpoint's populace!

ZIONDRIEL

CREATURE 9

UNIQUE CN LARGE ABERRATION

Female variant drider (*Pathfinder Bestiary* 159)

Perception +19; darkvision

Languages Elven, Undercommon

Skills Arcana +20, Athletics +17, Deception +20, Intimidation +18, Occultism +18, Religion +17, Stealth +20

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

Items bracelets and necklaces worth a total of 50 gp, +1 chain shirt, +1 striking composite shortbow (20 arrows), gold religious symbol of Calistria worth 30 gp, ring of fire resistance

AC 28; **Fort** +15, **Ref** +20, **Will** +18; +1 status to all saves vs. magic

HP 154; **Immunities** sleep

Speed 30 feet, climb 20 feet

Melee ♦ fangs +19, **Damage** 2d6+7 piercing plus drider venom

Ranged ♦ composite shortbow +21 (deadly d10, magical, propulsive, range increment 60 feet), **Damage** 2d8+7 piercing

Ranged ♦ web +20 (range increment 30 feet), **Effect** web trap

Arcane Innate Spells DC 28; **5th** dispel magic; **4th** clairvoyance, suggestion; **3rd** clairaudience, levitate; **2nd** darkness (at will), faerie fire (at will); **Cantrips (5th)** dancing lights, detect magic

Arcane Prepared Spells DC 28, attack +20; **5th** magic missile; **4th** fireball, lightning bolt; **3rd** paralyze, vampiric touch; **2nd** mirror image, telekinetic maneuver; **1st** fear, ray of enfeeblement; **Cantrips (5th)** electric arc, mage hand, ray of frost

Drider Venom (poison) As drider, but DC 28.

Web Trap As drider, but escape DC 28.

A Chat with a Drider: If the PCs help Ziondriel by killing the seugathi and bore worms in area **G11**, she's good for her word and can tell the PCs what she's learned about the area. She answers any questions the PCs pose to her—feel free to give

helpful advice as needed, using the following key points of intelligence she has to offer as guidelines.

- She knows the layout of areas **G6–G11**, and can warn the PCs about the dangers found in each of those locations.
- She suspects that the sinkhole in area **G9** leads down to the lair of an even more dangerous fungal creature, but hasn't investigated much.
- She knows that the dero magisters to the west are intellect devourers, and reveals that they've gone through several different "meat suits" in her time here. Previously, they occupied the bodies of xulgaths, and before that—when she first arrived—they were in svirfneblin bodies. She knows their leader is a more powerful human whom she suspects is also an intellect devourer—she's heard the others call this one by the name of "Tiluatchek." When she describes this human, the description matches that of Kaleb Valdemar. She hasn't seen him in the past few weeks, though, and muses perhaps that he may have found a new "outfit" by now.
- She's also overheard the intellect devourers speaking about a "milk farm" somewhere deeper in these chambers, but isn't sure what that could be referring to.
- She can confirm to the PCs that the tunnel heading north from area **G11** leads into the Darklands, and doesn't have any other connections with the Pit.

Reward: If the PCs talk to Ziondriel and learn about the milk farm and that "Kaleb" is involved with the intellect devourers, grant them XP as if they had defeated her in combat plus an additional 20 XP.

G9. SINISTER SINKHOLE

LOW 8

This chamber is choked with thick swaths of pale green fungus, either hanging from the ceiling in moist sheets or heaped on the ground in shuddering, glistening mounds. Long-stemmed mushrooms as tall as a human grow throughout the place, their dark brown caps mottled with pale yellow spots.

The fungus growing in this room obscures line of sight beyond 20 feet and is difficult terrain, but it isn't harmful in and of itself.

Creature: What is harmful here is the bulbous fungal monstrosity that lurks within the cavern. This pallid danger is a drakauthix, and it floats in the center of the chamber, its bloated mass nearly reaching from floor to 15-foot-ceiling above. Normally found much

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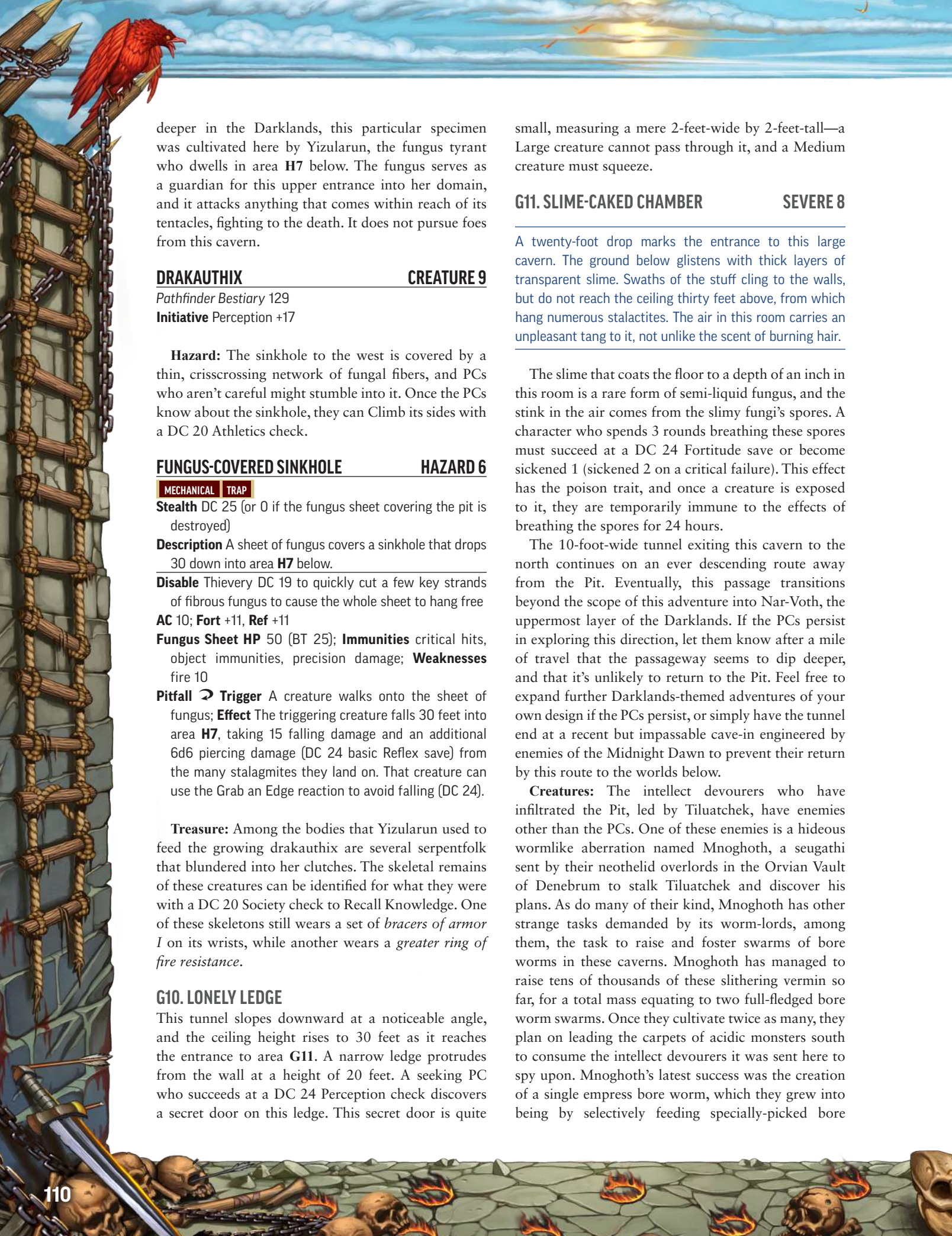
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deeper in the Darklands, this particular specimen was cultivated here by Yizularun, the fungus tyrant who dwells in area **H7** below. The fungus serves as a guardian for this upper entrance into her domain, and it attacks anything that comes within reach of its tentacles, fighting to the death. It does not pursue foes from this cavern.

DRAKAUTHIX

CREATURE 9

Pathfinder Bestiary 129

Initiative Perception +17

Hazard: The sinkhole to the west is covered by a thin, crisscrossing network of fungal fibers, and PCs who aren't careful might stumble into it. Once the PCs know about the sinkhole, they can Climb its sides with a DC 20 Athletics check.

FUNGUS-COVERED SINKHOLE

HAZARD 6

MECHANICAL TRAP

Stealth DC 25 (or 0 if the fungus sheet covering the pit is destroyed)

Description A sheet of fungus covers a sinkhole that drops 30 down into area **H7** below.

Disable Thievery DC 19 to quickly cut a few key strands of fibrous fungus to cause the whole sheet to hang free

AC 10; **Fort** +11, **Ref** +11

Fungus Sheet **HP** 50 (BT 25); **Immunities** critical hits, object immunities, precision damage; **Weaknesses** fire 10

Pitfall **Trigger** A creature walks onto the sheet of fungus; **Effect** The triggering creature falls 30 feet into area **H7**, taking 15 falling damage and an additional 6d6 piercing damage (DC 24 basic Reflex save) from the many stalagmites they land on. That creature can use the Grab an Edge reaction to avoid falling (DC 24).

Treasure: Among the bodies that Yizularun used to feed the growing drakauthix are several serpentfolk that blundered into her clutches. The skeletal remains of these creatures can be identified for what they were with a DC 20 Society check to Recall Knowledge. One of these skeletons still wears a set of *bracers of armor 1* on its wrists, while another wears a *greater ring of fire resistance*.

G10. LONELY LEDGE

This tunnel slopes downward at a noticeable angle, and the ceiling height rises to 30 feet as it reaches the entrance to area **G11**. A narrow ledge protrudes from the wall at a height of 20 feet. A seeking PC who succeeds at a DC 24 Perception check discovers a secret door on this ledge. This secret door is quite

small, measuring a mere 2-feet-wide by 2-feet-tall—a Large creature cannot pass through it, and a Medium creature must squeeze.

G11. SLIME-CAKED CHAMBER

SEVERE 8

A twenty-foot drop marks the entrance to this large cavern. The ground below glistens with thick layers of transparent slime. Swaths of the stuff cling to the walls, but do not reach the ceiling thirty feet above, from which hang numerous stalactites. The air in this room carries an unpleasant tang to it, not unlike the scent of burning hair.

The slime that coats the floor to a depth of an inch in this room is a rare form of semi-liquid fungus, and the stink in the air comes from the slimy fungi's spores. A character who spends 3 rounds breathing these spores must succeed at a DC 24 Fortitude save or become sickened 1 (sickened 2 on a critical failure). This effect has the poison trait, and once a creature is exposed to it, they are temporarily immune to the effects of breathing the spores for 24 hours.

The 10-foot-wide tunnel exiting this cavern to the north continues on an ever descending route away from the Pit. Eventually, this passage transitions beyond the scope of this adventure into Nar-Voth, the uppermost layer of the Darklands. If the PCs persist in exploring this direction, let them know after a mile of travel that the passageway seems to dip deeper, and that it's unlikely to return to the Pit. Feel free to expand further Darklands-themed adventures of your own design if the PCs persist, or simply have the tunnel end at a recent but impassable cave-in engineered by enemies of the Midnight Dawn to prevent their return by this route to the worlds below.

Creatures: The intellect devourers who have infiltrated the Pit, led by Tiluatchek, have enemies other than the PCs. One of these enemies is a hideous wormlike aberration named Mnoghoth, a seugathi sent by their neothelid overlords in the Orvian Vault of Denebrum to stalk Tiluatchek and discover his plans. As do many of their kind, Mnoghoth has other strange tasks demanded by its worm-lords, among them, the task to raise and foster swarms of bore worms in these caverns. Mnoghoth has managed to raise tens of thousands of these slithering vermin so far, for a total mass equating to two full-fledged bore worm swarms. Once they cultivate twice as many, they plan on leading the carpets of acidic monsters south to consume the intellect devourers it was sent here to spy upon. Mnoghoth's latest success was the creation of a single empress bore worm, which they grew into being by selectively feeding specially-picked bore

worms to each other. The slime fungus, the seugathi has discovered, doesn't impact the bore worms other than to make them unwilling to burrow—a handy side effect that's helped keep the creatures from escaping.

Once Mnoghoth notices the PCs, the seugathi turns away from its worm-sorting pursuits to call out to them, telepathically in Undercommon, demanding they exit the meat they ride and submit to its worms, assuming the PCs are carrying intellect devourers. If the PCs don't immediately attack or submit, Mnoghoth considers if they may well be unoccupied by intellect devourers, then decides to try to capture them alive as "bait" to lure intellect devourers. Regardless, it shouldn't be long before the seugathi attacks the PCs, as it sees little value in talking to such "lesser beings."

The bore worm swarms and the empress bore worm don't see Mnoghoth as a food source, and the seugathi can move through the swarms' spaces without fear. That said, Mnoghoth can't actually command or direct their actions; the swarms instinctively slither toward any non-seugathi food source they can reach and fight to the death. If facing foes who climb or fly to stay out of the worms' reach, Mnoghoth uses their *wand of telekinetic maneuver* to Shove the PCs down to the ground. The worms all fight to the death, be they bore worms or seugathi.

MNOGHOOTH CREATURE 9

UNIQUE CE LARGE ABERRATION SEUGATHI

Agender variant seugathi (Abomination
Vaults Adventure Path 244)

Perception +18; darkvision, tremorsense 30 feet

Languages Aklo, Undercommon; telepathy 100 feet

Skills Acrobatics +18, Crafting +17, Deception +20, Intimidation +18, Occultism +19, Stealth +20

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

Items +2 striking corrosive longsword, wand of telekinetic maneuver

AC 28; **Fort** +17, **Ref** +20, **Will** +14; +1 status to all saves vs. magic

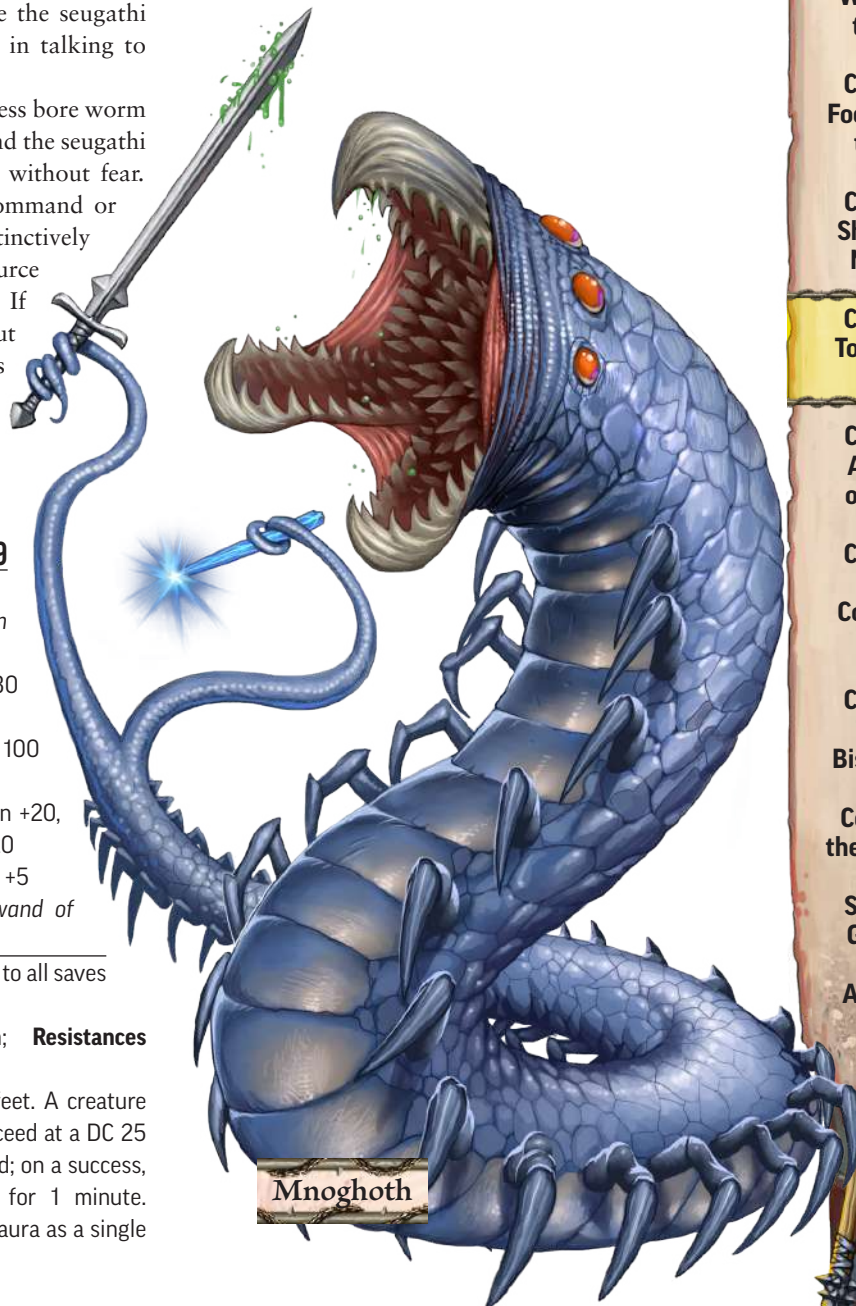
HP 130; **Immunities** mental, poison; **Resistances** bludgeoning 10

Mindfog Aura (enchantment, mental) 20 feet. A creature that starts its turn in the aura must succeed at a DC 25 Will save or become confused for 1 round; on a success, that creature is temporarily immune for 1 minute. Mnoghoth can suppress or activate this aura as a single action with the concentrate trait.

Command Confusion **Trigger** A creature fails its save against Mnoghoth's mindfog aura; **Effect** Mnoghoth determines who the confused creature attacks for that round, instead of the target being randomly determined by the GM. If the chosen target is the confused creature's ally, the creature can immediately attempt a DC 25 Will save; on a success, its target is determined randomly as normal for confusion, and on a critical success the target is no longer confused.

Speed 25 feet

Melee **◆** bite +19 (agile, finesse), **Damage** 2d8+11 piercing plus seugathi venom



Mnoghoth

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Melee ♦ *longsword* +20 (magical, reach 10 feet, versatile P), **Damage** 2d8+11 slashing plus 1d6 acid

Occult Innate Spells DC 28, attack +20; **5th** *black tentacles*, *synesthesia*; **4th** *dispel magic*, *grim tendrils*; **3rd** *hypercognition*, *levitate*, *mind reading* (×3); **Cantrips** (**5th**) *daze*, *detect magic*, *mage hand*, *telekinetic projectile*

Envenom Weapon ♦ (manipulate) Mnogoth applies their seugathi venom to their longsword.

Magic Item Mastery Mnogoth can Cast a Spell from a magic item even if the spell isn't on their spell list. All such spells are occult spells and use Mnogoth's innate spell DC and attack modifier.

Seugathi Venom (poison); **Saving Throw** DC 28 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison damage and stupefied 1 (1 round); **Stage 2** 2d6 poison damage and deafened and stupefied 2 (1 round)

BORE WORM SWARMS (2)

CREATURE 5

Pathfinder Bestiary 3 36

Initiative Perception +12

EMPRESS BORE WORM

CREATURE 7

Pathfinder Bestiary 3 37

Initiative Perception +13

G12. WORMCRYPT

MODERATE 8

The ceiling of this thirty-foot-diameter cavern rises to a dome fifteen feet above, but the floor is split by a large pit that drops twenty feet down into a lake of still, dark water. A stone sarcophagus sits on the eastern ledge of this room, its sides carved with images of what appear to be coiling snakes or worms.

To Climb the moisture-slick walls of this cavern requires a DC 25 Athletics check. The water is still, stagnant, and cold, and is 30 feet deep. The stairs to the south lead down to area H3.

Creature: Anyone who comes within 5 feet of the sarcophagus automatically hears what sounds like a surging, rustling noise within the stone coffin, almost like the sound of waves over a gravel beach. The carvings on the sarcophagus, upon closer inspection, depict a single immense coiling worm whose body loops and wraps over itself over and over, as if it were binding the sarcophagus shut with its tangled body. A successful DC 20 Religion check to Recall Knowledge is enough to recognize this as a depiction of Yhidothrus, the demon lord of age, time, and worms, but a critical success recalls that this style of carving is meant to bind, punish, and dishonor the body sealed within. The sarcophagus can be smashed with enough damage (Hardness 14,

HP 56 [BT 28]), or it can be Forced Open with a DC 24 Athletics check.

The sarcophagus itself radiates necromancy magic, and a successful DC 29 check to Identify Magic reveals that the magic is capable of sustaining someone sealed inside forever without the need for air, food, or water.

The source of the strange noise within is another of Liralarue's agents who betrayed her, but unlike the double agent who ended up imprisoned in the oubliette (see area F11) or obsessed Visander (see area F3), the man imprisoned here dared to challenge Liralarue herself. In his previous life, Zalavexus was a specialist in negotiating agreements with genies and in the luring and entrapment of elementals. His aid was significant in securing the extraplanar aid Liralarue needed to finish these chambers, but the more Zalavexus served, the more he grew convinced that he deserved to be the one in charge, despite relying solely on his inborn abilities opposed to Liralarue's studious magic. But when he made his attempt to trap Liralarue in a cunning ambush below (see area H14), it all backfired disastrously. Liralarue repaid his treachery by paralyzing him, then sealing him alive in this specially prepared sarcophagus along with several hundred flesh-eating worms harvested from the Abyss.

Yet death was no release for Zalavexus, for Liralarue wanted to afford him time to think over his choices. The sarcophagus and worms transformed him after death into a worm that walks, but as long as the stone tomb remained sealed, Zalavexus could do nothing but surge and slosh in swarm form and slowly lose his mind to the passage of the eons. The wards keep him sustained and alive without need for food, drink, or air, but he can take no actions at all while within the sarcophagus.

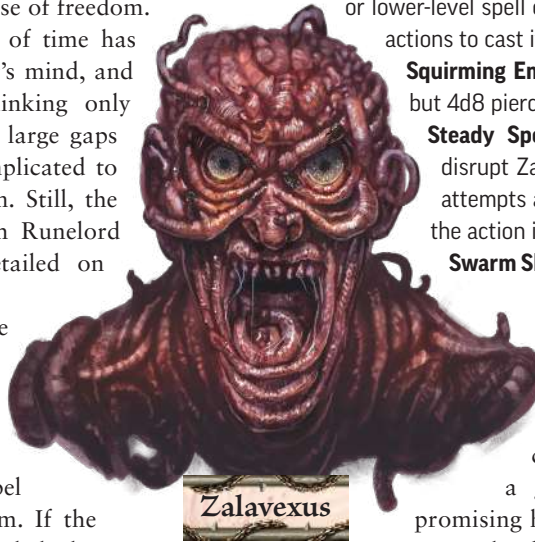
If Zalavexus hears activity in the room, he gathers himself and calls out for help from within the sarcophagus, first in Thassilonian, then in Varisian, and then in his other languages. His voice seems to come from the air just above the sarcophagus rather than from within, thanks to the treasure Liralarue left him with. He begs to be released, and promises a great reward to whomever sets him free. Of course, this is a lie—if the PCs open the sarcophagus (regardless of any lies he speaks about promising to not harm them), Zalavexus rises up in his humanoid shape to attack at once, accusing the PCs of being Liralarue's puppets. He fights to the death.

Wiser PCs speak to Zalavexus first, assuming they can communicate with him. As soon as it becomes apparent that the PCs aren't going to set him free

at once, he begins bargaining, promising to tell them what he knows about Liralarue and the surrounding complex in return for a promise of freedom.

Unfortunately, the passage of time has not been kind to the sorcerer's mind, and the combination of him thinking only a few years have passed and large gaps in his memories make it complicated to get anything useful from him. Still, the PCs can Research the Eighth Runelord by speaking to him, as detailed on page 186.

If Zalavexus believes the PCs are going to leave him trapped, his last gambit is to tell them of the treasure inside the sarcophagus, hoping their greed will compel them to open it and free him. If the PCs leave the sarcophagus sealed, there's no chance Zalavexus can escape on his own—whether or not another creature stumbles along to free him after the PCs move on is left to you to decide, but if he does get free, tracking the PCs down for vengeance will become his primary goal.



Zalavexus

Quickened Casting ♦ (concentrate) **Frequency** once per day; **Effect** If Zalavexus's next action is to cast a 3rd- or lower-level spell or cantrip, reduce the number of actions to cast it by 1 (minimum 1 action).

Squirming Embrace ♦ As worm that walks, but 4d8 piercing, DC 27

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

Swarm Shape ♦ As worm that walks.

Treasure: While Liralarue took all of Zalavexus's gear before imprisoning him here in this remote cavern, she left him with a *greater ventriloquist's ring*, promising him that if he could convince anyone to let him out, she would forgive him. She then proceeded to cunningly hide all the entrances to this tomb, ensuring that no one would visit the Wormcrypt for thousands of years and that he'd spend that time truly alone.

The Fourth Doom

The Fourth Doom facing Sandpoint is linked to Jordus Munt's plan to perform a ritual to become the next Sandpoint Devil. As long as the PCs confront the cultist and defeat him in area G4, they prevent this doom from ever occurring. If Jordus Munt escapes from this encounter, or if the PCs still haven't stopped him before they reach 9th level, he'll finally meet success and finish his ritual, transforming into a more powerful version of the local cryptid. In this event, he also inherits the previous Sandpoint Devil's memories—including those of the previous defeat by the PCs. It should be just a matter of time before this new Sandpoint Devil tracks the PCs down to ambush them for some payback. Alternatively, this Sandpoint Devil could be compelled to join the Red Bishop, so that the PCs face the monster again in the final chapter of this adventure. In any event, you should customize the Sandpoint Devil's statistics from those presented on page 230 of *Bestiary 2* to create a Severe encounter for the PCs—if they allow the devil to be reborn, they should face truly dangerous repercussions!

Reward: Grant the PCs 120 XP for defeating Jordus Munt and preventing the Fourth Doom. Unlike the other dooms, this triumph goes largely unnoticed by the people of Sandpoint—the PCs earn no Reputation Points as a result.

ZALAVEXUS

CREATURE 10

UNIQUE NE MEDIUM ABERRATION SWARM

Male human worm that walks sorcerer (*Pathfinder Bestiary 2* 296)

Perception +19; darkvision, tremorsense (imprecise) 30 feet

Languages Aklo, Jotun, Terran, Thassilonian, Varisian

Skills Arcana +17, Deception +23, Diplomacy +21, Genie Lore +19, Intimidation +21, Medicine +19, Nature +21, Occult +17, Stealth +21

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

AC 30, all-around vision; **Fort** +17, **Ref** +21, **Will** +19

HP 148, fast healing 10; **Immunities** disease, paralyzed, poison, precision, swarm mind, unconscious;

Weaknesses area damage 10, splash damage 10;

Resistances physical 10

Discorporate As worm that walks.

Speed 25 feet

Melee ♦ tendril +21 (reach 10 feet), **Damage** 4d8+6 persistent piercing damage

Primal Spells Known DC 29, attack +21; **5th** *dispel magic*, *lightning bolt*, *wall of stone*; **4th** *acid arrow*, *fly*, *shape stone*; **3rd** *earthbind*, *meld into stone*, *wall of thorns*; **2nd** *glitterdust*, *spider climb*, *web*; **1st** *feather fall*, *grease*, *longstrider*; **Cantrips (5th)** *acid splash*, *detect magic*, *prestidigitation*, *read aura*, *tanglefoot*

Sorcerer Bloodline Spells 1 Focus Point, DC 29, attack +21; **5th** *elemental toss* (*Core Rulebook* 404)

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Chapter 7: A Pattern of Killings

The deepest, wholly original chambers Liralarue created in the Pit lie on this level, with those below being remnants of an even more ancient complex she, for a time, used as her personal hideout. On this level, however, she constructed a complex series of chambers for the crafting of clockworks—creatures she grew increasingly to see as better replacements for living agents due to their inability to betray her. Other areas at this level remain undeveloped as natural caverns that now host dangerous inhabitants.

This level of the Pit is intended for 9th-level characters.

The Failed Ambush

As the PCs gain renown and reputation in Sandpoint, not all of the attention they attract is positive. The Red Bishop is aware of the PCs for the majority of this campaign, although he doesn't act on this awareness until later. This is not so much the case for the intellect

devourer Tiluatchek or the ghost Kanker. Even if the PCs took pains to remain somewhat anonymous, the defeat of Aliver Podiker's plans, the slaying of the Sandpoint Devil, and potential encounters with agents of the Midnight Dawn all catch the attention of these two villains. While Kanker is frustrated at the loss of his best Sandpoint agent, it's the intellect devourer who takes swifter action, first sizing up the PCs during a dinner at the Rusty Dragon (page 35) and soon thereafter ordering his mercenaries to head into the Pit to ally with the serpentfolk who are reactivating Liralarue's ancient clockwork laboratories—to recruit their aid in preparing an ambush for the PCs.

The attempt doesn't go as planned, for as the serpentfolk grow more adept at the clockwork laboratory's gear, their independence has grown, and rather than ally with the mercenaries, they attempt to capture the mercenaries as minions. The unexpected turn shattered the group's already tenuous bonds

of loyalty. Adimar all but immediately betrayed the other two and threw in his lot, voluntarily, with the serpentfolk, causing Arika and Chertus to flee in different directions—only for both to end up being captured by other denizens of the complex. Tiluatchek isn't yet aware this plan has collapsed, as he and Kanker have retreated into the depths of the temple of Kabriri to join forces and accelerate their plans for the region, in light of the PCs' growing success as Sandpoint's heroes.

Liralarue's Clockworks

With laboratories and facilities on the upper levels focused on divination, cloning, subterfuge, and demonology, Liralarue focused on the construction of workshops dedicated to crafting clockworks here. She kept a larger portion of the area to the north as natural caverns—places for Darklands allies to dwell in comfort or to preserve her favorite agents in a crypt-like chamber. The southern portion, though, she worked into stone chambers with her bound genie minions. Among these chambers is a complex vault that only opens when a specific song is sung by one of her creations. The genies are long gone, but the clockwork laboratory and Liralarue's vault remain.

Another group of explorers from the Darklands recently discovered this complex. This group, a band of serpentfolk led by a priestess of the headless god Ydersius named Vizmivool, raided an enclave of xulgaths much deeper below and were intrigued by the strange bronze contraption the xulgaths worshipped at the heart of the cavern. Several brutal interrogations later, the xulgaths were dead, and Vizmivool had learned where they'd found their contraption: a near-surface laboratory. Eager to learn more, Vizmivool led her band up through the tunnels and arrived here several months ago. Only recently have the serpentfolk managed to secure most of the rooms (although the vault remains frustratingly out of their reach), allowing Vizmivool to complete the crafting of her own creations—a pair of clockwork serpents. These constructs exhausted the last of the supplies found here, but until some way into the vault can be discovered, Vizmivool is unwilling to move on.

CLOCKWORK FEATURES

As with the upper levels where the worked stone chambers survive, lighting in the Clockworks is provided by *continual flames* cast upon Sihedrons carved into the ceilings, which average at a height of 15 feet. The stone walls have bronze and brass wainscoting fitted with additional gears that turn and grind randomly—these gears all connect to each other,

and while they're mostly decorative, a creature who's Shoved into a wall here while the gears are grinding takes 4d6 bludgeoning damage (DC 26 basic Reflex save) as the grinding gears tear and crush flesh and bone. On a critical failure, the creature becomes caught in the gears and is immobilized by the wall until it Escapes (DC 26). The constant grinding imparts a –2 circumstance penalty to all hearing-based Perception checks. These walls exist in areas **H10–H15**.

Clockwork Doors: All of the doors leading into and within the clockwork laboratory appear as immense circular gears made of brass, bronze, and iron with wooden accents. At first glance, these doors don't appear to be functional at all, but an examination of a clockwork door by a PC who Searches and succeeds at a DC 10 Crafting or a DC 15 Perception check reveals the truth. An unlocked gear door can be opened by taking two Interact actions to twist gears on the door. Once opened, a gear door closes automatically at the end of the next round.

H1. PHILOSOPHICAL TOLL

LOW 9

A densely packed strip of stalactites, stalagmites, and rock columns nearly cuts this cavern in half from north to south.

Creature: A roper recently moved into the large alcove to the southwest of this cavern, where it spends its time hanging from the ceiling like a stalactite, the tip of its head nearly touching the ground below. This creature is Minakthun, and they've been considering moving on from this lair since there hasn't been much stimulating conversation of late. The roper has had some philosophical discussions with serpentfolk but found them to be too obtuse in their way of thinking and ate a few, resulting in them not coming around any more.

Upon spotting the PCs, Minakthun calls out to them in Undercommon (trying Aklo after that if needed), informing them that they must engage in a debate on the nature of sacrifice if they wish to pass by—a sort of “philosophy toll” they must pay in order to proceed in either direction. If the PCs attempt to pass by or retreat from the cavern, Minakthun sighs dramatically before whipping out their strands to catch the PCs—if the PCs refuse to feed their intellect, then at least the characters can feed their gullet. Once Minakthun attacks, they're persistent and fight to the death.

If the PCs agree to speak, then Minakthun asks if they wish to argue for or against the role of sacrifice in religion—the roper is willing to argue either point. If the PCs agree, one PC must be the designated speaker, but other PCs can Aid that PC with checks of their own. To debate, the chosen PC and Minakthun both

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LIRALARUE'S CLOCKWORKS
ONE SQUARE = 5 FEET



state their cases and then attempt Religion checks. Roll Minakthun's first, which sets the DC the PC must hit with their Religion check.

Critical Success Minakthun is astounded by the PCs' technique. Not only do they allow the PCs to pass by as often as they wish, but the roper disgorges something that has been lodged in their gut for some time as a reward—a crystalline *runestone* on which is inscribed a *greater invisibility* armor property rune.

Success Minakthun is impressed and allows the PCs to pass without incident—if they want to pass by again, though, they'll need to pay with a different religion-themed philosophical debate.

Failure Minakthun is disappointed, but not to the extent that they impatiently attack. Instead, they announce a second round, but if the PC fails this second round, treat that failure as a critical failure.

Critical Failure Minakthun is annoyed and swiftly transitions from strange philosopher to ravenous monster. They roll Religion for initiative and attack at once. The PCs can choose to roll Religion or Perception for initiative as they wish.

MINAKTHUN CREATURE 10

Agender roper (*Pathfinder Bestiary* 282)

Initiative Perception +21 or Religion +19

Treasure: The roper's *greater invisibility runestone* can be cut out of its gizzard. Allow the PCs a DC 27 Occultism check (or appropriate lore check) to Recall Knowledge that ropers often have strange treasures in their gizzards.

Reward: If the PCs manage to pass by Minakthun without combat, grant them XP as if they'd defeated the roper in battle.

H2. SERPENT GUARDS LOW 9

The northern tunnel widens into a larger cavern, the walls adorned with a dazzling display of multicolored crystals. To the southwest, the wall is inset with a seven-foot-diameter collection of gears made of metal and wood.

Creatures: A trio of serpentfolk cultists stand guard here, more to keep a lookout for creatures that made their way past the naga in area **H3** from the Darklands than for surface intruders. However, they've certainly learned about the PCs from the failed ambushers and descriptions from Adimar. If the serpentfolk hear the sound of battle from area **H1** or **H3**, or notice an approaching light source, they assume the PCs are drawing near, and they each cast *illusory disguise* to appear roughly as people who'd be serving as Kaleb's

mercenaries, each heavily wounded. When the PCs approach, the trio calls out to them in distress, begging to be escorted back to Sandpoint at once. If necessary to add urgency, the three claim to be afflicted with a debilitating curse and want to make it back to town to ask for healing from the cathedral. The three hope to convince the PCs to escort them out of the area, away from the clockwork laboratory, and keep an eye out for a good chance to betray the PCs on an upper level of the Pit (preferably when they can capitalize on a combat) or even on the way back to town. They know the disguise won't hold up for long, so they're sure to attack at some point before getting all the way back to Sandpoint. In this case, they fight until one of them is slain, whereupon the other two attempt to flee back here to warn the others.

If the PCs approach from the south, or if they see through the trickery, the cultists instead hiss angrily and attack, fighting to the death.

SERPENTFOLK CULTISTS (3) CREATURE 7

RARE NE MEDIUM HUMANOID SERPENTFOLK

Variant serpentfolk bone prophet (*Bestiary* 2 239)

Perception +15; darkvision, scent (imprecise) 40 feet

Languages Aklo, Common, Undercommon; telepathy 100 feet

Skills Arcana +13, Athletics +13, Crafting +13, Deception +16, Intimidation +14, Occultism +15, Religion +17, Society +13

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

Items +1 striking dagger, religious symbol of Ydersius

AC 25; **Fort** +13, **Ref** +14, **Will** +17 (+4 status vs. mental); +1 status to all saves vs. magic

HP 100; **Resistances** poison 10

Speed 25 feet

Melee ♦ dagger +17 (agile, finesse, magical, versatile S), **Damage** 2d4+8 piercing

Melee ♦ fangs +16 (finesse), **Damage** 2d8+8 piercing plus serpentfolk venom

Divine Spontaneous Spells DC 25, attack +17; **4th** (2 slots) *divine wrath*, *harm*; **3rd** (3 slots) *blindness*, *dispel magic*, *heal*; **2nd** (3 slots) *create food*, *sound burst*, *spiritual weapon*; **1st** (3 slots) *command*, *fear*, *ray of enfeeblement*; **Cantrips** (4th) *daze*, *divine lance*, *message*, *shield*, *sigil*

Occult Innate Spells DC 28; **4th** *charm*, *suggestion*; **3rd** *illusory disguise* (at will); **2nd** *mirror image* (at will); **1st** *ventriloquism* (at will)

Serpentfolk Venom (poison) **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and enfeebled 1 (1 round); **Stage 2** 2d4 poison damage and enfeebled 1 (1 round)

Sneak Attack The serpentfolk cultist's Strikes deal an additional 1d6 precision damage to flat-footed creatures.

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H3. SPEAKING CRYPTS

LOW 9

This wide cavern stretches east to west, with a ten-foot-wide tunnel extending even further north at the far end of the chamber. The ceiling arches to a height of nearly twenty feet above. Against the walls appear to be ten stone sarcophagi that have been fused into the cavern itself. The face on each sarcophagus has been sculpted to depict a different figure, although one in the north wall instead appears to depict nothing but a heap of maggots squirming on a skeleton that reaches upward, as if begging for mercy. At the western end of the cavern is a large nest of bones, shredded cloth, gravel, and strips of leathery flesh.

These 10 sarcophagi were each crafted from the cavern walls' stone using *shape stone* spells, and then the lids were cleverly crafted as secret doors that could be locked from the outside. The corpses interred in nine of these sarcophagi are apprentices and agents of Lirlarue whose counsel she appreciated and who impressed her enough to earn eternal rest in her domain after their deaths. Entombed without any magical items, the hidden "lids" to each allowed Lirlarue to periodically open the sarcophagus to view the dead body within, typically for use with the *talking corpse* spell. A PC who Searches can spot the secret mechanism to open one of these sarcophagi with a successful DC 25 Perception check, after which the DC to locate the others drops by 10. Inside most of the sarcophagi are nothing more than bits of ancient bone fragments and dust, all that remains of the once-valued corpse advisers. Two exceptions exist: the central northern one, whose lid depicts a worm-infested skeleton, opens to a tunnel leading to a special crypt not of one of Lirlarue's favorites but of the traitor Zalavexus (area G12); and the westernmost one, which has become Arika Avertin's prison.

The tunnel to the northeast winds downward into the Darklands and soon passes beyond the scope of this adventure.

Creatures: A spirit naga named Vilortho arrived in the region along with the serpentfolk, serving them as an adviser and scout for these upper reaches. As long as the serpentfolk intend to remain this close to the surface, they've retained Vilortho's services as a guard and have promised much in return for her simply lurking here and attacking anything that wanders up from the Darklands. Vilortho finds this new post to be relaxing and, until Arika came along, was spending most of her time in a state of near-hibernation.

When the mercenary ambush failed, Arika fled north and quickly stumbled into this cavern, only to fall victim to the naga's magic. Charmed, she obeyed

Vilortho's command to crawl into the westernmost sarcophagus "to hide," only for the naga to push several of the heavier components of her nest up against the door, barricading her in. Since then, Vilortho has kept Arika as a sort of "caged songbird." She supplies Arika with enough food and water to keep her alive and healthy enough to sing for Vilortho, but if the PCs don't rescue her soon, the agony of her uncomfortable situation might well have lasting effects.

When the naga notices the PCs, she hisses in delight, asking if they've come to listen to her "pretty little songbird" as she swipes her tail against Arika's sarcophagus. The trapped bard immediately starts to sing from within her cage, a muffled, improvised song about the naga's beauty and power. Vilortho cackles in delight, then turns to the PCs to ask them if they've come to "audition" to be her newest caged pets before she attacks, using spells like *charm* or *subconscious suggestion* to try to get the PCs to climb into sarcophagi as well. If reduced to fewer than 40 Hit Points, Vilortho hisses in anger and decides the serpentfolk are better off on their own before she flees back to the Darklands.

Arika can't escape her sarcophagus prison until the PCs clear away the rubble blocking it and open it for her; her ordeal has left her fatigued, enfeebled 3, clumsy 3, and drained 3. She wants nothing more than to get back home to Sandpoint. At this point, Arika's adventuring days are over, and she's eager to try to mend burned bridges with her family. The fact that the PCs—the people her recent employer hired her and ordered her to help ambush—rescued her isn't lost on Arika, and she's only too eager to answer any questions the PCs have. While she doesn't know that her employer, Kaleb, is anything more than a man, she does know his interests and appetites are unpleasant, and she has been waiting for a chance to escape his employment without repercussion. She can explain how he ordered them down here to ambush the PCs and that she'd been intending to betray the mercenaries as soon as the ambush began, only for the attempt to ally with the serpentfolk to backfire. The attempt to forge an alliance fell apart in area H10, and she knows Chertus fled west after "that heel Adimar" threw in with the serpentfolk immediately. Arika admits she didn't want to follow Chertus, in part because her previous adventuring group met a grisly end against the Sandpoint Devil in that area. She fled north, hoping to loop around to the exit, only to get turned around and captured by Vilortho.

Feel free to have Arika answer other questions about the Pit as well. She can fill in the PCs on locations they haven't explored in the upper levels, for example, or can give them information about what to expect in

a fight against her ex-adventuring companions. Of this level, she can tell the PCs about areas **H2–H6** and **H10**, but she hasn't been in other areas. She notes in particular that the hole in the floor of area **H6** drops directly down into the Sandpoint Devil's den, a cave where her previous group met its end, with her barely managing to escape when the monster erupted from the Pit to attack them all.

Arika is in no real shape to adventure, but if the PCs can heal her, she'll agree to accompany them until they leave, but she's serious about retiring from the adventuring lifestyle.

VILORTHO CREATURE 10

Elite female spirit naga (*Pathfinder Bestiary* 2 6, 179)

Initiative Perception +20

ARIKA AVERTIN CREATURE 6

UNIQUE N MEDIUM HUMAN HUMANOID

Female human bard

Perception +10

Languages Common, Elven, Goblin, Halfling, Thassilonian, Varisian

Skills Acrobatics +13, Deception +14, Diplomacy +12, Occultism +12, Performance +14, Society +10, Stealth +11

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

Items chain shirt, composite shortbow (20 arrows), *lesser maestro's lute*, +1 striking shifting shortsword

AC 21; **Fort** +10, **Ref** +13, **Will** +10

HP 78

Speed 25 feet

Melee ◆ *shortsword* +12 (agile, finesse, magical, versatile S), **Damage** 2d6+1 piercing

Ranged ◆ *composite shortbow* +11 (deadly d10, propulsive, range increment 60 feet), **Damage** 1d6+1 piercing

Occult Spontaneous Spells DC 22, attack +12; **3rd** (3 slots) *haste*, *levitate*, *paralyze*, *soothe*, *sound burst*; **2nd** (3 slots) *dispel magic*, *mirror image*, *soothe*, *sound burst*; **1st** (3 slots) *charm*, *ray of enfeeblement*, *sanctuary*, *soothe*; **Cantrips (3rd)** *daze*, *detect magic*, *know direction*, *shield*, *telekinetic projectile*

Bard Composition Spells DC 22, 2 Focus Points; **3rd** *counter performance*, *lingering composition*; **Cantrips (3rd)** *inspire competence*, *inspire courage*, *inspire defense*

Treasure: If they rescue her, Arika gladly gifts the party her magic shortsword in thanks. If the PCs earned her admiration during the dinner at the Rusty Dragon by reaching Influence 2 with her, she'll also give them her *lesser maestro's lute*.

Vilortho's nest also contains a few valuables—mostly trinkets given to her by the serpentfolk as payment to keep her on retainer. The naga keeps her

collection in a *bag of holding* type I—the collection consists of a dozen different pieces of jewelry worth a total of 30 gp, a *jade serpent wondrous figurine*, and a shiny, orange *fire elemental gem*.

Reward: If the PCs rescue Arika and ensure she gets back to Sandpoint safely, grant them 20 XP.

H4. STAIRWELL

This flight of stairs leads up to area G7.

H5. JUNCTION

TRIVIAL 9

To the southwest, a five-foot-diameter circular hole seems to have been melted through the cave wall to create a ten-foot-long tunnel that enters a cavern to the west. The walls of this circular tunnel are coated with fuzzy-looking swaths of multicolored mold that have spread slightly into this cavern's southwest corner. At the opposite end of the cave to the southeast, another short tunnel leads into a cavern from which the sound of a roaring inferno blasts, despite the fact that no firelight shines from this tunnel.

The artificial tunnel to the southwest was bored through the rock via magic under Tiluatchek's direction to create easier access to the fungus-filled cavern beyond. The gray fungus growing here smells vile but is harmless. The roaring fire to the east comes from the haunt in area H6.

Hazard: Among the patches of mold growing in the western tunnel is a swath of yellow mold that triggers if anyone enters the tunnel.

YELLOW MOLD HAZARD 8

Pathfinder Core Rulebook 524

Stealth DC 28

H6. HAUNTED PIT

MODERATE 9

A ten-foot-diameter pit opens in the floor of this cavern to the southwest. The air in this cavern reeks of brimstone, and the roaring sound of a burning inferno fills the air, yet no trace of fire or smoke can be seen.

The hole in the floor drops 30 feet down into area I below, the den of the Sandpoint Devil.

Several years ago, an underprepared group of adventurers, including a less experienced Arika Avertin, foolishly attempted to delve into the Pit. After meeting with moderate success against the Whistlefang Goblins on the uppermost level above (resulting in the goblin clan's temporary disbanding), the group descended the Pit via ropes hung from the western edge, following up on rumors of a great

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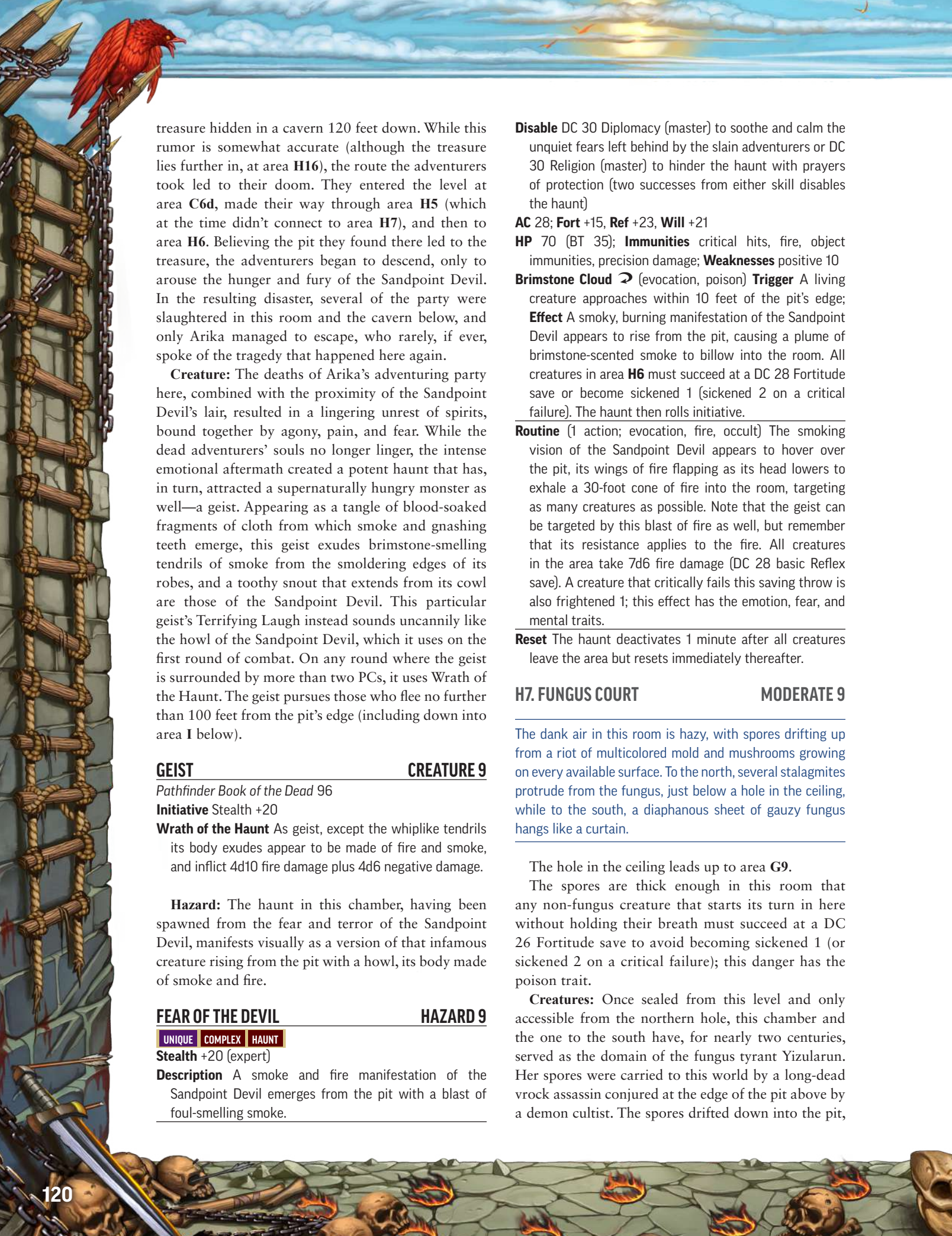
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treasure hidden in a cavern 120 feet down. While this rumor is somewhat accurate (although the treasure lies further in, at area **H16**), the route the adventurers took led to their doom. They entered the level at area **C6d**, made their way through area **H5** (which at the time didn't connect to area **H7**), and then to area **H6**. Believing the pit they found there led to the treasure, the adventurers began to descend, only to arouse the hunger and fury of the Sandpoint Devil. In the resulting disaster, several of the party were slaughtered in this room and the cavern below, and only Arika managed to escape, who rarely, if ever, spoke of the tragedy that happened here again.

Creature: The deaths of Arika's adventuring party here, combined with the proximity of the Sandpoint Devil's lair, resulted in a lingering unrest of spirits, bound together by agony, pain, and fear. While the dead adventurers' souls no longer linger, the intense emotional aftermath created a potent haunt that has, in turn, attracted a supernaturally hungry monster as well—a geist. Appearing as a tangle of blood-soaked fragments of cloth from which smoke and gnashing teeth emerge, this geist exudes brimstone-smelling tendrils of smoke from the smoldering edges of its robes, and a toothy snout that extends from its cowl are those of the Sandpoint Devil. This particular geist's Terrifying Laugh instead sounds uncannily like the howl of the Sandpoint Devil, which it uses on the first round of combat. On any round where the geist is surrounded by more than two PCs, it uses Wrath of the Haunt. The geist pursues those who flee no further than 100 feet from the pit's edge (including down into area **I** below).

GEIST

CREATURE 9

Pathfinder Book of the Dead 96

Initiative Stealth +20

Wrath of the Haunt As geist, except the whiplike tendrils its body exudes appear to be made of fire and smoke, and inflict 4d10 fire damage plus 4d6 negative damage.

Hazard: The haunt in this chamber, having been spawned from the fear and terror of the Sandpoint Devil, manifests visually as a version of that infamous creature rising from the pit with a howl, its body made of smoke and fire.

FEAR OF THE DEVIL

HAZARD 9

UNIQUE **COMPLEX** **HAUNT**

Stealth +20 (expert)

Description A smoke and fire manifestation of the Sandpoint Devil emerges from the pit with a blast of foul-smelling smoke.

Disable DC 30 Diplomacy (master) to soothe and calm the unquiet fears left behind by the slain adventurers or DC 30 Religion (master) to hinder the haunt with prayers of protection (two successes from either skill disables the haunt)

AC 28; **Fort** +15, **Ref** +23, **Will** +21

HP 70 (BT 35); **Immunities** critical hits, fire, object immunities, precision damage; **Weaknesses** positive 10

Brimstone Cloud ☞ (evocation, poison) **Trigger** A living creature approaches within 10 feet of the pit's edge; **Effect** A smoky, burning manifestation of the Sandpoint Devil appears to rise from the pit, causing a plume of brimstone-scented smoke to billow into the room. All creatures in area **H6** must succeed at a DC 28 Fortitude save or become sickened 1 (sickened 2 on a critical failure). The haunt then rolls initiative.

Routine (1 action; evocation, fire, occult) The smoking vision of the Sandpoint Devil appears to hover over the pit, its wings of fire flapping as its head lowers to exhale a 30-foot cone of fire into the room, targeting as many creatures as possible. Note that the geist can be targeted by this blast of fire as well, but remember that its resistance applies to the fire. All creatures in the area take 7d6 fire damage (DC 28 basic Reflex save). A creature that critically fails this saving throw is also frightened 1; this effect has the emotion, fear, and mental traits.

Reset The haunt deactivates 1 minute after all creatures leave the area but resets immediately thereafter.

H7. FUNGUS COURT

MODERATE 9

The dank air in this room is hazy, with spores drifting up from a riot of multicolored mold and mushrooms growing on every available surface. To the north, several stalagmites protrude from the fungus, just below a hole in the ceiling, while to the south, a diaphanous sheet of gauzy fungus hangs like a curtain.

The hole in the ceiling leads up to area **G9**.

The spores are thick enough in this room that any non-fungus creature that starts its turn in here without holding their breath must succeed at a DC 26 Fortitude save to avoid becoming sickened 1 (or sickened 2 on a critical failure); this danger has the poison trait.

Creatures: Once sealed from this level and only accessible from the northern hole, this chamber and the one to the south have, for nearly two centuries, served as the domain of the fungus tyrant Yizularun. Her spores were carried to this world by a long-dead vrock assassin conjured at the edge of the pit above by a demon cultist. The spores drifted down into the pit,

carried on drafts for days until they finally ended up trapped in area **H8** to the south and had enough time to grow.

This northern chamber is where the fungus tyrant has been slowly “collecting” her adoring cohort of spore thralls. Inevitably, these creatures (“recruited” from hapless creatures and adventurers who find their way into this cavern) perish, and their bodies then go on to spawn fungal creatures of their own. It’s in this way that the drakauthix in area **G9** above came to be, as well as the half-dozen myceloids who dwell here today. Now and then, a myceloid or two clambers up into the tunnels above to scavenge and hunt for meat to bring back to their kin. As the PCs arrive, all six await them here, along with Yizularun’s latest puppet—a fungus-encrusted thrall who, until recently, was the man the PCs knew as Chertus Jheed.

When Adimar betrayed him and Arika to join forces with the serpentfolk, Chertus fled west from area **H10**. While he luckily avoided the haunt in area **H6** by fleeing along the northern wall, his choice to run into area **H7** to hide wasn’t his best decision. The combination of being poisoned by the yellow mold in area **H5** and the sickening spores in this room saw him swiftly captured by the myceloids and then brought before Yizularun for transformation into a spore thrall.

Now, Chertus stands guard here as yet another of the fungus tyrant’s adoring subjects, along with his new myceloid allies. Covered with a moist layer of greasy mold, crowned with a patch of pallid mushrooms, and with puffballs for eyes, Chertus is barely recognizable for the man he once was, but he certainly recognizes the PCs when they make themselves known. He gurgles in delight, then invites them to come with him to the south to bow before their new queen. He has little interest in discussion or distraction, and if the PCs don’t accompany him, he and his myceloid allies attack. In combat, these fungi all work together to capture the PCs alive, if possible, for those already dead can’t be transformed into spore thralls by their queen. They don’t pursue the PCs from this chamber to the east.

If the PCs managed to reach Influence 4 with Chertus during the dinner at the Rusty Dragon (page 37), he remains afraid of the PCs—if combat breaks out, his new devotion to the fungus tyrant isn’t enough to quell his terror and he becomes frightened 2.

Note that if combat breaks out here, Yizularun will certainly come to investigate; once she joins the fight, this battle becomes a Severe 9 encounter.

CHERTUS JHEED

CREATURE 7

UNIQUE CE MEDIUM FUNGUS HUMAN HUMANOID

Male human fighter

Perception +14

Languages Common, Varisian

Skills Acrobatics +14 (+16 to High Jump and Long Jump), Athletics +17, Deception +9, Intimidation +11, Thievery +14

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

Items *boots of bounding*, *clockwork songbird* component (legs & tail), +1 *striking handwraps of mighty blows*, studded leather armor

AC 24; **Fort** +14, **Ref** +14, **Will** +14

HP 130; **Immunities** death effects, disease, paralyzed, poison

Attack of Opportunity 2



Chertus Jheed

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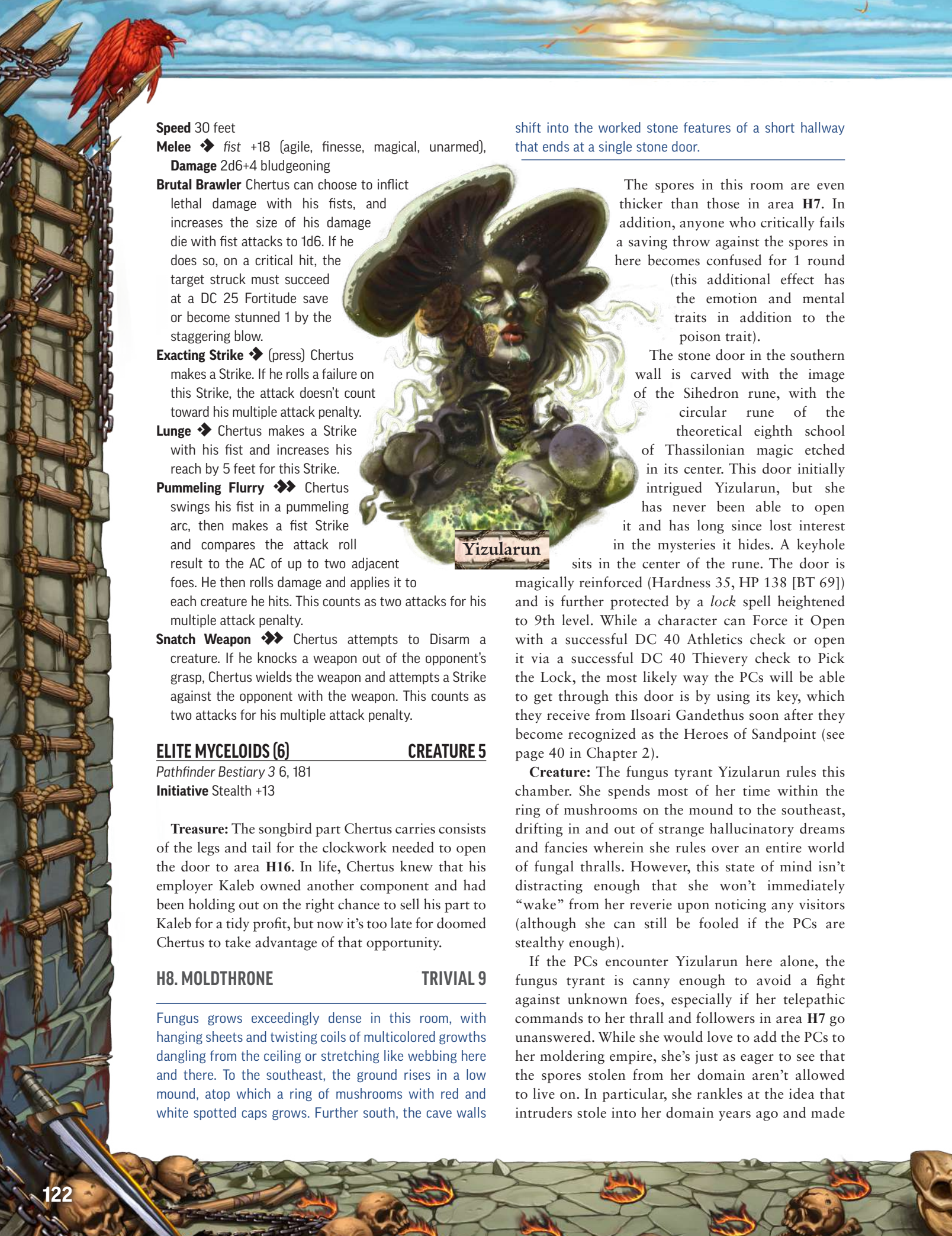
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Speed 30 feet

Melee ♦ *fist* +18 (agile, finesse, magical, unarmed),

Damage 2d6+4 bludgeoning

Brutal Brawler Chertus can choose to inflict lethal damage with his fists, and increases the size of his damage die with fist attacks to 1d6. If he does so, on a critical hit, the target struck must succeed at a DC 25 Fortitude save or become stunned 1 by the staggering blow.

Exacting Strike ♦ (press) Chertus makes a Strike. If he rolls a failure on this Strike, the attack doesn't count toward his multiple attack penalty.

Lunge ♦ Chertus makes a Strike with his fist and increases his reach by 5 feet for this Strike.

Pummeling Flurry ♦♦ Chertus swings his fist in a pummeling arc, then makes a fist Strike and compares the attack roll result to the AC of up to two adjacent foes. He then rolls damage and applies it to each creature he hits. This counts as two attacks for his multiple attack penalty.

Snatch Weapon ♦♦ Chertus attempts to Disarm a creature. If he knocks a weapon out of the opponent's grasp, Chertus wields the weapon and attempts a Strike against the opponent with the weapon. This counts as two attacks for his multiple attack penalty.

ELITE MYCELOIDS (6)

CREATURE 5

Pathfinder Bestiary 3 6, 181

Initiative Stealth +13

Treasure: The songbird part Chertus carries consists of the legs and tail for the clockwork needed to open the door to area **H16**. In life, Chertus knew that his employer Kaleb owned another component and had been holding out on the right chance to sell his part to Kaleb for a tidy profit, but now it's too late for doomed Chertus to take advantage of that opportunity.

H8. MOLDTHRONE

TRIVIAL 9

Fungus grows exceedingly dense in this room, with hanging sheets and twisting coils of multicolored growths dangling from the ceiling or stretching like webbing here and there. To the southeast, the ground rises in a low mound, atop which a ring of mushrooms with red and white spotted caps grows. Further south, the cave walls

shift into the worked stone features of a short hallway that ends at a single stone door.

The spores in this room are even thicker than those in area **H7**. In addition, anyone who critically fails a saving throw against the spores in here becomes confused for 1 round (this additional effect has the emotion and mental traits in addition to the poison trait).

The stone door in the southern wall is carved with the image of the Sihedron rune, with the circular rune of the theoretical eighth school of Thassilonian magic etched in its center. This door initially intrigued Yizularun, but she has never been able to open it and has long since lost interest in the mysteries it hides. A keyhole sits in the center of the rune. The door is magically reinforced (Hardness 35, HP 138 [BT 69]) and is further protected by a *lock* spell heightened to 9th level. While a character can Force it Open with a successful DC 40 Athletics check or open it via a successful DC 40 Thievery check to Pick the Lock, the most likely way the PCs will be able to get through this door is by using its key, which they receive from Ilsoari Gandethus soon after they become recognized as the Heroes of Sandpoint (see page 40 in Chapter 2).

Creature: The fungus tyrant Yizularun rules this chamber. She spends most of her time within the ring of mushrooms on the mound to the southeast, drifting in and out of strange hallucinatory dreams and fancies wherein she rules over an entire world of fungal thralls. However, this state of mind isn't distracting enough that she won't immediately "wake" from her reverie upon noticing any visitors (although she can still be fooled if the PCs are stealthy enough).

If the PCs encounter Yizularun here alone, the fungus tyrant is canny enough to avoid a fight against unknown foes, especially if her telepathic commands to her thrall and followers in area **H7** go unanswered. While she would love to add the PCs to her moldering empire, she's just as eager to see that the spores stolen from her domain aren't allowed to live on. In particular, she rankles at the idea that intruders stole into her domain years ago and made

off with some of her fungi. While several of those intruders were slain, enough escaped with stolen spores to annoy her. The prospect of seeking out the thieves herself is below her stature as tyrant of these caverns, of course, and she isn't comfortable sparing any of her court for the task, but the PCs are another matter. Whether it's after she turns them into fungal spore thralls, or with a disturbingly sweet request of them when they outnumber her to do her a favor, this "mission" remains the same. She can sense the fungus her stolen spores grew into, somewhere deeper below, and needs the party to destroy every trace of what the spores have grown into. "If they are not to be part of my empire, they do not deserve to be a part of anything," she reasons. If the PCs agree to do so, they can find her stolen spores growing in the Midnight Dawn fungal farm (area J6). If they destroy the fungus, Yizularun promises to reward them with the "greatest treasures they'll ever desire." Of course, these "treasures" are nothing more than a role as a fungus in her domain, but if canny PCs demand more details before they head off on the mission, she appears flustered. She then indicates some of the treasures heaped within the ring of red-capped mushrooms, implying that the PCs will have their pick of this bounty upon their successful return.

If the PCs do leave on this mission, Yizularun wastes no time trying to recruit new spore thralls to her domain, hoping to have enough allies when the PCs return that she and her thralls can ambush them here—she has no intention of rewarding them with anything other than servitude. In any event, once combat begins, she fights to the death.

YIZULARUN

CREATURE 9

Fungus tyrant (page 190)

Initiative Perception +19

Treasure: Yizularun has a small collection of baubles and prizes taken from previous thralls that she keeps as mementos of long-gone servants. This collection includes 200 gp in assorted pieces of jewelry, a gold-inlaid oak *wand of lightning bolt*, a +1 *striking adamantite scimitar*, and a *dragonslayer's shield* covered with black dragonhide.

H9. LIRALARUE'S WORKSHOP

MODERATE 9

The air in this room smells stale, and thick layers of dust cover the floor, book-lined shelves, and worktables that sit along the walls. A large, black stone disk sits on the floor in an alcove to the east.

INTERRUPTING A FEAST

If the PCs attack the clockworks but retreat before they defeat Vizmivool, the serpentfolk cleric makes sure to perform a *heroes' feast* ritual for her followers every day for the next few weeks so that they'll be bolstered against future attacks. You can have the PCs interrupt just such a feast on a subsequent visit to these chambers, if you wish. During the feast, all of the remaining serpentfolk cultists in areas H2, H11, and H15, along with Adimar (who, if he survives, is now under *inveigle*), gather with Vizmivool in area H15 to partake in the ritual, while the clockwork soldier in area H15 joins any others who might remain in area H10. The threat of an encounter with all of these serpentfolk plus Adimar at once will depend on how many survive the PCs' previous visit, so if such an encounter would be more than an Extreme encounter, consider not allowing the PCs to arrive in the region during such a dangerous feast. If the PCs do interrupt a *heroes' feast* cast by Vizmivool, the otherworldly beings that serve the meal are shaved, nubile Azlanti humans who wordlessly serve their own limbs and blood to the serpentfolk, with new conjured humans appearing to finish the task of meal service as previous ones expire and are consumed.

Liralarue used this room as a personal workshop. Here, she built the *clockwork songbird* that can open the vault (area H16) and did much of her research and theory crafting about how the usage of bound genies could aid in creating empowered clockworks.

The black stone disk is an inactive *teleportation circle* created eons ago by Liralarue that was once linked to the similar disk in area H15. It can be identified and repurposed in the same way as those that appear in area D15.


Creatures: A pair of clockwork mages remain on standby here, ready to awaken and attack when needed, just as they were when last Liralarue visited this room. The clockworks fight until they're destroyed but don't pursue foes from this chamber for more than a few rounds.

CLOCKWORK MAGES (2)

CREATURE 9

Pathfinder Bestiary 3 50

Initiative Perception +17



Treasure: The collection of books here, all written in Thassilonian, are rare tomes that comprise a collection that's 6 Bulk. These books focus on two topics: construct creation and genies. If used to aid Investigation or Research on either of these topics, they grant a +2 item bonus to the check. The collection is worth 600 gp in all and can also be used to research the eighth runelord (page 186).

H10. CLOCKWORK FOYER

LOW 9

The sound of gears turning and grinding fills this long hall, for a constantly whirring set of gears that turn and twist of their own accord decorate the walls.

Creatures: A group of four clockwork soldiers (creations built ages ago but recently reprogrammed and rewound to serve serpentfolk interests) stand guard in this long hallway, one posted next to each of the four gear doors in the chamber. These soldiers wait in standby mode, but they immediately activate and attack any non-serpentfolk who enter the area. The clockworks fight until destroyed, and they pursue fleeing foes throughout areas **H10–H13** but no further.

If combat breaks out in here, the serpentfolk in the hidden chamber to the east might rouse to join the battle. At the end of each round, attempt a DC 11 flat check—on a success, the serpentfolk in area **H11** overcome their torpor to do something about the noise next door. They then take a round before entering a battle here. They roll initiative using Stealth, but remember that one will need two Interact actions to open one of the two secret doors. This encounter becomes a Severe 9 encounter should all three serpentfolk from area **H11** join the fight.

CLOCKWORK SOLDIERS (4)

CREATURE 6

Pathfinder Bestiary 3 49

Initiative Perception +16

H11. SERPENTFOLK BARRACKS

LOW 9

Just over half a dozen strangely thin bedrolls lie on the floor along the eastern side of this room. A low table made of pale wood-like material sits in the middle of the bedrolls, its top heaped with food-smearied platters and empty goblets.

The secret doors in the east wall can be discovered by a PC who Searches and who succeeds at a DC 26 Perception check.

Creatures: The serpentfolk use this room as a place to rest, relax, and feed. Like many serpentfolk, these

cultists enjoy delicious meals and flavorful drinks, but the realities of their current posting here make fine dining a rare treat they enjoy only when their leader deigns to cast *heroes' feast*. Lately, the cultists have had to rely on their bland *create food* spells for nourishment. Confronted with the PCs, their goal is to capture them for dinner! They fight to the death rather than risk punishment for allowing potential future meals to escape.

SERPENTFOLK CULTISTS (3)

CREATURE 7

Page 117

Initiative Perception +15

H12. CONSTRUCTION CHAMBER

LOW 9

Two immense stone gears turn in large alcoves to the south of this room, slowly but inexorably driving rods built into grooves in the floor. Large metal hatches are built into the tops of the gears. Between these two immense gears stand a pair of circular tables, themselves flanking a wooden post that has, of all things, a ship's wheel mounted on it. Stone shelves to the north feature all manner of metalworking tools and parts as well as spare gears, while partially completed devices cover the two workbenches to the east.

The southern gears serve two purposes. If a character winds them using the ship's wheel (a process that takes 10 minutes to complete), the gears begin to turn and grind, causing all of the gears on the laboratory's walls to turn and grind as well. As long as these gears continue turning, a character can clamber atop one of the two large, slow-moving gears as an Interact action with the move trait. Once there, that character can then open one of the four hatches atop the gear to reveal a bin within that once stored metal plates, gears, springs, rods, and other clockwork supplies. However, these supplies have since been consumed in building the room's two guardians.

Creatures: Upon discovering this laboratory, the serpentfolk drew upon their own ingenuity and skill to reverse engineer the clockworks. They then used the materials stored in the southern gears to build two creations of their own design: a pair of transforming clockwork serpents. The two creatures are on standby, and they immediately grind into action to attack intruders on sight.

CLOCKWORK SERPENTS (2)

CREATURE 8

Page 188

Initiative Perception +18

Treasure: The collection of tools in this chamber is mostly mundane, but with a half-hour's work, a character can sort out the best of the lot to build two sets of sterling artisan's tools for crafting clockworks. Most of the parts strewn over the workbenches are incomplete or broken (results of serpentfolk tinkering), but a character who spends 10 minutes sorting through the heaps of parts and broken gears uncovers a curious pair of metal boots—a pair of greater blast boots (*Guns & Gears* 67)—and a pair of major clockwork goggles (*Guns & Gears* 68).

H13. SINGING DOOR

This hallway comes to a dead end at an eight-foot-diameter bronze disk inset in the wall. Flickering golden light shines from the disk, whose surface is festooned with carvings of hundreds of songbirds perched among the dead branches of a desolate forest, while below lies a vast swath of riches and treasures. In the carving's background, an image of a sun with seven hook-shaped rays of sunlight shining forth is the primary source of the wan golden light.

A PC who investigates this disk can attempt a DC 26 Arcana, Nature, Occultism, or Religion check to Identify Magic. On a success, the PC determines that the disk appears to be a magical portal of some sort, while on a critical success, they note that the portal appears to be keyed to some sort of audio trigger.

The PCs might learn how to open this door if they've accumulated at least 20 Research Points on the topic of the Eighth Runelord, but if they've recovered enough parts of the *clockwork songbird*, they'll also recognize the birds carved into the disk match the features of the songbird. This songbird's components are scattered throughout the region, including a few on the level below, so it's unlikely the PCs will be able to activate this portal the first time they discover it.

If the PCs rebuild the *clockwork songbird* and activate it in this hallway, the sun carved on the bronze disk grows brighter until the entire surface glows with a light that's almost painful to look at. The glow persists for 1 minute, during which any character who touches the disk is instantly transported 200 feet down into area **H16** below.

Reward: Grant the PCs 20 XP if they manage to open this portal.



Isphinn

H14. ISPHINN'S PRISON

TRIVIAL 9

A bewildering array of gears, rods, pistons, springs, and coils twist, churn, and grind along the walls of this oddly-shaped room. To the south, nestled between a five-foot-diameter and a ten-foot-diameter gear set on opposing walls, four blue metal levers protrude from the wall. Rotating stone pillars covered with smaller gears spin and grind down the room's centerline. To the east, several long strips of waxed leather spin around rods in a small maze along the walls, wrapping over and under each other. The constant movement of these various parts fills the room with a grinding cacophony.

This area contains several of the inner workings of the large clockwork engine built into the walls of these chambers and was once a place where the internal components could be serviced. A PC who observes the gears and workings in here and succeeds at a DC 26 Crafting check to Recall Knowledge recognizes this fact, while a critical success not only reveals the subtle influence of geniecraft in the mechanisms, but also warns the PC about the fact that the mechanisms in here have been tampered with.

The levers in the southern wall can be manipulated to speed up, slow down, or even halt the gears, and they were once used for diagnostic purposes and stress testing. A PC who succeeds at a DC 26 Crafting check while examining the gears understands their use.

Creature: Eons ago, the ambitious sorcerer Zalavexus recruited the aid of an equally ambitious shaitan genie named Isphinn. With the genie's aid, Zalavexus hoped to imbue the clockworks of this entire complex with a deadly energy that he and Isphinn could use to incapacitate, capture, and potentially even murder his superior, Liraluarue. Yet, Liraluarue's mastery over divination gave her the upper hand from the start, and when the duo tried to spring their trap, they realized to their horror that Liraluarue had altered their magical workings without them realizing it. Zalavexus was nearly slain and was swiftly captured and entombed in the Wormcrypt (area **G12**), while the same energies turned back on Isphinn and bound her into the machinery in this chamber.

For thousands of years, Isphinn remained trapped within these gears, her body reduced and merged with one of countless identical-looking cogs in the

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A FRIENDLY GENIE?

Unlike most of the ancient creatures found in the Pit, Isphinn still knows and remembers a fair amount about the way things were before Earthfall changed this world, and if the PCs manage to secure her aid, she might tell them more about the Pit, its secrets, and even about Lircularue. Her ability to earth glide could, theoretically, allow her to come and go from the Songbird's Vault (area H16), but she won't take the risk—she knows about the vault's existence, but not its exact location, and she doesn't know what sorts of wards and protections the vault has. She isn't eager to face more traps left behind by the woman who imprisoned her in a cog.

machinery, and only when the clockworks were finally wound by the serpentfolk did the imprisoned shaitan have the chance to influence the world around her again. Even then, she remains restricted to this chamber—and as the PCs are, potentially, the first to visit this tomb since Earthfall, they represent her first real chance at freedom.

While she's trapped, Isphinn can do very little, but while the clockworks are wound (thanks to the serpentfolk), she can exert just enough pressure and influence on the grinding gears she's a part of to approximate the vague sound of speaking amid the gears—but only in the language of Terran. A PC who doesn't speak Terran can attempt a DC 26 Perception check to notice the grinding gears sound almost like language, and with a critical success, the PC identifies the language as Terran. If a PC can understand Terran, they pick out Isphinn's plea—to “pluck her from this infernal contraption.” She can direct the PCs to the specific tiny cog that she's lodged within if they can understand her, but if they demand to know more before pulling the cog loose, she reveals she's a powerful shaitan who was trapped here eons ago, and in return for her freedom, she'll grant the one who “plucks her free” their fondest desire, greatest hope, or anything else without quite coming out and using the word “wish.” These promises are falsehoods, and a PC who isn't tricked by Isphinn's lies and confronts her about it gets her to change her tune. She then promises not only to give the PCs a powerful magical weapon in return, but also promises to tell them about a great treasure horde hidden nearby in a place only the “songs of the gears themselves can open.”

Without her guidance, a PC who spends a half hour Searching the room can attempt a DC 28 Perception check or a DC 24 Crafting check to notice that one small cog in the tangle of gears isn't actually linked to the machine and that it can be pulled free with ease as an Interact action.

If a character pulls the cog free, it vanishes and Isphinn appears in its place, a porphyry-skinned, sapphire-haired woman who stands nearly 10 feet tall. Set free, she cackles in delight and relief. Note that while she can now communicate in a language other than Terran, the only other language she knows is Thassilonian. If she tricked the PCs with promises of their fondest desires, she reveals that she has decided to grant them their lives and gives them permission to leave her in peace. If, on the other hand, they convinced her to reveal her secret, Isphinn will tell them that the one-time ruler of this realm kept her treasures in a hidden vault with no physical entrance—and that only the song of a clockwork bird she carried with her could open the golden door to this treasury.

Isphinn's primary goal once freed is to *plane shift* back to the Plane of Earth, but since it requires 10 minutes of casting, she won't begin her escape if the PCs are hostile. In this case, she'll fight them until reduced to 30 Hit Points or fewer, at which point she flees by earth gliding into the stone floor and doesn't return.

ISPINN

CREATURE 8

Elite female shaitan (*Pathfinder Bestiary* 6, 164)

Initiative Perception +17

Item +1 *striking corrosive falchion*

Melee ♦ *falchion* +22 (forceful +1, magical, reach 10 feet, sweep), **Damage** 2d10+14 slashing plus 1d6 acid

Treasure: If the PCs secure Isphinn's cooperation before they free her, she honors her word and gives the PC who freed her the magical falchion she wields before she begins casting *plane shift* to return home.

Reward: If the PCs free Isphinn without a fight, grant them XP as if they'd defeated her in combat. If they also secure her knowledge and falchion, grant them an additional 30 XP.

H15. SERPENTFOLK SHRINE

SEVERE 9

A curtain made of spidersilk dyed with green serpentine patterns hangs along the east side of this wide chamber. A serpent's skull the size of a goblin sits on a green silk rug on the ground against the southern wall, its eye sockets softly glowing with green light. In a large alcove to the west sits a black stone disk emblazoned with an image of a seven-pointed star.

Behind the eastern curtain is a private place for the leader of the serpentfolk to rest—the area features a comfortable bedroll made of silk and a low table made of reinforced mushroom planks (similar in texture and strength to soft wood), atop which rest several dirty plates and goblets.

The large skull on the spider silk rug is a religious relic brought here by the serpentfolk. While the skull is merely that of a long-dead cave serpent, scrimshaw on its surface indicates its special role as a portable altar in the worship of the serpentfolk deity Ydersius, a detail that a character who succeeds at a DC 20 Religion check to Recall Knowledge knows. This skull is the focus of a *consecrate* ritual. Creatures who worship Ydersius (including Vizmivool and the two serpentfolk cultists in the chamber) gain a +1 status bonus to attack rolls, skill checks, saving throws, and Perception checks while within 40 feet of the skull, and their Strikes deal an additional 1 evil damage. If the skull is destroyed (AC 20, Hardness 10, HP 16 (BT 8)), the ritual effects end.

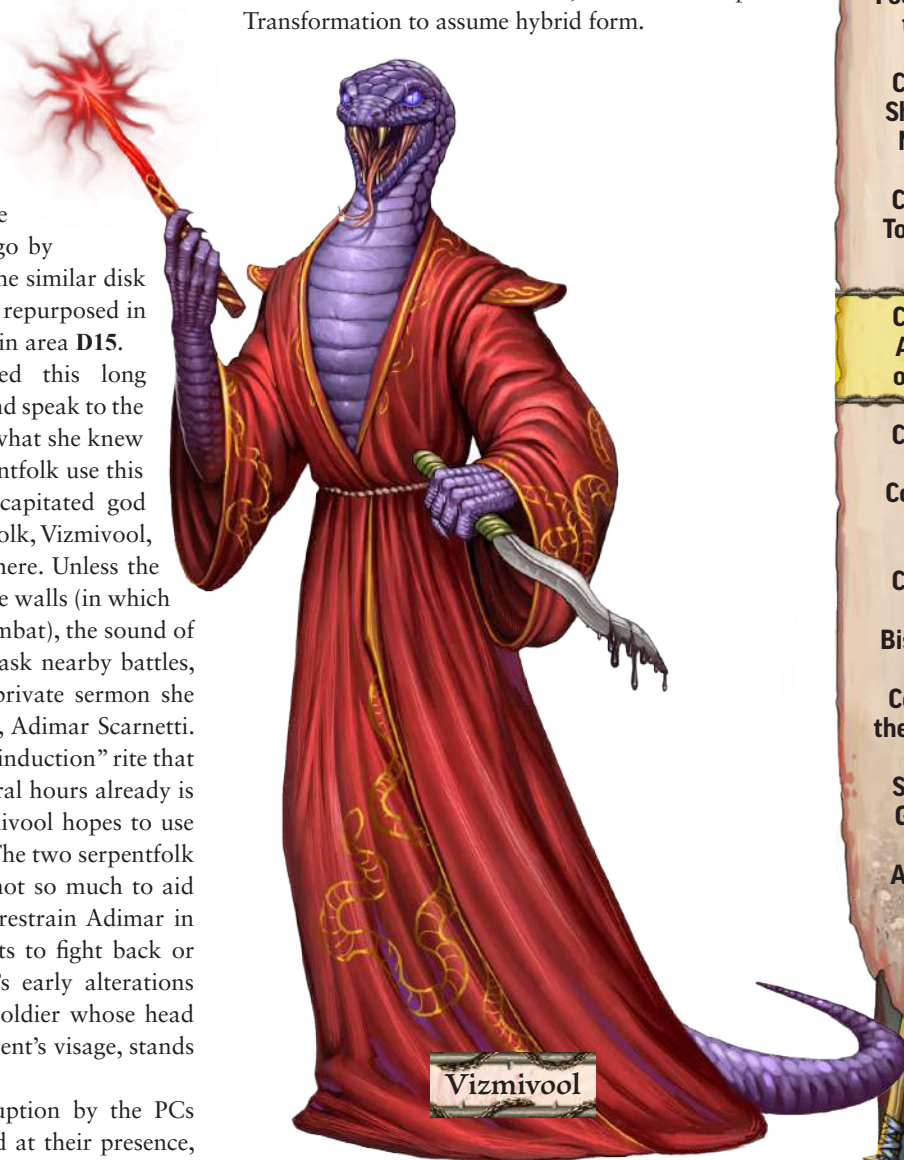
The black stone disk is an inactive *teleportation circle* created eons ago by Liralarue that was once linked to the similar disk in area H9. It can be identified and repurposed in the same way as those that appear in area D15.

Creatures: Liralarue once used this long chamber as a lecture hall to teach and speak to the rare few she felt deserved to learn what she knew about clockworks; today, the serpentfolk use this chamber as a temple to their decapitated god Ydersius. The leader of the serpentfolk, Vizmivool, also makes her personal quarters here. Unless the PCs deactivate the gearworks on the walls (in which case the serpentfolk prepare for combat), the sound of grinding clockworks is likely to mask nearby battles, and Vizmivool will continue the private sermon she has been giving to her latest thrall, Adimar Scarnetti. What he doesn't realize is that the "induction" rite that he has been taking part in for several hours already is in fact an *inveigle* ritual that Vizmivool hopes to use to secure Adimar's lasting loyalty. The two serpentfolk cultists who attend her are there not so much to aid the ritual's casting as they are to restrain Adimar in the event he wises up and attempts to fight back or escape. Finally, one of Vizmivool's early alterations upon arriving here, a clockwork soldier whose head has been refitted to look like a serpent's visage, stands near the gear door to the north.

The serpentfolk take an interruption by the PCs as an invitation to fight. Frustrated at their presence,

Vizmivool orders her cultists and Adimar to attack at once to defend the shrine of Ydersius from the intruders. To give a visual cue to the PCs about the *consecrate* ritual's effects, every time Vizmivool or a serpentfolk cultist inflicts evil damage with one of their Strikes, describe how the blow flashes with a sickly green light that's accompanied by a similar pulse of light from the skull altar's eye sockets.

While the serpentfolk intently engage the party without chatter, Adimar doesn't—he taunts the PCs with insults and challenges. A PC who Senses Motive on Adimar's behavior with a successful DC 26 Perception check detects a sense of desperation in these threats, as if he were overcompensating in an attempt to prove to his serpentfolk allies his devotion to them. He begins the battle in human form, but as soon as he's reduced to fewer than 100 Hit Points, he uses Unexpected Transformation to assume hybrid form.



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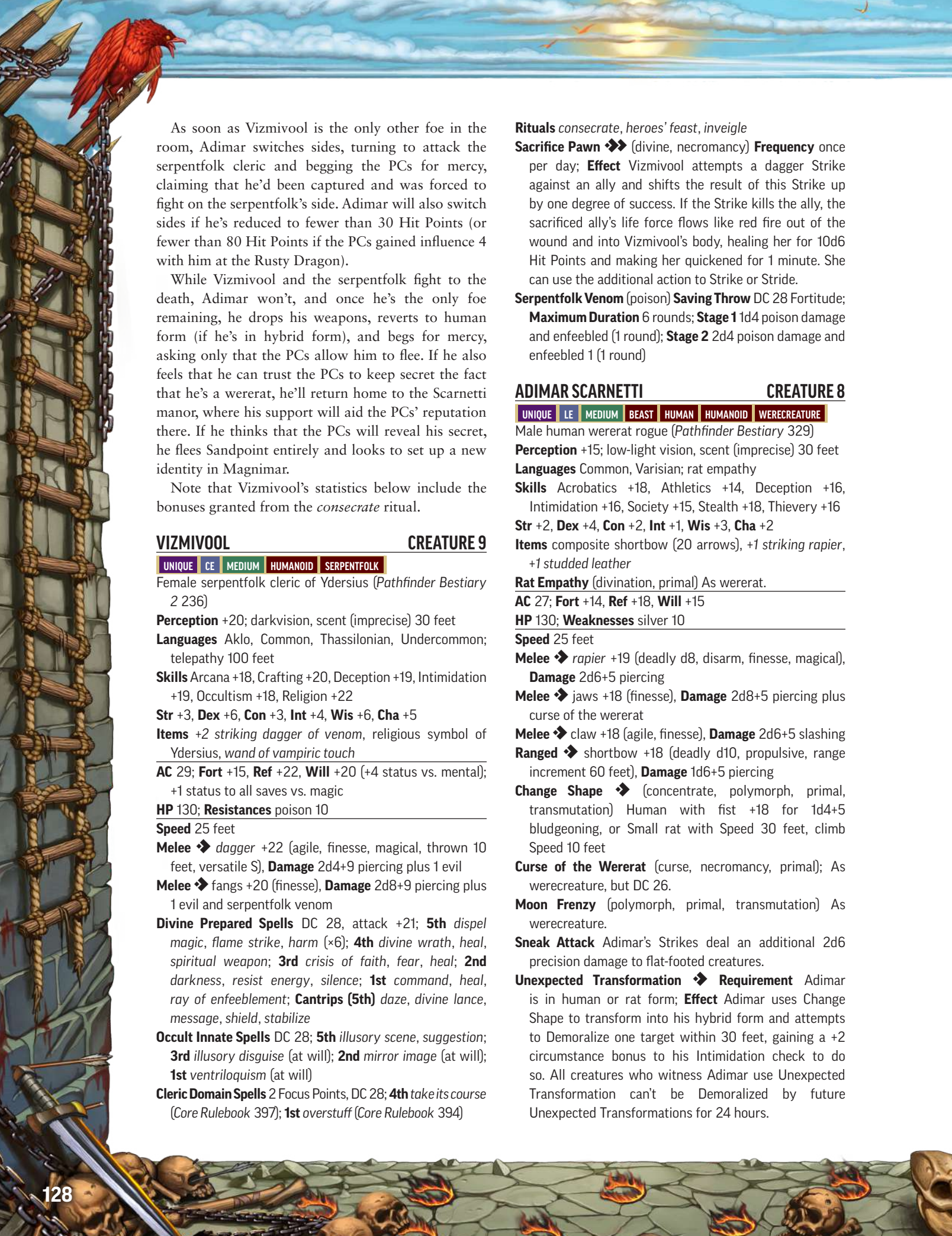
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As soon as Vizmivool is the only other foe in the room, Adimar switches sides, turning to attack the serpentfolk cleric and begging the PCs for mercy, claiming that he'd been captured and was forced to fight on the serpentfolk's side. Adimar will also switch sides if he's reduced to fewer than 30 Hit Points (or fewer than 80 Hit Points if the PCs gained influence 4 with him at the Rusty Dragon).

While Vizmivool and the serpentfolk fight to the death, Adimar won't, and once he's the only foe remaining, he drops his weapons, reverts to human form (if he's in hybrid form), and begs for mercy, asking only that the PCs allow him to flee. If he also feels that he can trust the PCs to keep secret the fact that he's a wererat, he'll return home to the Scarnetti manor, where his support will aid the PCs' reputation there. If he thinks that the PCs will reveal his secret, he flees Sandpoint entirely and looks to set up a new identity in Magnimar.

Note that Vizmivool's statistics below include the bonuses granted from the *consecrate* ritual.

VIZMIVOOL

CREATURE 9

UNIQUE **CE** **MEDIUM** **HUMANOID** **SERPENTFOLK**
Female serpentfolk cleric of Ydersius (*Pathfinder Bestiary* 2 236)
Perception +20; darkvision, scent (imprecise) 30 feet
Languages Aklo, Common, Thassilonian, Undercommon; telepathy 100 feet
Skills Arcana +18, Crafting +20, Deception +19, Intimidation +19, Occultism +18, Religion +22
Str +3, **Dex** +6, **Con** +3, **Int** +4, **Wis** +6, **Cha** +5
Items +2 *striking dagger of venom*, religious symbol of Ydersius, *wand of vampiric touch*
AC 29; **Fort** +15, **Ref** +22, **Will** +20 (+4 status vs. mental); +1 status to all saves vs. magic
HP 130; **Resistances** poison 10
Speed 25 feet
Melee **◆** *dagger* +22 (agile, finesse, magical, thrown 10 feet, versatile S), **Damage** 2d4+9 piercing plus 1 evil
Melee **◆** fangs +20 (finesse), **Damage** 2d8+9 piercing plus 1 evil and serpentfolk venom
Divine Prepared Spells DC 28, attack +21; **5th** *dispel magic*, *flame strike*, *harm* (×6); **4th** *divine wrath*, *heal*, *spiritual weapon*; **3rd** *crisis of faith*, *fear*, *heal*; **2nd** *darkness*, *resist energy*, *silence*; **1st** *command*, *heal*, *ray of enfeeblement*; **Cantrips** (**5th**) *daze*, *divine lance*, *message*, *shield*, *stabilize*
Occult Innate Spells DC 28; **5th** *illusory scene*, *suggestion*; **3rd** *illusory disguise* (at will); **2nd** *mirror image* (at will); **1st** *ventriloquism* (at will)
Cleric Domain Spells 2 Focus Points, DC 28; **4th** *take its course* (*Core Rulebook* 397); **1st** *overstuff* (*Core Rulebook* 394)

Rituals *consecrate*, *heroes' feast*, *inveigle*

Sacrifice Pawn **◆◆** (divine, necromancy) **Frequency** once per day; **Effect** Vizmivool attempts a dagger Strike against an ally and shifts the result of this Strike up by one degree of success. If the Strike kills the ally, the sacrificed ally's life force flows like red fire out of the wound and into Vizmivool's body, healing her for 10d6 Hit Points and making her quickened for 1 minute. She can use the additional action to Strike or Stride.

Serpentfolk Venom (poison) **Saving Throw** DC 28 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d4 poison damage and enfeebled (1 round); **Stage 2** 2d4 poison damage and enfeebled 1 (1 round)

ADIMAR SCARNETTI

CREATURE 8

UNIQUE **LE** **MEDIUM** **BEAST** **HUMAN** **HUMANOID** **WERECREATURE**
Male human wererat rogue (*Pathfinder Bestiary* 329)
Perception +15; low-light vision, scent (imprecise) 30 feet
Languages Common, Varisian; rat empathy
Skills Acrobatics +18, Athletics +14, Deception +16, Intimidation +16, Society +15, Stealth +18, Thievery +16
Str +2, **Dex** +4, **Con** +2, **Int** +1, **Wis** +3, **Cha** +2
Items composite shortbow (20 arrows), +1 *striking rapier*, +1 *studded leather*
Rat Empathy (divination, primal) As wererat.
AC 27; **Fort** +14, **Ref** +18, **Will** +15
HP 130; **Weaknesses** silver 10
Speed 25 feet
Melee **◆** *rapier* +19 (deadly d8, disarm, finesse, magical), **Damage** 2d6+5 piercing
Melee **◆** jaws +18 (finesse), **Damage** 2d8+5 piercing plus curse of the wererat
Melee **◆** claw +18 (agile, finesse), **Damage** 2d6+5 slashing
Ranged **◆** shortbow +18 (deadly d10, propulsive, range increment 60 feet), **Damage** 1d6+5 piercing
Change Shape **◆** (concentrate, polymorph, primal, transmutation) Human with fist +18 for 1d4+5 bludgeoning, or Small rat with Speed 30 feet, climb Speed 10 feet
Curse of the Wererat (curse, necromancy, primal); As werecreature, but DC 26.
Moon Frenzy (polymorph, primal, transmutation) As werecreature.
Sneak Attack Adimar's Strikes deal an additional 2d6 precision damage to flat-footed creatures.
Unexpected Transformation **◆** **Requirement** Adimar is in human or rat form; **Effect** Adimar uses Change Shape to transform into his hybrid form and attempts to Demoralize one target within 30 feet, gaining a +2 circumstance bonus to his Intimidation check to do so. All creatures who witness Adimar use Unexpected Transformation can't be Demoralized by future Unexpected Transformations for 24 hours.

SERPENTFOLK CULTISTS (2)

CREATURE 7

Page 117

Initiative Perception +15

CLOCKWORK SOLDIER

CREATURE 6

Pathfinder Bestiary 3 49

Initiative Perception +16

Treasure: An oily-feeling tome bound in pale green snakeskin sits on the bedroll beyond the eastern curtain. This book has no title but is filled with prayers and religious notes devoted to the serpentfolk deity Ydersius. Written in Aklo, the tome also contains the formulas for three rituals: *consecrate*, *heroes' feast* (*Advanced Player's Guide* 242), and *inveigle*. Notes on the last few pages include many of Vizmivool's plans for the clockwork utilities, including scattered notes on her failed attempts to decipher the portal at area **H13**. She managed to determine that some sort of complex series of sounds are the key to activating it, but was wary about trying to force her way through for fear of damaging the only route into whatever lies on the far side of the mystery.

A small silver coffer worth 25 gp sits nearby, containing a stash of rare incense worth 200 gp.

Reward: If the PCs grant Adimar mercy, grant them XP as if they'd defeated him in combat. If he returns to Sandpoint, the PCs earn 2 Reputation Points with the Scarnetti Consortium. If at a later date the PCs reveal the truth of Adimar's werecreature nature to Titus Scarnetti, the family patriarch is shocked, angry, and takes action to have his "tainted" relation removed from public view, secretly executing him to prevent what he fears could develop into a scandal. This act earns the PCs another 2 Reputation Points with the Scarnetti Consortium. If, on the other hand, the PCs reveal proof of Adimar's wererat nature publicly, they can damage the Scarnetti name—this act earns them 2 Reputation Points with the Bunyip Club and the Sandpoint Mercantile League but automatically reduces their Reputation Points with the Scarnetti Consortium to -20.

H16. SONGBIRD'S VAULT

SEVERE 9

A set of four stone pillars carved to resemble stacks of gears piled one atop the other support this large chamber's vaulted, thirty-foot-high ceiling. To the north and south stand low stone pedestals atop which are mounted different statues of imperious-looking wizardly figures. A softly glowing, eight-foot-diameter bronze disk depicting a circle surrounded by seven hooked lines sits in the eastern

wall, while to the west, a long, curved shelf contains dozens of valuable-looking treasures.

The bronze disk on the eastern wall transports anyone who touches it as an Interact action to area **H13**; unlike the portal at that location, this one needs no songbird to activate it.

The statues to the north and south each depict one of the runelords who ruled Thassilon at the end of the empire's era. With a successful DC 25 Arcana or Society check to Recall Knowledge, a character identifies those along the northern wall as Alaznist, Zutha, Belimarius, and Krune, and three of those to the south as Xanderghul, Sorshen, and Karzoug. The southwesternmost statue is of a beautiful woman dressed in an elegant, bejeweled gown who wields a naginata (*Pathfinder Treasure Vault* 25). This statue depicts Liralae, who fancied herself as the eighth runelord, yet she has largely been lost to time—the PCs won't be able to identify her with any amount of Recall Knowledge attempts, but if they've achieved at least 12 Research Points in researching her, they'll automatically recognize her.

Creature: Once, the guardians of this chamber included several demons, but today, only one of them remains—a lithe creature clad in flowing robes and with the hideous head of a giant fly. This coloxus demon is named Chemendi, who opted to remain here when the terms of her original servitude expired eons ago, as this chamber's cleanliness was (and remains to this day) a welcome break from the filth of the Abyss, a quality she hasn't yet grown tired of. Even though Liralae took most of the treasure kept here as she fled to an undisclosed location in an attempt to avoid Earthfall, enough remains here to keep Chemendi distracted and filled with purpose.

As soon as Chemendi notices the PCs' arrival, she steps forward, using *tongues* to speak clearly (since this ancient demon knows Thassilonian instead of Common) as she greets them to "my Mistress's vault." She then sternly informs the PCs that they're intruding and that if they leave at once, she shall not fault them for their ignorance, "For you mortals are so prone to mistakes, it seems unnecessarily cruel to punish you for them." If the PCs don't immediately leave, Chemendi shrugs and then Lies to the PCs and says, "Very well; you may stay, but I must ask you to keep your hands to yourselves—do so, and we can perhaps have a pleasant discussion about your purpose here."

If she successfully Lies to the PCs, the demon does her best to continue telling falsehoods while trying to get as much information out of them about where

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they're from and how the world has changed over the past several thousand years, more to satisfy her own curiosity than much else. She proposes a quid pro quo arrangement—she'll answer one question in return for an answer to one of these topics from the PCs, but each and every time, her answers are lies meant to confuse or possibly even endanger those who take them as truths.

If the PCs call her out on these lies, or once she grows tired of the game (at your discretion), Chemendi rolls for initiative using Deception so she can use Vanishing Words and cast *invisibility* as a reaction. Canny PCs who attack suddenly can prevent her from using this tactic by instead forcing her to roll for initiative using Perception. Once combat begins, Chemendi fights to the death because she isn't sure what direction to go with a *dimension door* to escape the chamber, and the option to return to the Abyss after her initial term of service expired many thousands of years ago has long since expired as well.

Note that while this is a Severe 9 encounter against a very dangerous single foe, chances are that the PCs won't be able to enter this vault until after they reach 10th or even 11th level, at which point this fight is a Moderate 10 or Low 11 encounter.

CHEMENDI

CREATURE 12

Female coloxus (page 189)

Initiative Deception +23 or Perception +22

Treasure: While the runelord statues are of stone, each of them carries a real magical weapon; while these weapons are relatively minor in power themselves, each is fitted with a rune that matches that runelord's themes. Removing a magic weapon from a statue requires three Interact actions.

Xanderghul holds a +1 *flickering bec de corbin* (page 182, *Treasure Vault* 25). Sorshen holds a +1 *grievous guisarme*. Karzoug holds a +1 *shifting glaive*. Alaznist holds a +1 *shock ranseur*. Zutha holds a +1 *wounding scythe*. Belimarius holds a +1 *merciful halberd* (*Treasure Vault* 33). Krune holds a +1 *corrosive longspear*. And Liralarue holds a +1 *dragon bane naginata* (*Secrets of Magic* 180, *Treasure Vault* 25).

While Liralarue took away the majority of the treasures once displayed on the western shelf, many valuable objects remain, including 100 gp in miscellaneous decorations and art objects, a *jade bauble talisman* carved in the shape of a pouncing cat, a *horn of blasting* carved with images of shrieking ghosts, a *moderate maestro's flute* made from a unicorn's horn, a green crystal *wand of mind reading*, a *greater ring of acid resistance*, a *linguist's dictionary* (*Treasure Vault*

112), a *vigilant eye spellheart* (*Treasure Vault* 129), and a large darkwood map case that's adorned in gold and is worth 120 gp (but is also 2 Bulk due to its awkward shape). The map case holds several diagrams of the chambers Liralarue built into the walls of the Pit. While the collection is out of date, incomplete, and damaged to illegibility in places, a PC who spends 8 hours studying this collection will learn the original purposes of the various levels Liralarue built into the Pit as well as the locations of all secret rooms found in the complex.

The Fifth Doom

Sandpoint's Fifth Doom begins when the ghost of Jervis Stoot possesses Charn Scarnetti with the aid of the Red Bishop, as detailed in "Copycat Killer" on page 41. If the PCs begin to investigate these murders, they'll eventually attract Charn's attention, and he'll attempt to contact the PCs for help. Alternatively, if the PCs collect at least three of the songbird components, Jervis Stoot senses these parts the first time the PCs return to Sandpoint with them in their possession. (This likely happens once the PCs get the songbird's body from Vorvashali, the legs/tail from Chertus in area **H7**, and the winding key from Minargul in area **D10**).

If the PCs have become particularly obsessed with tracking down the copycat killer to the extent that they're focusing more on this subplot than continuing to explore the Pit, that's fine as well. In this event, rather than Charn seeking the PCs out for aid once they reach 8 Victory Points in "Copycat Killer," they'll find enough clues to suggest that Charn is the killer.

CONFRONTING THE KILLER

MODERATE 9

The exact location where the PCs face the ghost of Jervis Stoot depends on which of three possible scenarios brings them together.

Charn "Seeks Help": If Charn learns the PCs are on his trail after they achieve 8 Victory Points while investigating the murders, his attempt to seek help is usurped by Stoot. Instead, the ghost uses Charn to send a taunting note to the PCs, informing them of his intent to murder someone close to them and to leave the victim's body for them to find in the jaws of the Polymorph Plague below the very "feet of their faith." If the PCs discovered the Yamasoth Shrine in area **B9** of the Hellstorm Catacombs, allow the players a DC 20 Sandpoint Lore check or DC 22 Society check to Recall Knowledge to know that they should seek out this area. If they haven't, or do not remember, hint that there may be more to explore beneath the cathedral.

Stoot Seeks Songbird Parts: If instead Stoot senses songbird parts, he has Charn send the PCs a note

offering to purchase the songbird parts for 500 gp, but that he wants to keep the transaction secret—he invites the PCs to meet in the Hellstorm Catacombs in area **B9**, citing the location as being “secure from curious eyes.” If the PCs refuse to meet, Stoot (as Charn) instead attacks them where they sleep that night.

PCs Confront Charn: If you allow the PCs to settle on Charn as a primary suspect for the killings, their investigations should inform them that Charn is most likely spending time at the Hagfish (during the day) or at his home in Scarnetti Manor (at night). Whether the PCs confront him at either place or seek to confront him elsewhere is up to them.

Creatures: Once the PCs meet with Charn, the ghost of Jervis Stoot is in full control, and within a few moments of encountering the PCs, he attacks them using Charn’s body. Use the statistics for a noble for when Charn attacks, but he does so wielding a hatchet and uses Stoot’s ghostly hatchet Strike to attack. If the fight takes place in area **B9** and Charn is reduced to 15 Hit Points or fewer, Stoot jumps him into the Yamasoth iron maiden therein on his next turn. To do so, he must be adjacent to the statue, and then he simply Interacts with it to inflict 4d6+6 piercing damage to Charn.

If Charn is slain or immobilized, Jervis Stoot abandons the body and emerges to carry on the fight against the PCs in his ghostly form. In this fight, Stoot focuses on making ghostly hatchet Strikes. The ghost fights until destroyed, pursuing the PCs relentlessly until defeated.

CHARN SCARNETTI

CREATURE 3

Male human aristocrat (noble, *Pathfinder Gamemastery Guide* 206)

Initiative Perception +11

Melee ♦ ghostly hatchet, as Jervis Stoot.

JERVIS STOOT

CREATURE 11

UNIQUE CE MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

Male human ghost (*Pathfinder Bestiary* 167)

Perception +21; darkvision

Languages Abyssal, Common

Skills Crafting +19 (+23 woodcarving), Deception +23, Intimidation +23, Religion +21, Sandpoint Lore +19, Stealth +22

Str -5, **Dex** +5, **Con** +3, **Int** +2, **Wis** +4, **Cha** +6

Trinket Bound Jervis Stoot can normally stray only a short distance from the underground chambers atop Chopper’s Isle just north of Sandpoint, but when the head of the *clockwork songbird* is brought out of that area, Stoot can follow. As long as a creature he possesses carries the head, he can travel as he wishes, but no further than 5 miles from the town of Sandpoint.

AC 28; **Fort** +18, **Ref** +22, **Will** +21

HP 150, negative healing, rejuvenation; **Immunities** blindness, death effects, disease, paralyzed, poison, precision, unconscious, visual effects; **Resistances** all damage 10 (except force, *ghost touch*, positive, or Strikes from birds or avian creatures [including creatures who fly with wings, but not creatures who fly through magic alone]; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) If Jervis is destroyed, he rejuvenates back in the underground chambers below Chopper’s Isle and seeks out the carrier of the *clockwork songbird*’s head as long as they remain within 5 miles of Sandpoint. If the architect of his whole doom, the Red Bishop, is slain, Stoot can move on to the afterlife.

Speed fly 25 feet

Melee ♦ ghostly hatchet +22 (agile, finesse, magical); **Damage** 2d6+11 negative plus 1d6 persistent bleed

Ghostly Murder ♦♦ (divine, necromancy) Jervis Stoot raises a hand high, and a murder of ghostly crows manifests in a vortex above his hand. He then lowers his hand to point in a direction, and the murder of ghostly crows swarms out in a 20-foot cone. All creatures caught in the area must attempt a DC 30 Reflex save. Jervis can’t use Ghostly Murder again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes 6d6 slashing damage.

Failure The creature takes 10d6 slashing damage and 2d6 persistent bleed damage.

Critical Failure The creature takes 15d6 slashing damage, 5d6 persistent bleed damage, and is blinded. The blindness persists until it’s healed via an effect like *restore senses*.

Malevolent Possession ♦♦ As ghost, but only against a creature that carries the head of the *clockwork songbird* somewhere on their person.

Tears of Blood ♦♦ (divine, necromancy) **Frequency** once per day; **Effect** Jervis Stoot makes a plucking motion with his fingers. One creature he can sense within 30 feet experiences the agony of their eyes being plucked out and takes 12d6 mental damage from the pain (DC 30 basic Fortitude save, plus blinded for 1 minute on a critical failure).

Treasure: Charn carries the head of the *clockwork songbird* (page 33).

Reward: If the PCs manage to save Charn, grant them 20 XP; doing so earns the PCs 1 Reputation Point with the Scarnetti Consortium. Solving the murder and putting the notorious ghost to rest earns the PCs 5 Reputation Points with a faction of their choice and 2 Reputation Points with each of the other factions. If Charn dies in this encounter, the PCs lose 2 Reputation Points with the Scarnetti Consortium.

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Chapter 8: Where Corpselight Glows

When Liralarue first arrived at the Pit and began to lay her hidden plans, she was intrigued by a potent source of Abyssal power that radiated from the depths of the Pit. She found evidence in a nearby cavern that something predating the rise of Thassilon once dwelled here and worshipped the power, and so she created her deepest, most hidden chambers within the depths of those caves. Yet, the mysteries of that Abyssal energy would forever elude her.

The source of this power was, in truth, the slowly gestating demon Uvaglor. When he finally rose from the rock in -4188 AR and tore upward through the Pit, his passage widened the shaft and brought ruin to the central portion of Liralarue's complex. Those who saw Uvaglor as a god viewed the Pit as sacred, the site of his birth, and they built a temple to his power here. Today, the temple still serves the powers of the Abyss, only now it's used to worship the demon lord of ghouls, Kabriri. Here, the penultimate plot against Sandpoint

brews, and here, the PCs will finally learn the nature of the one who has, for decades, orchestrated so many dooms for the Lost Coast.

This level of the Pit is intended for 10th-level characters, but note that these encounters tend to be quite difficult. Parties that have been diligently exploring the Pit are likely to reach 11th level before completing this chapter.

Sazzleru's Ward

When the PCs reach the lowest reaches of the Pit, read or paraphrase the following.

The Pit's diameter has narrowed significantly here at the deepest reaches. The fog remains thick, leaving the walls and rocky floor damp with moisture. A set of ancient stone steps leads upward to the west, while to the east, a series of grooves carved into the wall create a sort of ladder leading up. Two cave entrances yawn to the south,

one five-foot-wide to the southwest and one ten-foot wide with several large animal bones strewn about its mouth to the southeast. Faint carvings of lines, circles, and arcs adorn the otherwise smooth pit floor, all surrounded by a fifteen-foot-diameter circle of barely legible runes.

An examination of the carvings on the ground quickly reveals that they're ancient indeed, and a character who succeeds at a DC 25 Crafting check can estimate them to be over 9,000 years old, making them post-Earthfall and thus not Thassilonian in origin. With a successful DC 25 Perception check, a character recognizes the faint runes that make up the surrounding circle are inscribed in Celestial and consist of nine different prayers to the Empyrean Lords to watch over the area and to keep it safe from evil.

This circle is Sazzleru's ancient ward, inscribed in the floor of the Pit after she banished Uvaglor. The ward was intended to not only prevent Uvaglor's return, but to shore up the metaphysical damage done to the fabric of reality between this world and the Abyss, and while the ward continues to function to this day, it hasn't been able to contain the influence of the Abyss. The creatures and sinister dangers that have long infested the Pit are drawn here by these energies, even as most of them don't understand the strange sensation of belonging they feel here.

A PC who examines the runes can attempt a DC 30 check to Identify Magic to learn that the ward was created to reinforce reality and to prevent Abyssal energies from seeping into this world through a thin spot between the planes. While the ward has been carved into the stone, destroying the stone itself won't harm the ward, for it's imprinted on the very fabric of reality. On a critical success, the character further reveals that cunning energies are woven into the ward, preventing those who serve the needs and whims of the Abyss from taking direct action to remove or undo these magical protections. Beyond the knowledge that a method does exist to remove the ward, that secret won't be revealed by a mere Identify Magic check—but the PCs are destined to discover it in the final chapter of this adventure, for this rune's destruction is the goal sought by the Red Bishop.

The Devil's Den

The larger of the two cave entrances at the bottom of the Pit leads south into a large cavern—area **I**. An examination of the bones strewn about the cave entrance reveals them to be chewed upon and cracked open, and that while most of the bones belong to wild animals, some are the remains of humans, goblins, and even a few ogres. The telltale stink of brimstone

is apparent from the entrance, and PCs who have fought the Sandpoint Devil automatically recognize that particular odor as being identical to the now likely-slain creature's breath.

I. THE DEVIL'S DEN

SEVERE 10

A staggering carpet of bones, broken armor, shattered weapons, and matted clots of fur carpet the floor of this cavern. Here and there, stone pillars support the ceiling twenty feet above, while two bowl-shaped depressions in the ground appear to be particularly cluttered with grisly remains. The air reeks of brimstone and old blood. A hole in the ceiling to the northeast leads up to another cavern overhead.

The hole in the ceiling leads to area **H6**, 30 feet above.

The tangle of bones and filth on this cavern's floor creates difficult terrain. In the two bowl-shaped areas, the filth is particularly deep and counts as greater difficult terrain.

Creatures: This cavern has served the Sandpoint Devil as a den for its entire life—and if the PCs have already slain it, the cavern serves it in undeath.

If the PCs haven't yet killed the Sandpoint Devil, they encounter it here, and it fights to the death, pursuing the PCs relentlessly. For 10th level characters, this is a Trivial encounter.

It's more likely, though, that the PCs have slain the monster already, in which case a much more dangerous encounter takes place here. Unwilling to move on to its final rest, the Sandpoint Devil's soul slithers back to this chamber upon its death, where it transforms into a unique, spectral version of itself. This spectral devil appears as the Sandpoint Devil did in life, save that its body is now made entirely of flames. The undead shade rises up from the eastern depression in the floor as soon as any living creatures enter the cavern, and it rolls Stealth for initiative.

At the start of the second round of combat, the flames that make up the spectral devil's body ripple out from it to dance across the cavern's floor, interacting with decades of sinister energies and the latent powers of the Abyss, which leaks in through metaphysical cracks in Sazzleru's ward in the Pit floor to the north. These energies infuse the countless humanoid remains strewn across the floor, causing the bones and bits of dried leather and fur to slither up into four humanoid shapes, raising them up as four bodaks. These additional undead join the spectral devil in its fight, but on the first round of combat, they're stunned 2 as their bodies knit back together. The undead fight

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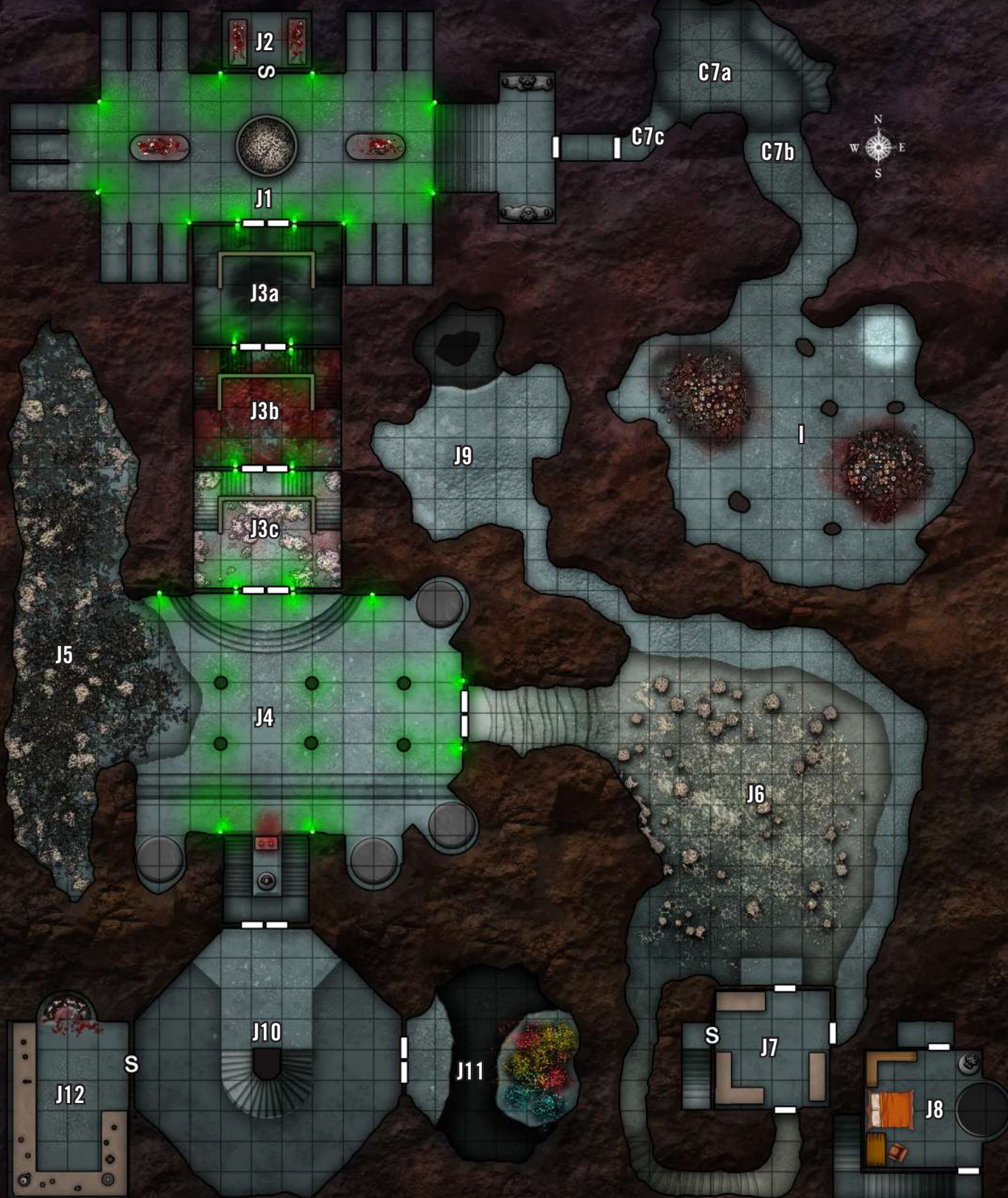
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THE DEVIL'S LAIR AND THE TEMPLE OF KABRIRI
ONE SQUARE = 5 FEET



until destroyed but don't pursue foes beyond this cavern's boundaries.

It's highly unlikely that the PCs will realize that the spectral devil will rejuvenate or, even if they do, that they'll be able to stop it. When the spectral devil rejuvenates, it does so in the farmlands of the south, rising from a dead horse and taking to the sky. Rather than return here, the resurrected Sandpoint Devil travels to area N2 of Grubber's Hermitage, where the PCs are destined to face it one more time; see Chapter 9 for more details.

SPECTRAL DEVIL

CREATURE 10

UNIQUE NE LARGE FIEND INCORPOREAL SPIRIT UNDEAD

Pathfinder Monsters of Myth 83

Perception +19; greater darkvision, scent (imprecise) 30 feet

Languages Abyssal, Varisian

Skills Acrobatics +22, Intimidation +23, Stealth +22, Survival +19

Str -5, **Dex** +7, **Con** +5, **Int** +0, **Wis** +4, **Cha** +3

AC 28; **Fort** +22, **Ref** +19, **Will** +16; +1 status to all saves vs. magic

HP 140, negative healing; **Immunities** death effects, disease, fear, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except cold iron, force, ghost touch, or positive; double resistance vs. non-magical)

Rejuvenation (divine, necromancy) Destroying the spectral devil releases its pure, evil essence into the world, where it can find a new body and re-form. When the spectral devil is destroyed, its essence finds the remains of a dead horse and rebuilds its physical body over the course of 1d10 days. Only completing a *consecrate* ritual heightened to at least 6th level in the place where the spectral devil was defeated, which consecrates the site of the spectral devil's destruction to a good deity, can prevent the spectral devil from returning and haunting the world once more.

Attack of Opportunity ☞ ghostly hoof only

Speed fly 50 feet

Melee ♦ ghostly jaws +23 (finesse, versatile P), **Damage** 2d12+13 negative

Melee ♦ ghostly hoof +23 (agile, finesse, versatile B), **Damage** 2d8+13 negative

Occult Innate Spells DC 26, attack +18; **4th** *dimension door*, *phantasmal killer*; **3rd** *fireball*; **2nd** *obscuring mist*; **1st** *gust of wind* (at will); **Cantrips (4th)** *produce flame*

Accursed Shriek ♦♦ (curse, evocation, occult, sonic) The spectral devil unleashes a terrifying howl in a 30-foot cone that deals 5d10 sonic damage. Each creature in the area must attempt a DC 29 Reflex save. The spectral devil can't use Accursed Shriek for 1d4 rounds.

Critical Success The creature is unaffected.



Spectral Devil

Success The creature takes half damage.

Failure The creature takes full damage and is frightened 2 by the eerie noise.

Critical Failure The creature takes full damage, is frightened 2, and becomes cursed. The victim's mind echoes with the sound of the shriek, impairing concentration. The cursed creature is stupefied 2 until the curse is removed.

Trample ♦♦♦ Medium or smaller, ghostly hoof, DC 26

BODAKS (4)

CREATURE 8

Pathfinder Bestiary 2 42

Initiative Stealth +18

Treasure: Over the years, the Sandpoint Devil slaughtered countless travelers along the Lost Coast Road. Their bones, mixed with an even greater number of wild animals that fell to its hunger, comprise the remains strewn about this cavern. The bones in the eastern depression in the floor served the Sandpoint Devil as a grisly nest, and here, the creature gathered the various treasures it came across over the ages. Ten minutes of work is enough to gather up this loot, which consists of several leather pouches containing a mix of coins amounting to 2,400 cp, 500 sp, and 88 gp, a dozen pieces of jewelry worth a total of

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120 gp, a +1 *thundering standard-grade adamantine warhammer*, a *spined shield*, a silver scroll tube worth 10 gp that contains a *scroll of disintegrate* and a *scroll of banishment*, a padded belt pouch containing a *panacea* and four moderate elixirs of life, and a *ring of counterspells* containing *phantasmal killer*.

Finally, among the items in the hoard is a bronze *clockwork songbird* wing once found at a ruin known as Raven's Watch on the northern side of the Devil's Platter. A doomed thief stole it from that ruin, only to be plucked up from the road on his way to town by the Sandpoint Devil, carried back here, and eaten. This wing is part of the *clockwork songbird* that, when completed, can activate the portal at area **H13**.

The Temple of Kabriri

In Liralae's time, these areas were little more than a winding series of caverns; she built a small structure into a cave in the southeast to serve as a hidden base but left the rest of the caves untouched. After the demon Uvaglor rose from the Pit, his cultists gathered here and carved out several of the caverns to create a grand temple devoted to the demon, but when Sazzleru defeated him, her people captured and executed the vile cultists who dwelled here. For thousands of years, the temple lay dormant, now and then playing host to creatures from the Darklands, but it wasn't until a ghast named Kanker came to the Pit and discovered the temple that it returned to its original use.

Recently, Kanker struck a bargain with the Red Bishop to aid the Midnight Dawn in their plans for Sandpoint. In return, Kanker has been promised what remains of the town and its citizens in the aftermath to do with as he pleases. With the PCs having disrupted the Midnight Dawn's plans, though, the intellect devourer has grown impatient and increasingly pushes for Kanker to join him in mounting a more offensive gambit against Sandpoint.

Kanker's full history and goals are presented on page 194 of this adventure.

TEMPLE FEATURES

The majority of the Temple of Kabriri doesn't have Thassilonian preservative magic, and when Kanker settled into the site, much of its original decor had crumbled away. Now, no trace of its former focus on the worship of Uvaglor remains—it's very much a temple devoted to the demon lord of ghouls. Ceiling height varies from room to room, and the doors are made of alchemically-reinforced wood. The doors can't be locked. While the inhabitants of the temple have darkvision, Kanker has lit many of the chambers with a flickering, pale green concoction known as

corpselight, an alchemical fuel made of treated blood and rendered fat that he burns in skull lanterns set throughout the chambers. Corpselight gives off the stink of decaying flesh and provides dim illumination.

J1. GHOULISH SANCTUARY

SEVERE 10

Twin statues of a leering figure with pointed ears, sharp teeth, and cloven hooves stand opposite and facing each other, flanking the path to a stairwell. The stairs, fifteen feet wide, lead down into a large chamber lit by numerous green fires that flicker in skulls made into lanterns on the walls. A mound of thousands, if not tens of thousands, of writhing maggots sits in a large bowl-shaped basin in the middle of the room. Two long stone tables stand to either side, each heaped with bones and body parts. Numerous alcoves containing stacked burial niches surround the room, and wooden double doors that look almost like immense gravestones carved with epitaphs sit in the southern wall.

A PC who succeeds at a DC 20 Religion check to Recall Knowledge identifies the stone statues at the eastern end of this chamber as Kabriri. A PC who Searches the area and succeeds at a DC 27 Perception check can discover the secret door to area **J2**.

The doors to area **J3a** each bear identical carvings of a phrase in Necril that reads, "Step forth, my hungry child, and be baptized in the first putrefaction—let the shadows soothe your rancid flesh and creaking bones."

The large stone bowl in the middle of the room is an immobile magical item that constantly fills with squirming, foul-smelling maggots. A PC who ends their turn adjacent to the foul smelling bowl of wriggling maggots must succeed at a DC 25 Fortitude save or become sickened 1 (sickened 2 on a critical failure) from the stench (this effect has the poison trait). The maggots melt away into nasty-smelling stains about a minute after they're taken from the bowl. The ghouls use the bowl to "bathe," as the maggots won't eat living or undead flesh but do an excellent job at consuming spills or leftovers from a ghastly meal.

Creatures: The bulk of Kanker's cult dwells here, spending most of their time in deep philosophical debate about the best methods of decaying flesh in preparation for eating, taking part in prayer services to Kabriri, or feasting on the latest offering of flesh brought to them by the Midnight Dawn. The ghouls are engaged in this last pursuit when the PCs arrive, with the eight cultists gathered around the western table as they feed upon the well-decayed bodies of

several xulgaths. The ghosts particularly enjoy the texture and tang of clotted and rotted scent glands, treating them as an awful variant of wishbones—a ghost rolls the spherical gland in their jaws, trying their hardest not to rupture it with their sharp teeth while the other ghosts offer a 2-minute prayer to Kabriri. If the ghost avoids puncturing the gland for the entire prayer, the others cheer in delight.

The putrid scent in the room, as a result, is remarkable. All saving throws against a ghost's stench in this room suffer a –1 circumstance penalty.

The ghosts don't immediately attack upon spotting the PCs, who are recognized unless they take pains to disguise themselves. The ghosts greet them with sardonic smiles and sarcastic observations at how the "heroes of Sandpoint have finally deigned to bask in the corpselight and partake of the feast." One of the ghosts procures a particularly glistening xulgath scent gland and approaches the PCs, telling them that if one of them can hold the gland in their mouth for 2 minutes without becoming sick, the ghosts will let the PCs pass through the doors to the south to take part in the "Putrefactions of Kabriri" without contesting their passage. A PC who wants to attempt this challenge must succeed at no fewer than 20 separate DC 20 Fortitude saving throws to resist becoming sickened 1 by the mouthful of decay; as soon as the PC fails one of these saving throws, the ghosts cheer in delight, for now they have permission to attack.

The ghosts honor their promise, but as soon as any PC returns to area J1 from the south, they attack at once—after all, they gave no promise about letting the PCs leave uncontested.

Once combat begins, the ghosts fight until destroyed and pursue the PCs gleefully if they try to flee, chasing them as far as the edge of Devil's Platter if it comes to it.

GHAST CULTISTS (8)

CREATURE 7

RARE CE MEDIUM GHOUL UNDEAD

Ghost priests of Kabriri (*Pathfinder Bestiary* 169)

Perception +18; darkvision

Languages Abyssal, Common, Necril

Skills Acrobatics +15, Athletics +15, Intimidation +17, Religion +18

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

Items +1 striking flail, religious symbol of Kabriri

AC 25; **Fort** +11, **Ref** +15, **Will** +18

HP 115, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Stench (aura, olfactory) 10 feet; as ghost, DC 22.

Speed 30 feet, burrow 5 feet

Melee ♦ flail +18 (disarm, magical, sweep, trip), **Damage** 2d6+10 bludgeoning

Melee ♦ jaws +17 (finesse), **Damage** 2d8+10 piercing plus ghost fever and paralysis

Melee ♦ claw +17 (agile, finesse), **Damage** 2d6+10 slashing plus paralysis

Divine Prepared Spells DC 25, attack +17; **4th** *divine wrath*, *harm*; **3rd** *blindness*, *crisis of faith*, *harm*; **2nd** *harm*, *silence*, *spiritual weapon*; **1st** *command*, *fear*, *ray of enfeeblement*; **Cantrips (4th)** *daze*, *divine lance*, *message*, *read aura*, *shield*

Consume Flesh ♦ (manipulate) As ghost, but a ghost cultist can also scoop up a handful of maggots to feed upon if they're adjacent to the large bowl in the middle of area J1. The ghost cultist regains 5d6 Hit Points.

Ghost Fever (disease) As ghost; DC 25.

Paralysis (incapacitation, occult, necromancy) As ghost, DC 25.

Swift Leap ♦ (move) As ghost.

J2. RIPENING PANTRY

Foul air pervades this chamber. A slab of stone large enough to support a body stands to either side of the room, and reek issues from the decayed bodies atop each slab. The wall to the north bears a bas-relief carving of a towering ghoulish figure at the head of a long table, preparing a grisly meal of body parts for a slaving family of ghouls.

This secret room serves the ghosts as both a prison and a pantry. An examination of the bodies reveals both to be human, but the stink rising from them exceeds that of natural decay. With a successful DC 20 Medicine check, a character notes that each corpse has been treated—basted, even—in alchemical creams and salves to cause decay to affect different parts in different ways or to bring out a host of specific colors and scents.

Treasure: A PC who Searches the bas-relief carving of Kabriri feeding a family of ghouls and succeeds at a DC 27 Perception check notes that the decaying human head sitting on a platter like a holiday roast is actually a cleverly hidden panel that, when pushed and then twisted, pops open to reveal a hidden niche in the wall. This niche contains a +2 *bloodletting kukri* that bears a minor curse—for 24 hours after a creature handles this weapon, all fresh food they eat tastes rancid, requiring them to succeed at a DC 25 Fortitude save to avoid becoming sickened 1, while food that's spoiled or rotten tastes delicious (but likely causes sickness on its own). Note that this kukri has an unusual relationship with its matching partner in area J4.

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J3. THE THREE PUTREFACTIONS

LOW 10

All three of these rooms are similar in construction, so you can use the following read-aloud text for each of them.

A pair of five-foot-wide staircases wind down from the northern side of this room. A large wooden door, again looking like gravestones etched with an epitaph, stand in the southern wall. To either side of the door, a lantern made from a skull flickers green fire from its eye sockets.

Kanker built these three rooms to give his acolytes a miniature pilgrimage to walk whenever they're called to join him in the inner sanctum—pilgrimages the cult calls "putrefactions." Each of these hazards poses no danger to a ghost (and indeed navigating these dangers is somewhat pleasant and religiously ecstatic for true believers), but for others, such as the PCs, navigating these three rooms can be painful, disgusting, and even deadly.

As with the door in area J1, each of these rooms' doors bears a different phrase carved in Necril.

For area J3a, add the following to the previous read-aloud text.

A rippling layer of blackness, like shadows made into some sort of roiling liquid, covers the floor to an indeterminate depth.

The southern doors in area J3a read, "With your flesh and bones soothed by shadow, step now into the second putrefaction and remember the pointlessness of breath. Kabriri bless our empty lungs!"

For area J3b, add the following.

A layer of what appears to be blood covers the floor of this room to an unknown depth. Now and then, bubbles form in the blood, burst, and release wisps of pale red smoke into the air that swiftly dissipate yet leave the room with the stink of decay.

The southern doors in area J3b read, "With soothed flesh and empty lungs, step forth into the final putrefaction and stride as one with the plagues and pestilences that trouble you no more on this, the greater side of the grave!"

For area J3c, add the following.

The contents of the room present a horrific sight—strips of decayed flesh swarming with vermin, clouds of buzzing flies with wet glistening wings in the air, and strings and sheets of ordure hanging from clots on walls and ceiling transform the chamber into a paradise of filth.

The southern doors in area J3c read, "And now, with the three putrefactions of Him Who Gnaws quickening what remains on your bones, step forth into His sanctum and be one with His glory!"

Hazards: Each of these rooms contains a separate hazard the PCs must navigate. The phrases carved into the doors give hints on how to prepare for these dangers, but there's no way to avoid them if the PCs wish to confront their foes deeper in the dungeons. Area J3a contains the Shadows of Everglut hazard, area J3b contains the Breath of Blood hazard, and area J3c contains the Pleasure of Plagues hazard.

SHADOWS OF EVERGLUT

HAZARD 11

UNIQUE COMPLEX ENVIRONMENTAL

Stealth +19 (master)

Description Swirling shadows that behave like animated pools of ink splash and slither up against the limbs of those who tread too far into this chamber.

Disable Three DC 33 Arcana or Occult checks to redirect the negative energy back in on itself and disrupt the hazard's source of power, a DC 36 Religion check to offer prayers to sever the sacred link to Kabriri, or *dispel magic* (6th level; counteract DC 29) to render the hazard inert for 10 minutes

Sap Strength ⤵ (divine, incapacitation, necromancy)

Trigger A creature moves into the room beyond the northern stairs; **Effect** Shadowy tendrils wisp up from the darkness below to brush against the triggering creature's body. The creature must attempt a DC 30 Fortitude save or their strength is sapped from their body. The hazard then rolls initiative.

Critical Success The creature is unaffected.

Success The creature's speeds are reduced by 10 feet for 1 round.

Failure As success, but the creature also falls prone.

Critical Failure As failure, but the creature also becomes 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.

Routine (1 action) The shadows writhing on the floor extrude a storm of inky tentacles of smoke and darkness that whip and writhe throughout the room, filling the air with unsettling sounds of agonizing cries and shrieks. All creatures in area J3a take 8d6 negative damage (DC 30 basic Fortitude save).

Reset The hazard settles back down 1 round after all creatures leave the room and can trigger again at the start of the next round.

BREATH OF BLOOD


HAZARD 11

UNIQUE COMPLEX ENVIRONMENTAL

Stealth +19 (master)

Description A churning pool of blood bubbles and seethes, periodically venting noxious vapors into the air.

Disable Three DC 33 Nature or Occult checks to draw from the blood its magical nature, causing it to clot and become inert, a DC 36 Religion check to offer prayers to sever the sacred link to Kabriri, or *dispel magic* (6th level; counteract DC 29) to render the hazard inert for 10 minutes

Vent Toxins  (divine, conjuration, poison) **Trigger** A creature moves into the room beyond the northern stairs; **Effect** The blood on the floor bubbles vigorously, and as the bubbles burst, waves of toxic gas vent up around the triggering creature. The creature must attempt a DC 30 Fortitude save unless they are holding their breath or don't need to breathe; the hazard then rolls initiative. **Critical Success** The creature is unaffected.

Success The creature becomes sickened 1 by the foul smelling gas.

Failure As success, but the creature also becomes enfeebled 1 by the poison gas.

Critical Failure As failure, but the creature becomes enfeebled 2.

Routine (2 actions) The bubbles furiously sputter and burst on the hazard's first action, filling the air with toxic vapor that inflicts 6d6 poison damage (DC 30 basic Fortitude save) to all creatures in area **J3b**. A creature that's holding its breath gains a +4 circumstance bonus to this save. On the hazard's second action, the bubbles Vent Toxins at a random target in area **J3b**.

Reset The hazard settles back down 1 round after all creatures leave the room and can trigger again at the start of the next round.

PROMISE OF PLAGUES

HAZARD 11

UNIQUE COMPLEX ENVIRONMENTAL


Stealth +19 (master)

Description Clouds of buzzing flies and a carpet of vermin fill a room strewn with decaying pieces of cast-off body parts and gobbets of rancid meat.

Disable Three DC 33 Arcana or Nature checks to command the vermin to be silent or to cleanse away the filth and decay to make the hazard harmless, a DC 36 Religion check to offer prayers to sever the sacred link to Kabriri, or *dispel magic* (6th level; counteract DC 29) to render the hazard inert for 10 minutes

AC 34; **Fort** +18, **Ref** +26

HP 80 (BT 40); **Immunities** precision damage; **Weaknesses** area damage 10, splash damage 10; **Resistances** bludgeoning 14, piercing 14, slashing 7

Swarming Bites  **Trigger** A creature moves into the room beyond the northern stairs; **Effect** A combination of biting flies and ravenous creepy-crawlies swarm the triggering creature. The creature takes 6d6 piercing

damage (DC 30 basic Reflex save). If the creature took any damage, it's automatically exposed to ghost fever (*Pathfinder Bestiary* 169), but the save DC against this strain of the disease is DC 30. The hazard then rolls initiative.

Routine (2 actions) The clouds of vermin in the room fill the air, rain down from the walls and ceiling, and swarm up from the floor below. All creatures in the room are subjected to Swarming Bites on the hazard's first action. On the second action, the swarming vermin grow particularly dense and eager in their attentions to one randomly determined creature in area **J3c**. If that creature is suffering from ghost fever and is at stage 4 or lower, they must immediately attempt a DC 30 Fortitude save. On a failure, the stage of their ghost fever advances one step.

Reset The hazard settles back down 1 round after all creatures leave the room and can trigger again at the start of the next round.

J4. OUTER SANCTUM

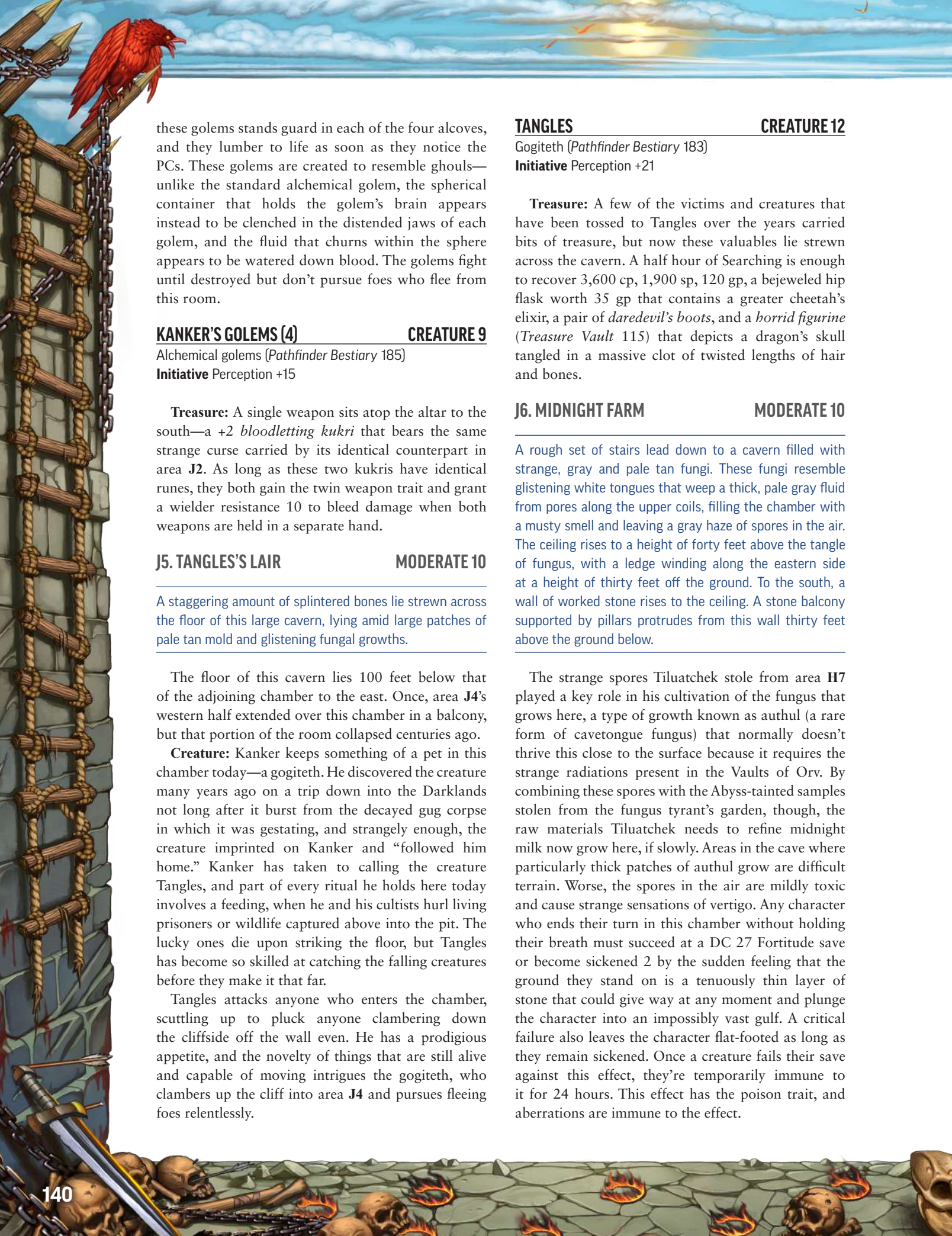
SEVERE 10

Dozens of lanterns crafted from human skulls adorn the walls and pillars of this thirty-foot-high chamber, the sickly green-yellow light emitting from eye sockets and opened skulls giving the entire room an unsettling glow. The flickering light causes the grisly bas-relief scenes of ghouls feasting to almost appear to twitch and shiver. A short series of wide steps leads down from the north into the chamber, while another set rises up the same distance to the south, where a stone altar caked with blood stands before a nine-foot-tall statue of a leering ghoul. Stairs descend to either side of the pulpit, and elsewhere along the walls loom large alcoves fitted with stone display stands. A pair of stone doors sit in the wall to the east, but to the west, the room opens into a vast cavern, the floor dropping away into a dark gulf from which the unsettling sounds of something moving, rasping, and whistling rises up.

The rift along the room's western side drops a full 100 feet down into area **J5**. A character can Climb the cliffside with a successful DC 20 Athletics check.

Creatures: This chamber is the primary worship temple for the cult of Kabriri. Although not himself a cleric, Kanker leads sermons here for his adoring cultists once every few days, although no such sermon is occurring the first time the PCs visit.

This outer sanctum is far from defenseless though, as four alchemical golems stand vigil in this chamber. Kanker created each of these monstrosities, crafted with precision and care to tend to the temple's defense when he was otherwise occupied. One of



these golems stands guard in each of the four alcoves, and they lumber to life as soon as they notice the PCs. These golems are created to resemble ghouls—unlike the standard alchemical golem, the spherical container that holds the golem’s brain appears instead to be clenched in the distended jaws of each golem, and the fluid that churns within the sphere appears to be watered down blood. The golems fight until destroyed but don’t pursue foes who flee from this room.

KANKER’S GOLEMS (4)

CREATURE 9

Alchemical golems (*Pathfinder Bestiary* 185)

Initiative Perception +15

Treasure: A single weapon sits atop the altar to the south—a +2 *bloodletting kukri* that bears the same strange curse carried by its identical counterpart in area **J2**. As long as these two kukris have identical runes, they both gain the twin weapon trait and grant a wielder resistance 10 to bleed damage when both weapons are held in a separate hand.

J5. TANGLES’S LAIR

MODERATE 10

A staggering amount of splintered bones lie strewn across the floor of this large cavern, lying amid large patches of pale tan mold and glistening fungal growths.

The floor of this cavern lies 100 feet below that of the adjoining chamber to the east. Once, area **J4**’s western half extended over this chamber in a balcony, but that portion of the room collapsed centuries ago.

Creature: Kanker keeps something of a pet in this chamber today—a gogiteth. He discovered the creature many years ago on a trip down into the Darklands not long after it burst from the decayed gug corpse in which it was gestating, and strangely enough, the creature imprinted on Kanker and “followed him home.” Kanker has taken to calling the creature Tangles, and part of every ritual he holds here today involves a feeding, when he and his cultists hurl living prisoners or wildlife captured above into the pit. The lucky ones die upon striking the floor, but Tangles has become so skilled at catching the falling creatures before they make it that far.

Tangles attacks anyone who enters the chamber, scuttling up to pluck anyone clambering down the cliffside off the wall even. He has a prodigious appetite, and the novelty of things that are still alive and capable of moving intrigues the gogiteth, who clammers up the cliff into area **J4** and pursues fleeing foes relentlessly.

TANGLES

CREATURE 12

Gogiteth (*Pathfinder Bestiary* 183)

Initiative Perception +21

Treasure: A few of the victims and creatures that have been tossed to Tangles over the years carried bits of treasure, but now these valuables lie strewn across the cavern. A half hour of Searching is enough to recover 3,600 cp, 1,900 sp, 120 gp, a bejeweled hip flask worth 35 gp that contains a greater cheetah’s elixir, a pair of *daredevil’s boots*, and a *horrid figurine* (*Treasure Vault* 115) that depicts a dragon’s skull tangled in a massive clot of twisted lengths of hair and bones.

J6. MIDNIGHT FARM

MODERATE 10

A rough set of stairs lead down to a cavern filled with strange, gray and pale tan fungi. These fungi resemble glistening white tongues that weep a thick, pale gray fluid from pores along the upper coils, filling the chamber with a musty smell and leaving a gray haze of spores in the air. The ceiling rises to a height of forty feet above the tangle of fungus, with a ledge winding along the eastern side at a height of thirty feet off the ground. To the south, a wall of worked stone rises to the ceiling. A stone balcony supported by pillars protrudes from this wall thirty feet above the ground below.

The strange spores Tiluatchek stole from area **H7** played a key role in his cultivation of the fungus that grows here, a type of growth known as aulthul (a rare form of cavetongue fungus) that normally doesn’t thrive this close to the surface because it requires the strange radiations present in the Vaults of Orv. By combining these spores with the Abyss-tainted samples stolen from the fungus tyrant’s garden, though, the raw materials Tiluatchek needs to refine midnight milk now grow here, if slowly. Areas in the cave where particularly thick patches of aulthul grow are difficult terrain. Worse, the spores in the air are mildly toxic and cause strange sensations of vertigo. Any character who ends their turn in this chamber without holding their breath must succeed at a DC 27 Fortitude save or become sickened 2 by the sudden feeling that the ground they stand on is a tenuously thin layer of stone that could give way at any moment and plunge the character into an impossibly vast gulf. A critical failure also leaves the character flat-footed as long as they remain sickened. Once a creature fails their save against this effect, they’re temporarily immune to it for 24 hours. This effect has the poison trait, and aberrations are immune to the effect.

If the PCs accepted Yizularun's request to destroy this garden (or if they simply wish to deprive the Midnight Dawn of their supply of authul), they'll find that while the fungus doesn't burn well, it can still be destroyed with a mix of fire, physical damage, and other effects, as you decide. Completely destroying the Midnight Farm takes a mere 10 minutes of work.

Creatures: This fungus farm is attended by a beautiful but weeping blue-skinned woman with flesh made of green crystal. A PC can recognize her as a lampad nymph with a successful DC 20 Nature check to Recall Knowledge; on a critical success, the PC also notes that lampads are normally Cavern Dependent, which might, at your discretion, help that PC poke holes in the logic of the situation they face. The woman wanders among the glistening fungal fronds using a silvery sickle to delicately scrape the gray slime sweating from the tongue-like surfaces, then carefully lets the stuff drip from the blade into one of many long, thin glass vials. Once a vial is filled, she approaches the balcony to area J7 and stands below it for a few moments, the vial held upward in both hands, until a gray-skinned deep gnome dressed in simple earth-tone clothes steps out of the door and uses *mage hand* to telekinetically retrieve the offered vial before retreating. It takes the lampad 30 minutes of slow, painstaking work to harvest a single vial.

Neither the lampad nor the svirfneblin are what they appear to be. When she notices the PCs, the lampad gasps in surprise and warns them to take care and not step into the room, for the spores in the air are dangerous. She introduces herself as Vek and asks the PCs what brings them to her garden, hoping to stall for time. In truth, this lampad is dead and is inhabited by an intellect devourer named Vekensvok. While she stalls for time, she telepathically warns the "svirfneblin" in area J7 of the visitors. This svirfneblin is actually a gosreg named Pthuminin who has assumed a friendlier form via Change Shape. He exits area J7 and hastens down the stairs to emerge into area J6 via the southwestern tunnel soon after Vekensvok warns him of the PCs.

Once Pthuminin steps forward, he introduces himself as Thim and claims that he and Vek are prisoners of a vile alchemist ghastr named Kanker, abducted from a deep gnome enclave far below the Pit and brought here for their skill in tending the strange fungal growths. Thim then asks the PCs if they've defeated the guardians of the chamber to the west and wastes no time asking the PCs to help the two of them to escape, as they've been too frightened to attempt it on their own. He begs the PCs to escort them out of the temple to safety, be that to the surface or to one of the several tunnels leading deeper into the Darklands.

Pthuminin is lying, and if the PCs fail to see through his deception, he and Vekensvok keep up the charade until a good chance to turn on the party and attack with surprise presents itself, such as when the PCs are attacked by other enemies, are entering a dangerous area, or bed down for the night—but not until they're far from this area. Before they leave, Pthuminin telepathically informs Tiluatchek, down in area J8, of the development. If Pthuminin and Vekensvok can defeat the PCs, the duo will return here with their bodies as potentially new suits for Tiluatchek to claim.

If the PCs see through the deception, the duo instead attacks the party here, hoping to take advantage of the spores in the air but wary of damaging the fungus too much. When they move through the fungal area, they treat it as difficult terrain to avoid damaging the stuff as they pass by, and any PC who moves at full speed through the garden attracts their attention more quickly than other targets.

Vekensvok can attack with the lampad's earthen fist rather than with the standard grade mithral sickle she's been using to harvest authul sweat, but she can't use the lampad's innate spells, light wisp Strikes, or Weep, as they're magical effects that depend on the lampad being alive rather than a dead husk. On the other hand, Vekensvok isn't limited by the lampad's Cavern Dependency. She can still use her own occult innate spells freely but prefers to feel the rush of melee combat and gasps in unsettling delight whenever the body she wears takes damage. If the PCs "kill" the lampad, Vekensvok Exits Body on her turn after the death to continue the fight.

Pthuminin assumes his true form using Change Shape at the start of combat, projecting unpleasant thoughts out into his unsettled aura as he does so (this effect doesn't impact Vekensvok). Pthuminin prefers to use his innate spells and Mind Bolt at range. All along, the gosreg gives telepathic blow-by-blow reports of the fight to Tiluatchek, who listens carefully in area J8 and prepares for the PCs' arrival. The two pursue fleeing characters throughout the Pit and fight to the death.

PTHUMININ

CREATURE 11

Variant gosreg (*Pathfinder Bestiary* 2 133)

Initiative Deception +24

Skills Crafting +21, Deception +24, Occultism +23, Society +19, Stealth +23

VEKENSVOK

CREATURE 8

Intellect devourer (*Pathfinder Bestiary* 2 147)

Initiative Deception +20

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VEKENSVOK'S LAMPAD

CREATURE 5

Variant lampad (*Pathfinder Bestiary* 3 188)

Initiative Deception +20

Treasure: The authul that grows here is potentially valuable to alchemists, but taken from this chamber, the fungus swiftly degrades unless it's processed and preserved using methods known only to Kanker and Tiluatchek.

The standard-grade mithral sickle carried by Vekensvok works well as a weapon, even though the intellect devourer only used it as a harvesting tool, as mithral doesn't taint the sweat exuded from an authul tongue.

J7. REFINING LAB

Three tables sit against three corners in this room, and three doors provide exits from three walls. A single seven-pointed star carved into the ceiling flickers with illumination to light the room below.

This chamber and the one below (area J8) predate the architecture of the temple chambers to the west, having been created before Earthfall as a final retreat for Liralarue. She once used this room as a study, but today, the chamber has been set up as an alchemical laboratory.

If the PCs deal with Vekensvok without alerting Pthuminin, they'll encounter the gosreg in his svirfneblin form here working at refining authul sweat down to the base alchemical tinctures Tiluatchek needs to brew new doses of midnight milk. The gosreg prefers humanoid forms for their slender fingers' agility when doing fine manipulations, but he reverts to his true form to fight, as in area J6.

A Searching PC can spot the secret door in the west wall with a successful DC 25 Perception check. Behind it lies a set of stairs leading to the hallway outside area J8.

Treasure: Each of the three tables holds enough tools to function as a separate expanded alchemist's lab. While this gear was mostly used to refine authul sweat, a 10-minute Search of all of the supplies turns up several additional alchemical supplies: a lesser sense-dulling hood (*Treasure Vault* 55), an octopus bottle (*Treasure Vault* 57), four bottles of moderate addiction suppressant (*Treasure Vault* 58), four vials of moderate antiplague, a hip flask containing a dose of shadow essence but bearing a label identifying it as "blackberry wine," six sunrods, and a sun dazzler (*Treasure Vault* 65). Finally, a large iron key sits on a table near the secret door—this key can unlock the door to area J8.

J8. TILUATCHEK'S BOUDOIR

MODERATE 10

If Tiluatchek has been warned about the PCs' approach, he locks the door to this room from the hallway to the south. A PC can Force Open the door with a successful DC 25 Athletics check, unlock the door with the kea from area J7, or unlock it with a DC 25 Thievery check to Pick the Lock.

Thick green carpet covers this room's floor, while glowing star-shaped carvings in the ceiling provide soft illumination. An L-shaped set of shelves and a writing desk with a high-backed chair flanks an elegant canopied bed to the west. To the northeast, a statue of an imperious woman wielding a long pole tipped with a curved sword blade stands next to a black stone platform set partially into a round alcove. The room reeks of bitter-smelling incense sticks that burn from a skull sitting atop the book-filled shelves to the northwest.

This area once served Liralarue as a hidden bedchamber to hide away in when she needed privacy, and the Thassilonian preservative magics have kept the furnishings here as clean and elegant as the day they were installed.

The statue to the northeast depicts Liralarue—a testament to the woman's vanity that she kept a statue of herself in her own bedroom.

The closet to the north contains at least one freshly deceased body laid out on a fine throw rug—the corpse of a handsome Varisian man with a well-maintained beard and mustache, dressed in fine clothing. A PC who examines the body and succeeds at a DC 25 Society or Performance check or a DC 20 Poetry Lore check to Recall Knowledge recognizes the distinctive corpse from an old illustration: it belongs to a famous poet named Vumeshki who vanished from his home in Magnimar almost a century ago. This body is one of Tiluatchek's favorites to wear, although lately, he has favored Kaleb Valdemar's corpse instead and has been keeping Vumeshki fresh with a combination of *gentle repose* spells and periodic applications of *demortification oil*.

While the stone slab in the eastern alcove looks similar to the other *teleportation circles* created eons ago by Liralarue, this one is different in that it's currently active and, as such, can't be utilized in the same way as those in area D15. Originally, this teleportation circle allowed Liralarue to come and go from any of the other circles in the Pit as long as she carried a special key. The Red Bishop reworked this portal to establish a similar link between this room and area L6 to the west of Sandpoint, out on Grubber's Hermitage (page 153). This portal allows the Red Bishop to visit Kanker at will, but also allows Kanker the ability to do the same,

ALIVER'S FATE

If you've decided that Aliver Podiker's body was claimed by Tiluatchek, it lies on the cold stone floor next to Vumeshki in the closet of area J8, perhaps a little bit more decayed since the intellect devourer isn't quite as careful with these remains and isn't sure what to do with them. At your discretion, though, he might use Aliver's body to confront the party, especially if he thinks that appearing to them as Kaleb won't work. In this case, Kaleb's much more well-preserved remains lie in the closet instead.

provided he activates the portal by speaking aloud the four final lines of the poem "Ilvarandin" (see Handout #2 on page 145). A PC who Identifies Magic on this platform with a successful DC 25 check can tell it's a functioning teleporter, but one must speak an unknown phrase to activate it. A PC who learns this phrase (area J12) and steps on to the platform teleports to area L6 on Grubber's Hermitage. The platform remains active for 1 minute, allowing other PCs to follow.

Creature: The intellect devourer Tiluatchek, who the PCs know as Kaleb Valdemar, has spent much of his time since the dinner with the PCs at the Rusty Dragon within this chamber, either crafting alchemical and magical consumables or drifting in dreamlike trances atop the bed while he waits for his mercenaries to remove the PCs from the situation.

Once Tiluatchek learns that the PCs are near, likely from telepathic warnings sent to him by Pthuminin in area J6, he rouses from his torpor. Still clad in Kaleb's corpse, the canny intellect devourer readies himself for a final deception. He steps out of the chamber to lock the door from the hallway to the south, then casts 4th-level *dimension door* to return to this chamber to make it appear as if he's been locked inside. He then casts *sending* to warn Kanker about the PCs—if the PCs have already slain the ghost, Tiluatchek's failure to deliver the message only proves to him how dangerous the PCs are and how important it is to defeat them.

When the PCs enter, Kaleb lurches up from the bed in an apparently drugged state and desperately begs the party to save him, spinning a tale about his abduction by a hideous, shape-changing creature. Kaleb claims to have been imprisoned here, dosed on drugs that inhibit his spellcasting and unable to escape through the locked door. He desperately wants to be escorted back to Sandpoint. If the PCs confront him about earlier encounters with his mercenaries on the level above, Kaleb apologizes and "reveals" he recently fired the group after realizing they had nefarious plans for the PCs. He'd intended to warn the PCs but was abducted by the shape-changing monster before he could—he'll attempt to connect his mercenaries with this creature if he thinks that false conspiracy will help to sell his story.

Tiluatchek will let the PCs escort him all the way back to Sandpoint if the PCs fall for his story, then once they're safe and alone, he plots an attack on the party that night. He hopes to catch one of the PCs unaware as the party sleeps in an attempt to steal a PC's body and infiltrate the group, luring each character out alone one after the other until the PCs are all dead and added to his skin-suit collection.

The fact that the PCs have likely heard conflicting stories from his mercenaries, or that his tactics closely

mimic those of his allies in area J6, likely makes it a bit more difficult for him to spin a believable yarn. If the players seem suspicious, particularly if the characters point out these contradictions or previously encountered tactics, Tiluatchek takes a -4 circumstance penalty to his Deception checks to Lie. Once it looks like the PCs might not be falling for his lies, Tiluatchek seizes this chance and rolls Deception for initiative, then activates his *liar's lexicon* and attempts to cast *confusion* on a PC. If he succeeds, he tries to play off the PC's sudden strange behavior by claiming the character is being controlled by the creatures who captured him while he moves toward the exit, intending to slip out of the room and lock the PCs in before he makes his way to area J12.

If a fight begins, Tiluatchek moves about as best he can to avoid being caught in melee, favoring spells that hinder tactical options. If reduced to fewer than 30 Hit Points as Kaleb, he attempts to flee to area J12 via *dimension door*. If instead he's "slain" as Kaleb, he rips free from the corpse to continue the fight in his true form. If reduced to fewer than 80 Hit Points in this form, he'll attempt to flee to area J12 via *dimension door* (if one is available) or via the cover of *invisibility*. While Tiluatchek knows the method to escape via the teleporter to Grubber's Hermitage, he won't take this option while being observed by the PCs, preferring to keep this route to the Red Bishop secret.

Keep in mind that Tiluatchek knows much about the PCs—as a result of meeting the PCs at the Rusty Dragon as Kaleb, from stories of the characters' exploits reported to him by his agents, and potentially from information sent by the rhu-chaliks in area G6. Use this information as needed to adjust Tiluatchek's tactics; he certainly attempts to use weaknesses among the group to his advantage!

TILUATCHEK

CREATURE 12

UNIQUE CE SMALL ABERRATION

Genderfluid intellect devourer transmuter (*Pathfinder Bestiary* 2 147)

Perception +19; darkvision, lifesense 60 feet

Languages Aklo, Common, Undercommon (can't speak any languages); telepathy 100 feet

Skills Athletics +17, Crafting +21, Deception +22 (+24 with *liar's lexicon*), Diplomacy +20, Occultism +21, Society +21, Stealth +20

Str +3, **Dex** +6, **Con** +5, **Int** +7, **Wis** +5, **Cha** +6



Kaleb Valdemar

AC 32; **Fort** +21, **Ref** +24, **Will** +23

HP 221

Speed 35 feet

Melee ♦ talon +24 (agile, finesse), **Damage** 3d10+6 slashing

Occult Innate Spells DC 29; **4th** *confusion*, *globe of invulnerability*; **3rd** *soothe* (×3); **2nd** *gentle repose*, *invisibility* (at will, self only), *paranoia* (at will); **Cantrips (6th)** *daze*, *detect magic*, *read aura*

Arcane Prepared Spells DC 29, attack +21; **6th** *baleful polymorph*, *dispel magic*, *flesh to stone*; **5th** *dimension door*, *sending*, *wall of stone*; **4th** *dimension door*, *phantasmal killer*, *suggestion*; **3rd** *haste*, *locate*, *slow*; **2nd** *hideous laughter*, *humanoid form*, *misdirection*; **1st** *charm*, *fear*, *unseen servant*; **Cantrips (6th)** *daze*, *mage hand*, *message*, *shield*, *telekinetic projectile*

Body Thief ♦♦♦ (manipulate, necromancy, occult, possession) As intellect devourer.

Exit Body ♦ (move) As intellect devourer.

Nightmare Curse ♦♦ (curse, illusion, incapacitation, mental, occult) **Frequency** once per day; **Effect** Tiluatchek reaches out with his mind to infect the dreams of a single creature within 60 feet that he can see. The target suddenly experiences a brief but overwhelming memory of a harrowing nightmare it had at some point in the past and must attempt a DC 32 Will save. The effects of this curse are permanent until the target is cured (although any frightened condition values imparted by the curse pass and end normally).

Critical Success The target is unaffected, and the nightmare vision passes as swiftly as it appears.

Success The vision causes the target to become frightened 1. The target also becomes cursed. Every time it attempts to sleep, it's plagued by nightmares of being stalked through an endless maze of caverns by something that wants to steal its body and eat its brain. The cursed creature now requires 10 hours of rest (rather than 8) in order to be able to make its daily preparations and can't take the Long-Term Rest activity at all.

Failure As success, but frightened 2, and each time the target sleeps, it suffers the effects of a *nightmare* spell (DC 32 Will save).

Critical Failure As failure, but frightened 3 and fleeing for as long as it remains frightened. If the cursed target ever rolls a critical failure against a *nightmare* spell while it remains cursed (including those caused by the curse itself), it dies in its sleep. If at the time of this death Tiluatchek is also dead (but for no more than 1 year), the intellect devourer is restored to life inside of the target creature's body as if he'd used *Body Thief* to take the body over.

Ravage ♦♦♦ As intellect devourer.

Stolen Identity As intellect devourer.

KALEB VALDEMAR'S BODY

CREATURE 12

UNIQUE CE MEDIUM ABERRATION HUMAN HUMANOID

Male human wizard, deceased

Perception +9; lifesense 60 feet

Languages Aklo, Common, Elven, Undercommon, Varisian; telepathy 100 feet

Skills Crafting +21, Deception +22 (+24 with *liar's lexicon*), Diplomacy +20, Occultism +21, Society +21

Str +4, **Dex** +1, **Con** +2, **Int** +7, **Wis** +5, **Cha** +6

Items +1 striking dagger, *liar's lexicon* (see page 184; this item contains all of Tiluatchek's arcane prepared spells, plus any additional spells you wish to introduce into the Adventure Path)

AC 20; **Fort** +15, **Ref** +12, **Will** +23

HP 112

Speed 25 feet

Melee ♦ dagger +11 (agile, finesse, thrown 10 feet, versatile S), **Damage** 2d4+5 piercing

Occult Innate Spells As Tiluatchek.

Arcane Prepared Spells As Tiluatchek.

Treasure: The writing desk to the south of the canopied bed has several books and journals stacked atop it. Most of them are books of poetry—one of Tiluatchek's passions. A character who Searches through these books turns up a well-worn copy of a particularly valuable book: a first-edition copy of Vumeshki's "Songs at Sun's Ebb." This collection of poems contains all of the poet's works supposedly inspired by his dreams. One page is loose, having been at one point torn out of the book and then restored to its original position as a loose leaf. This page presents the poem "Ilvarandin," the poem whose creation sealed Vumeshki's doom. The poem is presented on this page as a handout—the final four lines, if spoken aloud while standing atop the teleportation circle to the east, activate the portal to area L6.

Also atop the desk is a wooden rack holding seven doses of *demortification oil*. The rack sits atop a leather-bound journal. The first two thirds of the journal were written in an elegant hand by Kaleb Valdemar, and the entries recount his final months before he was taken by Tiluatchek. The last third of the journal is written in a much more baroque hand—Tiluatchek wrote these words, which are more a collection of interesting sensations he's experienced as Kaleb: fine foods, unusual smells, pains and pleasures of the flesh, and the like. Later entries describe his thoughts on the PCs as well as the food he shared at the Rusty Dragon. The journal's final pages contain a list of frustrated notes at how the PCs have disrupted Tiluatchek's plans as they involved Aliver Podiker

ILVARANDIN

In deepest dark where corpselight glows,
And love and life eternal flows;
The spiral path of midnight shows:
The route to Ilvarandin.

Bright towers reach from sunless stones,
Strange steeples vie with terraced cones;
A blessed sight for aching bones:
The spires of Ilvarandin.

To live a life on Sunless coast,
To love and lust amid the host,
To seek and feel what pleases most:
The joys of Ilvarandin.

Long life for all and death for none,
The mortal coil at last undone;
Eternal bliss and joy begun:
The gift of Ilvarandin.

Yet distant lords of dark yesteryear,
Draw plans in caverns steeped in fear—
The worm-kings of Denebrum draw near:
The end of Ilvarandin.

HANDOUT #2

and conclude with a list of Sandpoint's movers and shakers (PCs included)—all targets that Tiluatchek plans to soon dose on midnight milk and then use to take over the town from within.

Several folded sheets of parchment tucked into the back of this journal contain the formulas for *demortification oil* and refined midnight milk. The notes also indicate the existence of pure midnight milk along with a detailed description on how the distant *Dream Lens* functions. The PCs might choose to follow up on these topics at some point in the future, but those details are beyond the scope of this adventure to describe more than their entries in the Adventure Toolbox.

The large collection of books on the shelves to the northwest are a small library curated from ancient Thassilon, gathered and kept here by Liralae. The shelves also hold several of her journals. This collection of books is 6 Bulk in all. Written in Thassilonian, they can be used to aid in Investigation or Research on the topics of arcane magic and grant a +2 item bonus to any associated skill checks. The collection is worth 700 gp and can also be used to research the eighth runelord (page 186).

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J9. THE INNER PIT

SEVERE 10

Slimy sheets of glistening green mold grow along this damp chamber's east and west walls and lie in slimy heaps on the floor. To the north, a ten-foot-diameter hole in the ground drops into darkness. Now and then, wisps of vapor waft up from the opening and drift throughout the cavern.

The pit in the northern portion of this cavern is yet another access point to the Darklands, though unlike the gently sloping tunnels winding off into Nar-Voth on the upper levels, this shaft drops a staggering 2,400 feet down into Sekamina. The drop isn't a straight fall, with the shaft twisting and turning and having periodic ledges as it widens or constricts in diameter. If a creature falls into this hole, attempt a DC 11 flat check after it falls for 100 feet; on a failure, it continues to fall and you continue to attempt DC 11 flat checks every 100 feet until it lands on a ledge and takes falling damage as appropriate. A creature that falls into the pit can Grab an Edge with a successful DC 25 Reflex save, and a character who succeeds at a DC 25 Athletics check can Climb the shaft walls. At the bottom, the pit opens into a vast underground lake infested with ravenous, blind freshwater Darklands sharks and worse. Those who navigate this entrance to and from the Darklands do so by flight.

Experienced adventurers might fear the sludge growing in this cave is green slime, but it's actually a harmless (if unpleasant looking) form of slime mold. The thick, gummy stuff grows to a depth of 2 feet in the cave, making this chamber difficult terrain.

Creatures: Tiluatchek is more concerned about intruders from the Darklands than anything else in this cavern, and he previously positioned a lumbering, awful guardian here to ensure nothing can idly intrude upon the fungal cavern from below. Originally just a single isqulug, today two of the creatures dwell here. The two aberrations lurk in the east and west alcoves of the cavern in a state of semi-hibernation but quickly rouse if they sense any creature moving into the cave. They attack at once, pursuing foes from this chamber relentlessly unless ordered to return by Tiluatchek, whom the isqulugs obey without question. The isqulugs can move through the thick slime in this room with ease using swamp stride.

ISQULUGS (2)

Pathfinder Bestiary 2 149

Initiative Perception +24

CREATURE 11

Treasure: A lone hryngar explorer attempted to sneak into these caverns from below nearly a year ago, only to be slaughtered and then serve as a host for the second isqulug's growth. Her body and armor are both a ruined mess, laying sprawled against the wall to the southwest where she's completely covered by the green slime mold. A PC who Searches the cave discovers the body automatically, along with her +2 *striking light mace* and her *winged boots*.

J10. CORPSELIGHT WELL

MODERATE 10

The ceiling of this octagonal room rises to a twenty-foot-high dome, while most of the chamber's floor drops away into a hundred-foot-deep shaft. The walls flicker and glow with ribbons of glowing green light that dances across countless bas-relief carvings of ghoulish tunnels below an idyllic countryside scene carved near the ceiling of the chamber. A stone pillar in the middle of the room supports a curving stairwell that descends to the room below.

A PC who examines the carvings on the walls of this chamber and succeeds at a DC 25 Religion check to Recall Knowledge can recognize them as a depiction of the transition of the world of the living above through tangled warrens below into Everglut, the Abyssal realm of the demon lord Kabriri. Thus, any who descend the stairs into the chamber underneath are metaphorically traveling from the Material Plane into the Abyss.

At ground level below, the double doors to the east appear to be built into the base of Kabriri's throne, atop which a 35-foot-tall depiction of the demon lord is carved. Those who step through the door to area J11 pass between his ankles.

Opposite this door on the western wall are carved dozens of upright coffins. One of the "coffins" carved in the wall is actually a secret door that can be discovered by a Searching PC who succeeds at a DC 25 Perception check.

Creatures: While the wisps of pale green corpse light flickering along the walls of this chamber are harmless, the same can't be said for the four guardians who caper and dance among the glowing lights. These four entities are animate dreams, each appearing as a wispy coil of green smoke and light that solidify into a mass of screaming skulls and reaching claws when they fly forth to attack. The animate dreams wait for the PCs to get about 20 feet down the stairs before they attack, or attack at once if the PCs use flight to descend into the chamber below. Each animate dream begins combat by casting *phantasmal killer* at a different PC, then swoops forward to attack with

their nightmare tendrils. The animate dreams fight to the death but don't pursue characters from this chamber. Any PC who suffers the terrifying visions caused by these creatures' endless nightmares see images of Sandpoint burning to the ground as a vast, winged shape with glowing red eyes circles just out of view through the thick smoke in the sky above.

ANIMATE DREAMS (4)

CREATURE 8

Pathfinder Bestiary 2 18

Initiative Stealth +18

J11. INNER SANCTUM

SEVERE 10

A chasm bisects this circular cave into two halves. On the opposite side of the room, a fifteen-foot-diameter ledge covered with mushrooms of all colors growing up amid a tangle of bones sits at a height a few feet above the ground level to the west. A greatsword impales the bony remains of a humanoid slumped against the far wall. The ceiling arches up to a lofty height of sixty feet above. Meanwhile, roiling, glowing banks of sickly green mist fill the chasm, obscuring the depths below.

The chasm is 30 feet deep, and a character can Climb its moisture-slick walls with a DC 30 Athletics check, but the corpselight mist that glows within the chasm is the true danger (see Hazard on page 148).

Creature: When Lirlarue first discovered the caverns that would eventually be transformed into today's temple of Kabriri, she immediately noted the influence of the Abyss and realized that the boundaries between worlds were thin here. This thinness made one of her earliest triumphs possible: the conjuration and entrapment of a glabrezu demon. Using a sacred sword stolen from a priest of the empyreal lord Smiad as a focus, Lirlarue bound the glabrezu into this chamber, and she visited often for advice and aid (that she typically had to bully or beat this assistance out of the glabrezu was no concern for the cruel wizard).

For a few thousand years after Earthfall, the glabrezu enjoyed the relative peace and quiet resulting from Lirlarue's departure, yet every attempt to leave failed as long as the sacred sword remained in place. Unable to touch or directly affect the weapon, the glabrezu remained here longer and longer as she nursed her frustration and hatred. At some point between Earthfall and the modern era, she took to calling herself Lirlarue and using *illusory disguise* to make herself appear to be the long departed wizard. Today, the glabrezu maintains this *illusory disguise* at all times, and after Kanker

arrived, many years passed before he realized the truth. The ghost never fell for "Lirlarue's" lies and, much as the real Lirlarue did in times past, uses the glabrezu as a research assistant now and then as needed, having come to see the trapped demon as a gift placed here by Kabriri.

When the PCs enter the room, the glabrezu stands at the center of the mushroom-covered island, appearing very much as a living and breathing Lirlarue. She calls out to the PCs as soon as she notices them, using *tongues* to speak Common and claiming to be none other than "Runelord Lirlarue, the Eighth of the Seven." The glabrezu's responses to the PCs' questions are mostly falsehoods—have fun making things up as answers to cause confusion, but it won't take long before Lirlarue indicates the sword impaling the ancient skeleton behind her. She claims that the weapon was once wielded by a heroine who attempted to slay her eons ago, but when Lirlarue turned the tables on her and used telekinetic magic to impale the hero on her own blade, the gods themselves were affronted and cursed her to live forever in this cavern until "one pure of heart would come to claim the great blade as their own." She tries to get the PCs to pull the blade free—the fact that the sword does radiate good and bears elements that mark it as sacred to the worship of an empyreal lord lends strength to the lies—but if the sword is claimed, the ancient magic keeping Lirlarue in place vanishes.

In this case, Lirlarue cackles in delight and assumes her true form, then offers the PC who claimed the sword a *miracle*. Of course, the demon twists the results of this *miracle* to cause despair and sow chaos. The demon fights back with fury if attacked, fighting to the death if she's still trapped in this cavern. If the blade has been claimed and the demon is freed, though, she flees via *dimension door* if reduced to fewer than 200 Hit Points and doesn't return at once—although at your discretion, the glabrezu might continue to follow and vex the PCs for some time.

Canny PCs can attempt to bargain with the glabrezu. While she can't accompany the PCs while the sword is in place, the demon is certainly willing to do what she can to earn her freedom by answering questions. You can use this opportunity to guide the PCs toward parts of the Pit they might have missed and that have some resources they can use, or simply to answer questions they might have about Lirlarue or the history of the place. If the PCs are researching the Eighth Runelord, they can use this opportunity to learn a bit more (page 186).

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LIRALARUE

Glabrezu (*Pathfinder Bestiary* 79)

Initiative Deception +28

Hazard: The corpselight mist that fills the chasm causes swift decay of living flesh. Creatures within the mist become concealed, and all creatures outside the mist become concealed to creatures within it.

CORPSELIGHT MIST


HAZARD 6

UNIQUE **ENVIRONMENTAL** **MAGICAL**

Stealth +0

Description Churning vapors of glowing green mist fill a 30-foot-deep chasm.

Disable DC 28 Religion to counteract Kabriri's influence here by offering prayers to any non-evil deity and causing the mist to disperse, or *dispel magic* (3rd level; counteract DC 23) to counteract the mist for 24 hours

Decay Flesh  (divine, necromancy) **Trigger** A creature ends its turn within the mist; **Effect** The mist swiftly decays the flesh of all living creatures in the pit, inflicting 10d6 negative damage (DC 27 basic Fortitude save).

Reset The hazard resets automatically at the end of a turn and can trigger again the next round.

Treasure: A character can pull the greatsword impaling the skeletal remains free from the rocky ground into which it has been thrust with a successful DC 30 Athletics check as an Interact action. The weapon is a +2 *striking dragon bane holy greatsword*, but pulling it free releases the glabrezu demon (see Creature on page 147).

J12. KANKER'S LABORATORY

MODERATE 10

A long stone workbench wraps along the western, southern, and part of the eastern walls of this foul-smelling chamber. Alchemical supplies, bones, books, and other objects lie in a chaotic mess atop the counter. To the north, a large U-shaped trough in the ground is filled with stinking, decaying coils of entrails bobbing in a rotting, congealing stew of blood and rotten meat chunks.

One of the primary architects of the sixth doom is the ghost Kanker, and this chamber serves as both his workshop and his dining room. The trough to the north is filled with choice cuts harvested from a wide range of "donors," all slowly decaying until a point where each individual victual reaches the ripest point to please Kanker's discerning palate.

The air in this room reeks with a mix of decay, the astringent tang of alchemical components, and

the ghost's own morbid stench. A character who begins their turn in this area must succeed at a DC 25 Fortitude save or their sickened condition value increases by 1, to a maximum of sickened 4. On a success, the character is temporarily immune to this room's stink for 24 hours. This effect has the olfactory and poison traits.

Creature: The ghost Kanker is likely to have heard about the PCs long before they reach this chamber, be it from his ally Tiluatchek, from reports brought to him by his ghostly flock, or even from Aliver Podiker if the poisoner manages to escape the PCs alive and makes his way all the way here. While Kanker has been helping Tiluatchek with his plots involving midnight milk, the ghost is more invested in his own arrangement with the Red Bishop, and he views the PCs' increasing meddling in the Pit as an unfortunate side effect of the intellect devourer's sloppy tactics in the region.

As such, when the PCs arrive here, Kanker straightens up from the project he's working on at the time (in this case, reverse engineering some doses of *demortification oil* he stole from Tiluatchek and looking for a way to craft the stuff as an alchemical elixir) and bids the PCs to step forward. He announces in his raspy voice that "it's far past time that we spoke." Kanker has a proposition for the PCs—if they agree to kill the intellect devourer and his allies in areas **J6–J9**, Kanker promises to leave Sandpoint alone. He'll throw in the alchemical elixirs, mutagens, and poisons kept here (see Treasure on page 149) as well if the PCs seem hesitant to agree. Of course, Kanker doesn't intend to keep his word. Once they destroy Tiluatchek and leave the Pit, the ghost travels to Grubber's Hermitage (via area **J8** if possible, or by foot and rowboat if not) to meet up with the Red Bishop there to aid the mothman in a future clash against the PCs.

If a fight does break out, Kanker does his best to blast the PCs with his alchemical bombs but makes a fighting retreat out of this room toward area **J11**, hoping to recruit the glabrezu there as an ally. If "Liralarue" still lives, Kanker promises the demon he'll set her free if she helps him slay the PCs. Whether or not the glabrezu believes Kanker is left to you to decide, but quick-thinking PCs should certainly have a chance of convincing the demon to fight for them if they promise the same—after all, the PCs haven't spent the past several years proposing and then failing to deliver on such promises of freedom.

If Aliver Podiker is found here, the poisoner fights to the death rather than risk persecution and

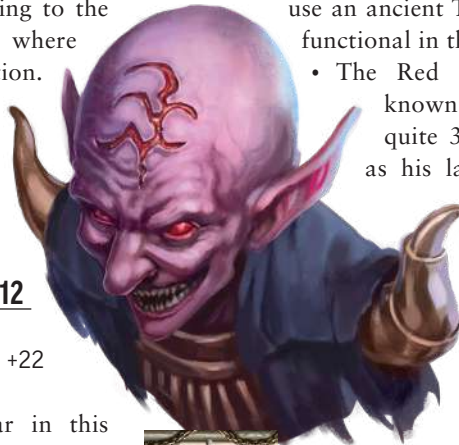
prison time. If Tiluatchek has fled to this area, he fights until reduced to 60 Hit Points and then flees the Pit entirely, deciding to finally abandon his designs on Sandpoint and returning to the city of Magnimar to the south, where he has several other plots in motion. He might well turn his attention back to Sandpoint and the PCs in the future—see “Continuing the Campaign” on page 164 for more details.

KANKER

CREATURE 12

Page 194

Initiative Deception +23 or Perception +22



Kanker

Treasure: There’s enough gear in this room to salvage three expanded alchemist’s labs. In addition, a PC who spends 10 minutes looking through the tools and supplies can sort out several alchemical items: a greater bestial mutagen, two greater darkvision elixirs, four moderate elixirs of life, a moderate sea touch elixir, 10 doses of cytillesh oil, a moderate alchemical chart (*Treasure Vault* 62), a moderate poison concentrator (*Treasure Vault* 64), a vial of blisterwort labeled “Drink Me!”, a single dose of refined midnight milk, and three vials of *demortification oil*.

The search through all of these alchemical tools and supplies also turns up several stained journals written in blood in Kanker’s spidery scrawl. These journals are all written in Necril, but a PC who can read them and spends 8 hours studying them learn three vital pieces of information.

- Kanker’s goal is to transform Sandpoint into a town of undead, and he’s worked out dozens of very efficient and effective-looking plans for spreading ghastr fever through the town or otherwise infesting the place with undead. The key element that seems to be keeping him from enacting any of these plans is the simple fact that, while Kanker is sure he can take Sandpoint, he doesn’t know how to keep it, and he understands that it would likely only be a matter of months before forces from Magnimar arrive in town to wipe him out and retake the town.
- Kanker has entered an alliance with someone he calls the “Red Bishop.” The journals don’t indicate what this Red Bishop is, other than to reveal that Kanker is both respectful and fearful of the Red Bishop’s power. In return for aiding the Midnight Dawn in their plot,

the Red Bishop has promised to help Kanker secure a lasting rule over Sandpoint, centered on a promise to teach him how to activate and use an ancient Thassilonian weapon that’s still functional in the town, tied to the Old Light.

- The Red Bishop has claimed the isle known as Grubber’s Hermitage, not quite 3 miles due west of Sandpoint, as his lair. The Red Bishop entrusted both Kanker and Tiluatchek with the secret to activating a portal between Tiluatchek’s Boudoir (area J8) and the isle, but Kanker’s note might be confusing. It says only that to activate the portal, one must speak aloud “the false stanza from Vumeshki’s masterpiece” while standing on the stone platform in the boudoir. If the players seem stumped by this clue, a character who succeeds at a DC 29 Occultism, Poetry Lore, or Society check to Recall Knowledge can suggest that Vumeshki’s masterpiece is the poem “Ilvarandin” and that a “false stanza” would be a section of the poem that reads more awkwardly than the rest.

The Sixth Doom

Kanker and Tiluatchek together comprise the Sixth Doom that threatens Sandpoint, and if the PCs defeat both of these villains, they’ll prevent the plot against the town while also denying the Red Bishop two of his most powerful pawns. The mothman cleric has been waiting for this development—the indication that the PCs might be powerful enough to trick into removing Sazzleru’s ward but not so powerful that he’ll have no chance against them in battle should they prove to be belligerent.

If the PCs confront either or both of these villains but fail to defeat them, the two don’t remain idle. If both survive, they gather their resources and set into motion plans to strike back at the PCs in Sandpoint. Where and how this revenge takes place depends on where the PCs are staying, but at this point, the two aren’t particularly interested in maintaining subtle tactics. Any surviving monsters, such as Tangles or Pthuminin, might play a part, or Kanker might use one of his rituals to create undead or conjure demons to provide aid.

Reward: Grant the PCs 120 XP for defeating these two villains. As with the Fourth Doom, this triumph goes largely unnoticed by Sandpoint, so no Reputation Points are earned as a result.

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Chapter 9: The Red Bishop's Gift

With the defeat of Kanker, the agents of the Midnight Dawn, and the spectral Sandpoint Devil, most of the Pit's great threats have been conquered, but one remains—the potential destruction of Sazzleru's ward. If the Red Bishop gets his way, the PCs will remove this ward and allow him to break the borders between the Material Plane and the Abyss so he can lure the demon Uvaglor back to the Lost Coast while simultaneously transforming Varisia into the Inner Sea's newest Worldwound.

This final chapter of “Seven Dooms for Sandpoint” is intended for 11th-level characters, and they should reach 12th level before confronting the Red Bishop in the final encounter.

A Daunting Invitation

The PCs should be well into 11th level by the time they finish exploring the Pit, and six of the seven dooms should have been defeated. There's a good chance that the PCs will also have learned that Kanker and

the Midnight Dawn were allied with a mysterious individual known as the Red Bishop, and potentially even that the Red Bishop has chosen the island of Grubber's Hermitage as his lair. If they deciphered the clues in Kanker's laboratory and recovered a copy of “Ilvarandin,” they might even find their way to Grubber's Hermitage by traveling through the teleporter at area J8.

If they don't follow up on these clues and travel to the isle on their own, though, the Red Bishop won't wait long. Allow the PCs some time, perhaps even a few weeks, after they finish with the Pit—perhaps giving them a chance to follow up on some of the “Sandpoint's Future” plots detailed on page 165, or simply giving them time to recover from their explorations or to backtrack into areas of the Pit they skipped the first time over.

But at some point after they reach 11th level, an invitation arrives the PCs won't be able to ignore.

SCARHORN'S VISIT

SEVERE 11

The black dragon Scarhorn has treated another island off Sandpoint's coast, the so-called Dragon's Punchbowl, as one of several lairs for many years, yet she's never treated Sandpoint or its hinterlands as her hunting grounds. Instead, the black dragon scours the depths of the Varisian Gulf or flies north to more remote coastal regions to seek prey and treasure, knowing the wisdom of not attracting undue attention from would-be dragon slayers from a region that, over the past decade, has produced an unusually large number of powerful heroes.

But as the Red Bishop's power grew, his command over all things that fly and have evil in their souls grew as well. With his lord Pazuzu's honeyed words, the mothman cleric recently recruited Scarhorn, one of the Lost Coast's most dangerous denizens, to his cause. Of all his agents, the black dragon is the one that the Red Bishop respects the most, and he takes care not to overexert his influence over her, but a mission to Sandpoint to issue an invitation to the PCs is a task that's risk free enough. And while such a public appearance in Sandpoint is unlike her, the dragon (whose actual name is Auhlzodrue) does look forward to the delight of watching so many people run in fear from her presence—even if it's for a menial task like issuing an invitation.

Creature: Scarhorn arrives in town with a roar an hour after sunrise, landing with a thunderous crash atop the Rusty Dragon. The building is stout and well built, and supports the dragon without collapsing, although her arrival does damage the roof and causes the eponymous dragon statue that hangs over the tavern's entrance to come loose and hang precariously over the street below. Scarhorn calls out the PCs' names, demanding they approach, yet apart from allowing her frightful presence to panic downtown Sandpoint, she does not take any aggressive actions. If the PCs don't hear the invitation themselves, they should learn of it soon enough from panicked word of mouth.

Scarhorn remains atop the Rusty Dragon until sunset—if the PCs don't come speak to her by then, she sighs in frustration and takes off, whipping her tail against the roof of the Rusty Dragon as she leaves (causing the roof to cave in and the bronze dragon sculpture to tumble into the street below).

Once she sees the PCs approach, however, the dragon chortles in delight, and lowers her head to

street level to speak with them "on their level." Read or paraphrase the following.

"Your heroics have caught the eye of the one whom I serve, and he, the Red Bishop, would speak to you about your exploits. There is an even greater evil within this land, one that threatens all of us, not just your little town, and with your aid, you can save us all—human, dragon, and Bishop alike! He awaits you atop Grubber's Hermitage. You would be wise not to keep him waiting!"

With that, the dragon takes to the air, leaving the Rusty Dragon intact, save for a half dozen potential leaks in the roof as she wings back to her aerie on the Hermitage. As the dragon leaves, allow the PCs to attempt DC 34 checks to Sense Motive; anyone who



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ONE SQUARE = 25 FEET



is successful picks up tones in Scarhorn's voice that suggest she's frustrated or perhaps even embarrassed to be serving another.

If the PCs attack Scarhorn, she roars in amusement, then breathes acid down on them. She then takes to the air (damaging the tavern as detailed on the previous page) and calls out, "The Red Bishop shall hear of your impertinence, and next time I visit, the deaths of your neighbors will be on your hands!" as she flies back to the west to return to her aerie on Grubber's Hermitage. If the PCs continue to ignore the threat of Grubber's Hermitage, the Red Bishop eventually makes his move, as detailed in The Seventh Doom at the end of this chapter.

Note that Grubber's Hermitage is only about 3 miles to the west, and if the PCs watch Scarhorn's departure, they'll be able to keep an eye on her until she lands at the island's southwesternmost point.

SCARHORN

CREATURE 14

UNIQUE CE LARGE ACID AMPHIBIOUS DRAGON

Female old black dragon (Pathfinder Bestiary 104)

Perception +24; darkvision, scent (imprecise) 60 feet

Languages Aklo, Aquan, Common, Draconic, Jotun, Thassilonian, Varisian

Skills Acrobatics +22, Arcana +27, Athletics +27, Deception +26, Intimidation +26, Stealth +24, Thassilon Lore +27

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

AC 36; **Fort** +28, **Ref** +22, **Will** +24; +1 status to all saves vs. magic

HP 275; **Immunities** acid, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 31

Tail Lash ⤵ As young black dragon.

Speed 50 feet, fly 120 feet, swim 50 feet

Melee ♦ jaws +29 (acid, magical, reach 10 feet), **Damage** 3d10+13 piercing plus 2d6 acid

Melee ♦ claw +29 (agile, magical), **Damage** 3d8+13 slashing

Melee ♦ tail +27 (magical, reach 15 feet), **Damage** 3d10+11 bludgeoning

Melee ♦ horns +27 (magical, reach 10 feet), **Damage** 2d6+11 piercing

Arcane Prepared Spells DC 34, attack +26; **6th** dispel magic, dominate, scrying; **5th** control water, mariner's curse, tongues; **4th** dimension door, hallucinatory terrain, suggestion; **3rd** bind undead, locate, shrink item; **2nd** comprehend language, humanoid form, telekinetic maneuver; **1st** alarm, charm, true strike; **Cantrips** (6th) dancing lights, ghost sound, mage hand, read aura, shield

Arcane Innate Spells DC 34; **2nd** darkness (at will)

Breath Weapon ♦♦ (acid, arcane, evocation) Scarhorn breathes a spray of acid that deals 15d6 acid damage in an 80-foot line (DC 34 basic Reflex save). She can't use Breath Weapon again for 1d4 rounds.

Corrupt Water ♦ (arcane, concentrate, necromancy)

Frequency once per day; **Effect** as adult black dragon, but DC 31.

Grubber's Hermitage

The small island of Grubber's Hermitage is surrounded by treacherous reefs, and it's known locally as a notorious generator of shipwrecks. A small gathering of a dozen or so families made a go at living on the island many years ago, but today, the dilapidated buildings on its eastern shore are obviously abandoned. Locals in Sandpoint whisper rumors that the island is haunted, or that the people who still live there have leprosy, but today rumors of it being the home of a dragon and the mysterious "Red Bishop" are on everyone's tongues.

The PCs can either attempt DC 25 checks to Gather Information about Grubber's Hermitage, or they can attempt DC 25 Society or DC 23 Sandpoint Lore checks to Recall Knowledge about the isle, with the following results.

Critical Success The families who settled on the island quietly abandoned the place years ago, but something's certainly moved into the buildings they left behind. Now and then, large shapes—shapes too large to be human—are glimpsed lumbering among the ruins on the western shore by passing ships. In addition, the PC recalls or learns information that, if they follow it while navigating a watercraft to the island, imparts a +4 circumstance bonus to the check to navigate the approach.

Success A dozen families of fishers settled on the island, but no one's heard from them in ages. If approaching via ship or boat, they know to take care to avoid the reefs and rocks surrounding the isle.

Critical Failure The island is haunted now by the ghosts of the fishers after they perished from leprosy. In addition, the PC recalls or learns faulty information that, if they follow it while navigating a watercraft to the island, imparts a -4 circumstance penalty to the check to navigate the approach.

TRAVELING TO THE HERMITAGE

The swiftest way to travel to Grubber's Hermitage is to use the teleporter on the lowest level of the Pit at area **J8**. A PC who uses this route emerges at area **L1** in the unfinished lighthouse (page 156).

Flight is an option if the PCs have enough magical resources to make the 3-mile trip, and it allows them

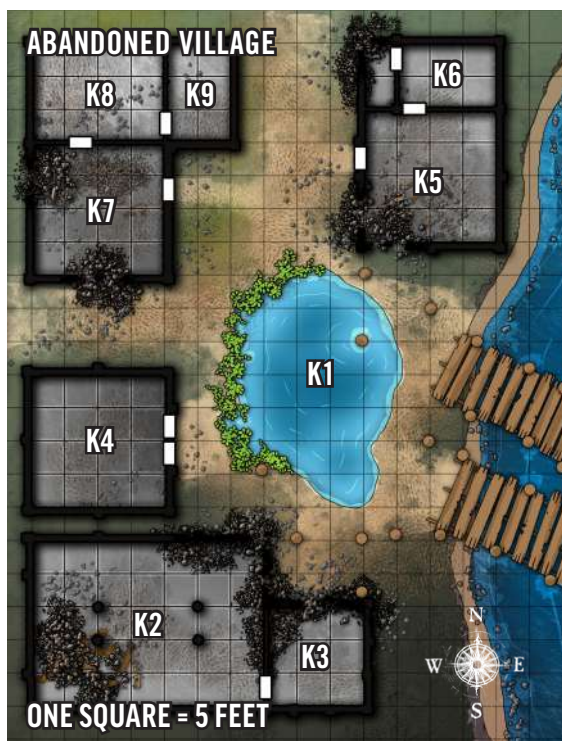
NUALIA'S INTERVENTION

If the PCs managed to accumulate 10 Forgiveness Points when Seeking Forgiveness for Nualia (page 34), the one-time villain's thankful spirit watches over their progress from beyond. When they begin to explore Grubber's Hermitage, Nualia realizes that the Red Bishop's machinations are as much at fault for her fate as anything the people of Sandpoint did, and she stands ready to manifest herself on the Material Plane if things get desperate. When (and if) she manifests is left to you, but she's most likely to do so if a battle turns against the PCs and they are in danger of being defeated. When she manifests, she appears as a ghostly image of herself, yet without the demonic arm or scars on her belly. She fights at the PCs' side for up to 3 rounds before the exertion of manifesting causes her to vanish, but during those 3 rounds, she functions as a ghost mage (*Pathfinder Bestiary* 167) who has the following divine innate spells instead of the typical arcane innate spells a ghost mage has.

Divine Innate Spells DC 29, attack +23; **5th** heal (×2); **4th** dispel magic, spiritual weapon; **3rd** heal, heroism; **2nd** remove fear, shield other; **1st** bless, ray of enfeeblement; **Cantrips** (5th) daze, stabilize

to land anywhere they wish on the island. Swimming has similar advantages, if all of the PCs are able to manage such a long distance.

The most mundane method of approach is also the most dangerous. The rocks and reefs around Grubber's Hermitage make any approach via boat treacherous, and normally, none of Sandpoint's captains would be willing to risk the journey. The PCs can track down a captain willing to risk the trip for a payment of 10 gp (and a promise to cover the cost of any damage done to the boat along the way) if they're at least liked by the faction to which the captain they speak to belongs, such as the Bunyip Club, the Sandpoint Mercantile League, the Scarnetti Consortium, and the Townsfolk. Alternatively, if the PCs have the support of the Sandpoint Shipyard (area **46** of Sandpoint) or the Valdemar Fish Market (area **34** of Sandpoint), captains associated with either location will agree to take the PCs to the island for the price and insurance listed above. If the PCs are Revered by a faction, any captain they approach who is also associated with that faction volunteers to take them for free. The typical Sandpoint captain has a Sailing Lore



check of +11. The PCs can also purchase a rowboat for 15 gp and make the trip themselves.

The beach along the island's southeastern shore, near area K, is the only safe place to make a landing with a boat.

NAVIGATE TO GRUBBER'S HERMITAGE

CONCENTRATE **EXPLORATION**

You navigate the treacherous waters that surround Grubber's Hermitage, spending 10 minutes guiding your boat between barely submerged rocks and reefs. Attempt a DC 25 Piloting Lore or Sailing Lore check.

Critical Success You navigate the way perfectly to area K, and if you leave within 4 hours before the tides and currents shift too dramatically, you need not make a second check to make your way back out to the open sea.

Success You navigate the way to area K on the shore with ease. If you leave within 4 hours, you gain a +4 circumstance bonus on your next check to navigate back to the open sea.

Failure You fail to navigate the waters, and your boat takes some damage as well. Until you spend a day and 5 gp on repairs, you suffer a -4 item penalty on further checks to Navigate to Grubber's Hermitage.

Critical Failure You run aground on a rock and your boat is holed and begins to flounder! The boat sinks in 2d4 rounds. Roll 3d6 × 10 to determine how many feet away from shore you are when it finally sinks. It's a DC 25 Athletics check to swim in the rough waves.

EXPLORING THE HERMITAGE

Grubber's Hermitage is barely over half a mile wide, and while the four sites of interest on the isle are thus all within sight of each other, each of these locations is a self-contained, complex encounter. The Red Bishop is the uncontested leader of the hermitage, but he largely allows the other creatures on the isle to do as they wish with only one rule—they are not allowed to draw attention from the mainland. It's in the Red Bishop's interests to keep the citizens of Sandpoint and observers from passing ships from becoming too curious about the isle, and for the past several decades, his plans have worked well. People regard the place as unimportant and not worth the risk of approaching. While rumors are whispered about who or what lives there now, Grubber's Hermitage has remained isolated.

Much of the island is difficult to traverse, with three primary terrains to contend with. The old hermitage itself is built upon a soggy salt marsh spotted with shallow brackish ponds, but at least the terrain here is relatively open. The pine and fir thicket that fills the middle of the isle is greater difficult terrain to those who travel off the path, for they must contend with thick tangles of blackberries and wiry manzanita. The island's elevations rise upward to the west, north, and south into rugged escarpments and jagged hills that are more open than the thicket, yet so riddled with ridges and defiles that movement off the trail is difficult terrain as well.

The occupants of the four encounter areas are self-sufficient; they may take note of flashy fights or noisy confrontations elsewhere on the island but, with the exception of a potential rallying call as detailed in area N, they treat such events as little more than warnings that they should prepare for unruly visitors.

During the day, the skies above the hermitage are often filled by flocks of raucous seagulls. At night, the island is dark with an even more desolate feeling.

K. ABANDONED VILLAGE

SEVERE 11

Note that while most of the creatures that live here spend the majority of their time within one of the ruined buildings, the largest of them slumbers within the tide pool itself, partially covered in mud and seaweed that makes it look like a large rock. If the PCs aren't fooled by this creature's stealth, append the second paragraph of the following read-aloud text as appropriate.

A collection of four large wooden buildings in various states of disrepair slump around a muddy beach, though a brackish tide pool and the now-useless pilings of a destroyed boardwalk take up most of the beach. A thick patch of bristly reeds grows along the western side of the pool, while

muddy, overgrown roads lead west and north. The buildings themselves are overgrown with moss and lichen, with several walls partially collapsed to reveal the interiors of ruined storerooms, shipbuilding structures, a harbormaster's office, and what may have once been a tavern.

A large mound of seaweed has draped over a sizable rock in the center of the tide pool—proof that at high tide, much of this area's central area is underwater.

The fishers who once dwelled on the island lived in the smaller (and now abandoned) shacks that surround this modest “main street,” but their time on the isle has long passed.

Area **K1** is a five-foot-deep tide pool. During a few hours each day, this tide pool is connected to the ocean. The reefs that surround the island form a natural breakwater that keeps the surge from encroaching too far up the beach here, except during the greatest of storms.

Areas **K2** and **K3** were once the hermitage's shipbuilding facility, with the smaller room (area **K3**) serving as a home for the isle's only shipwright.

Area **K4** is the only building that has managed to remain fully upright, and was once used to store food and supplies.

Areas **K5** and **K6** were the office and home of the harbormaster, with the larger room to the south serving as an office and the smaller area to the north as private quarters.

Areas **K7–K9** were a communal tavern—locals could gather in area **K7** for meals and community events. Area **K8** was a kitchen, and **K9** was a pantry.

Creatures: This collection of buildings has served as the home of a small clan of marsh giants for many years. The creatures have done well to hide themselves, coming out only after dark to hunt. They also avoid fires, a simple task for them, as they prefer the damp and cold, the flavor of raw meat, and the comfort of starlight. With them dwells a combination pet and object of reverence—an enormous frog-like monstrosity they call the Weedfather, despite the fact that this mobogo had nothing to do with siring any of the giants.

The mobogo spends days at a time slumbering in the tide pool, shambling out once a week to hunt in the surrounding waters. It typically overeats on sharks, dolphins, and other sizable sea life before flopping back here, vomiting some of the food it gathered—often whole or mostly intact—on the shore, and then wallowing back into its pool to sleep off the rest of its meal. This regular offering of meat helps to sustain the giants. The first time the PCs visit, the Weedfather lies in the pond, awake and alert but still, relying upon its bonus to stealth in swamps to keep it hidden until a fight breaks out.

During the day, the six marsh giants slumber in the ruined buildings: three in area **K2**, one in area **K3**, one in area **K5**, and one in area **K7**. At night, 1d4 of the giants are milling about the surrounding area, with the remainder loitering in the immediate environs, enjoying brutal games, eating, or carving offerings out of driftwood to present to the Red Bishop. Once they notice the PCs, they make noisy whooping cries, causing those giants in the surrounding areas to lumber back to this town square (one arrives at the start of every turn after this alarm). The giants don't attack at once, having been instructed by the Red Bishop to welcome the PCs. One of the giants steps forward with open arms in a wet, clammy mockery of greeting, then informs the PCs that “the Red Bishop awaits your arrival at the church.” Asked where this church is, the giants point toward the northwestern bluff and explain that they need only take the path to the north and then take the first turn to reach their destination.

If the giants see Weedfather as their provider, they regard the Red Bishop as their ruler and even their god. Asked about the mothman, the giants grow worshipful and servile, singing praises of “Him Whose Eyes Are the Fire” or “The Sunset Wings” or “The Child of Him Whose Name We Do Not Speak.” The giants may even offer to share a meal of raw mobogo-vomited blue shark if the PCs persist in asking questions, but are quick to assume insult if the party declines such an invitation. The giants attack at once if they perceive an insult to them or the Red Bishop, or if they interpret any aggressive move by the PCs. When they roll Perception for initiative, they call out to Weedfather for aid, and the mobogo joins the fight by rolling Stealth for initiative. Each giant carries a heavy block of driftwood they can hurl as a rock, but they can also attempt a DC 30 Athletics check as an Interact action to wrench up an adjacent old wooden piling sticking out of the muck to hurl as a rock as well if they need more ammunition. The giants and the mobogo fight to the death, but do not pursue foes out of their area.

MARSH GIANTS (6) CREATURE 8

Pathfinder Bestiary 2 125

Initiative Perception +16

WEEDFATHER CREATURE 10

Male mobogo (*Pathfinder Bestiary 3 170*)

Initiative Stealth +21

Treasure: The giants use area **K4** as a treasury. This stash consists of three waterlogged treasure chests (each can be Forced Open with a DC 25 Athletics check) that contain 1,000 sp each, a *triton's conch*,

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a +2 *striking trident*, and an aquatic elf's skeleton wearing a suit of *electric eelskin* armor. One of the chests also contains a watertight scroll tube containing a *vanishing coin talisman* and a strange treasure map—the site noted on the treasure map indicates a sunken ship somewhere three miles west of Sandpoint, but the dangers and rewards for investigating it are left to you to determine.

L. FORGOTTEN LIGHT

MODERATE 11

A squat, circular structure stands here, the lower portion of an incomplete stone lighthouse. A dilapidated wooden structure is built into the southern side of the twenty-foot-high stone tower, while just to the northwest slumps a small wooden stable. The surrounding grounds are overgrown with brush, and the sound of surf rises from a cliffside to the northeast.

The dense undergrowth around this unfinished lighthouse is difficult terrain. The cliff to the northeast drops 50 feet into the rocky surf below.

Area L1 is a partially collapsed stable that once housed a pair of mules who were used to haul the heavy stones imported to the island decades ago to start the construction of the light house. All that remains of the mules today are fragments of their skeletons.

Areas L2–L5 were to be the lightkeeper's abode, but only ever served as the home for the stonemason who

took it upon herself to start work on this lighthouse. Area L2 was a combination office and mess hall. Area L3 served as her personal quarters, area L4 as food storage, and area L5 held tools and repair supplies.

Area L6 is open to the air. The northwestern quadrant is ruined, while an unfinished and very rusted stairwell starts up along the eastern wall. Fragments of what was once an upper wooden floor lie strewn about the area, as construction on the light was abandoned long before any actual upper floors were constructed. A circular stone slab sits on the floor in the middle of the ruined area—this simple-looking slab represents one of the Red Bishop's greatest achievements.

After the Red Bishop's alliance with Kanker and the Midnight Dawn grew more solid, he took note of the unusual teleportation circle at area J8. At first, he hoped to awaken the portal's power and explore whatever lay at its far side, but he eventually abandoned this pursuit for one only slightly less astounding—a duplication. Drawing upon potent tools he'd taken from the Abyss and his own power over fate, the Red Bishop managed to project a semi-solid manifestation of the teleporter into area L6, forging a magical link between this area and the deepest level of the Pit. A PC who investigates the stone disk notes that it isn't physically present and that it behaves like a visual illusion. Nonetheless, the teleporter functions the same as the one in area J8. Anyone who recites the final four lines of "Ilvarandin" causes the illusory disk to activate for 1 minute, teleporting them and anyone who steps into the illusion to area J8 of the Pit.

Creatures: Although the Red Bishop has the favor of his patron, Pazuzu, and has done nothing to warrant punishment, the demon lord still sent four of his minions here to keep an eye on the priest. These four vrock arrived not long after the Red Bishop took up residence on Grubber's Hermitage, settling into the forgotten lighthouse after presenting themselves as "gifts" from the King of the Wind Demons and offering the Red Bishop their services. The Red Bishop took their arrival with equal parts frustration and gratitude, and asked only for the vrock to "watch the skies above for the curious." He does not involve the four vrock in his plans beyond this, as he does not trust their actual motives, but is wary about slaughtering them or otherwise tricking them, fearful of what Pazuzu's reaction might be, if any.

While the Red Bishop hasn't directly involved these demons in his machinations, he has kept them abreast of the basics of his plans for the region and has alerted the vrock that the PCs may arrive soon, either by land, air, or teleporter. The four vrock have been spending their time since perched on the stone walls of area L6

at the four compass points, telepathically pontificating on the philosophical implications and plausibilities of the Red Bishop's schemes and making their own plans for the PCs once the Red Bishop is through with them.

Upon spotting the PCs, the vrocka call out to them in Common, welcoming them to "the Red Bishop's kingdom" and obsequiously congratulating them on their "grand success within the Pit." They'll inform the PCs that "the Red Bishop awaits with a special task to the west, under the broken wings of the false lord of air" (a reference to the fallen temple of Ylimancha at area N). The vrocka go out of their way to compliment and fawn over the PCs, but their attention is unpleasant and obviously mocking. They have little interest in providing the PCs with any actual intelligence or advice, and if the PCs leave without a fight, they take to the air and follow at a distance, periodically landing amid nearby tree branches or atop boulders to continue their obvious observations.

If attacked, the vrocka hiss and spit in anger, warning the PCs that the "King of the Skies" will see to their dooms for daring to interfere in matters too grand and glorious for "dirtcrawlers." Once an attack begins, the vrocka pursue the PCs throughout the island, fighting to the death. They start the fight with a Dance of Ruin, and if they pull the attack off, the blast of lightning alerts the Red Bishop. If the attack takes place after dark, many people in Sandpoint will notice it as well and are startled by the sight of the distant lightning strike to the west. The Red Bishop is furious at this, fearing that the attack will not only attract the wrong sort of attention but may well make the PCs more difficult to treat with. Thus, 1 round after the fight begins, the mothman arrives in the area via *dimension door* heightened to 5th level (he can use Agent of Fate to do so since his swift arrival will, in his mind, help his stance with the PCs). Upon arriving, the mothman condemns the vrocka as traitors to all that flies. He joins the PCs' side in the fight. Doing so, he hopes, will not only prevent a disaster in the off chance the vrocka can kill his latest project, but also may well help to convince the PCs that he's an ally whose plans can be trusted. If the PCs and the Red Bishop win this fight, the mothman invites them back to the Fallen Church to speak with them after apologizing for the inconvenience from "that flapping rabble."

VROCKA (4)

CREATURE 9

Pathfinder Bestiary 78

Initiative Perception +18

Languages Abyssal, Celestial, Common, Draconic; telepathy 100 feet



Treasure: While the vrocka keep no treasure, the stonemason who once dwelled here did. When she succumbed to illness, the fishers of the hermitage made off with her wealth, but they never found a small cache hidden in her bedroom. A PC who Seeks in area L3 and succeeds at a DC 28 Perception check notes a loose brick in the wall near the ruins of a bed in the southeast corner. Behind this brick sits a hollow in the wall, within rests a small wooden coffer containing eight gold bars worth 100 gp each and a scroll tube that contains an old but still legitimate deed that proclaims ownership of the land and buildings in area L to the holder, granted by the Church of Abadar in Magnimar.

M. SCARHORN'S AERIE

SEVERE 11

The acrid stink of bile seeps from a ragged cave entrance in the side of this rocky escarpment, the opening looking out south over the Varisian Gulf. A crust of white minerals lies in a swath around the entrance to the cavern; closer inspection reveals half-melted bones from a wide range of creatures amid these mineral deposits.

A successful DC 25 Nature check to Recall Knowledge reveals the melted bones and deposits are evidence of an acid-using predator, while a critical success (or a regular success with a DC 32 Arcana check) confirms these are the markings of a black dragon.

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Creature: The black dragon Scarhorn has taken up temporary residence within this cave. Her actual lair is underwater to the northeast, under the island known as Dragon's Punchbowl, but for the moment she's been compelled by the Red Bishop to remain at hand in case he needs her. The Red Bishop's control over Scarhorn is tenuous at best, though, and the mothman knows it; as such, he doesn't push her to assist him too often, instead keeping her in reserve in the event of an unexpected emergency. If the PCs watched the dragon leave Sandpoint after her message was delivered earlier in the chapter, they may have spotted her returning to this cavern from their vantage point on the mainland.

If the PCs attacked Scarhorn earlier, she roars in surprise and rage that they've dared follow her all the way to her cave here, and she attacks on sight, using her breath weapon at first, then surging forth to make a few melee strikes before she takes to the air. Once flying, she alternates as needed between her spells and breath weapon. If reduced to fewer than 100 Hit Points, she abandons her lair here and retreats to area N to report to the Red Bishop that his "playthings" need to be punished. The Red Bishop provides what healing he can to Scarhorn, and she remains by his side for now, as detailed in area N.

If the PCs parted with Scarhorn on less violent terms, the dragon is nonetheless unfazed by their arrival here. In her deep, rumbling voice, she asks if the PCs are lost, then tells them the one who has the answers they need is to the north in the old church. The dragon's initial attitude is unfriendly, but she's also impatient. If the PCs attempt to Make an Impression or Coerce her more than twice, she becomes frustrated at their continued presence and orders them to leave at once—PCs who do not immediately comply are attacked.

Scarhorn doesn't know much about the Red Bishop's plans for the region, but she does know he's a master manipulator and that his interest in the PCs in particular will likely lead to their pain and suffering, much to her amusement. Were she to learn of his true intentions, the Red Bishop's influence over Scarhorn would be shattered. She's evil, but she sees the Lost Coast as her home and doesn't like the idea of the area becoming a devastated wasteland where she'll be nowhere near the high end of a regional power. Without hard proof of those plans, though, convincing Scarhorn that she should help the PCs defeat the Red Bishop should be difficult, requiring her to be made helpful at the minimum. A more likely scenario sees the PCs being able to convince her to stay out of any potential confrontation between them and the mothman.

SCARHORN

Page 152

Initiative Perception +24

Treasure: The bulk of Scarhorn's treasure remains well hidden under Dragon's Punchbowl, but she brought along a small stash of "comfort loot" to keep her company here. She keeps this treasure stashed near the northern wall in the deepest part of the cave: 10,000 cp, 4,000 sp, 150 gp, 350 gp in assorted art objects and gemstones, a +2 *striking bastard sword* with a hilt carved to look like two coiled serpents, a *greater staff of transmutation*, and a suit of +1 *fortification full plate armor* bearing the Thassilonian symbol of wrath.

Reward: If the PCs recruit Scarhorn's aid or convince her to not come to the Red Bishop's aid in a fight, grant the PCs XP as if they'd defeated her in combat.

Fallen Church

A sizable stone church sits on a promontory here, although ridges of stone block its view of the ocean. Dozens of strangely carved lumps of driftwood depicting crude images of flying monsters flank the dirt path that leads up to the church. The church itself has a stone dome in the north and a low wooden building to the south that wraps around an overgrown cemetery. Exquisite carvings of a seagull once adorned the church's facade, but these have all been cracked, smeared with blood, or otherwise defiled. All manner of birds—sea gulls, ospreys, crows, and ravens—perch along the rooflines of the church, standing guard in eerie silence.

This building is the oldest structure on Grubber's Hermitage, and is older than the town of Sandpoint itself. Built by worshippers of the empyreal lord Ylimancha (goddess of coastlines, fishers, and flying creatures) back in 4651, the church was originally intended to be a religious retreat for worshippers of the benevolent patron as much as a sort of waystation to watch over sea traffic. The original founders envisioned dozens of these temples all along the Lost Coast to provide seafaring support, but this was the only structure completed. Unfortunately, the church was attacked not long after it was finished, and its priests were slaughtered by a raiding party of ulat-kinis led by an alghollthu that took offense at the presence of a house of worship so close to one of its underwater lairs. Those alghollthus were soon thereafter defeated themselves, but the church, as well as the plans for a string of them up the coast, remained abandoned.

When the fishers who settled on Grubber's Hermitage arrived, they counted among their number an old oracle of tempests named Narlo Nyrell, who took up residence in this structure. He enjoyed the decor and saw no need to tamper with it, at least until the Red Bishop decided he wanted the isle for his own. He tempted and corrupted Narlo, convincing the oracle that the wind was the true ruler of the sea, for without the wind, what were waves but ripples? Increasingly convinced that the isolated people in the village below were blaspheming against the wind, Narlo called upon the Red Bishop for aid and sent a poisonous miasma down from the church, killing all those who dwelled below. Only then did the Red Bishop reveal the truth of his manipulations, whereupon Narlo fled into the miasma in a doomed attempt to save his people.

While most of the dead bodies are now long gone, save for a few fishers whose bones lie in the church cemetery, Narlo remains. Now he serves the Red Bishop in undeath as a caretaker for a fallen church, devoted no longer to an empyreal lord but to a demon lord of the skies.

N. FALLEN CHURCH INTERIOR

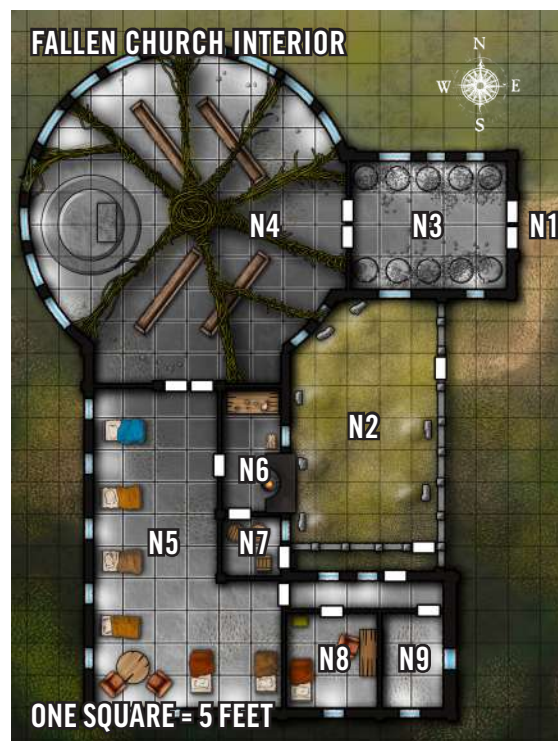
The Fallen Church is a ruined structure, with its once lovely stained-glass windows smashed apart, its walls stained with salt, and its interior cold and dark and strewn with windblown leaves and detritus. A PC can clamber through any of the windows in the church with a DC 10 Athletics check made as an Interact action that has the move trait.

N1. Entrance: This path leads all the way back to area K to the southeast. A PC who makes a DC 20 Religion check to Recall Knowledge while examining the church recognizes it was once a place of worship for Ylimancha, but that it's been purposely defiled. A critical success notes that the specific method of the defiling suggests that it is now a house devoted to the demon lord Pazuzu. Narlo Nyrell stands watch here and calls out to the PCs in a raspy, hollow voice as they approach—see his entry in Sinister Inhabitants below for more details.

N2. Cemetery: The bodies buried here were all fishers who perished before Narlo's betrayal of the isle. If the Sandpoint Devil has had a chance to return to life, it lurks strangely quiet in this area, awaiting the call of the Red Bishop to attack.

N3. Vestibule: Shattered statues of majestic seagulls line the north and south walls of this vestibule.

N4. Temple: Four sturdy wooden pews still sit in this large domed chamber, all facing a dais atop which sits a blood-smeared altar stone heaped with dead seagulls. An eerie cocoon-shaped nest of chitin, branches, dried grass, and bones dangles from thick cords of dried seaweed and



hair, all suspended 20 feet over the floor of the temple by mossy ropes, just under the 30-foot-high ceiling. It's within this unsettling nest that the Red Bishop takes his periodic slumbers. A search of the nest reveals some of the Red Bishop's tools (see Fallen Church Treasures on page 161).

N5. Dormitory: The six acolytes slept here long ago, but their bunks are now mostly collapsed. An old table and two rickety chairs sit in one corner.

N6. Kitchen: A large fireplace with an iron cauldron set within it sits in the southeast corner of this kitchen, while to the north sits a collapsed food prep table.

N7. Pantry: Food and water were kept here, but today the shelves are bare.

N8. Priest's Room: Narlo Nyrell lived here, but he hasn't returned to his old room since rising as an undead minion of the Red Bishop. A PC who Seeks in this room and succeeds at a DC 22 Perception check discovers an iron key (this can open the lockbox in area N9). A critical success at this check allows the PC to discover the hidden nook under a loose stone in the floor where Narlo's cache is hidden (see Fallen Church Treasures).

N9. Storeroom: This chamber was used for general storage. A lockbox sits on one shelf (see Fallen Church Treasures).

SINISTER INHABITANTS

While the Red Bishop is the most dangerous and powerful inhabitant of the Fallen Church, he is not

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its only denizen. When confronted with all three of the following additional inhabitants, a fight here is an Extreme 11 encounter.

Narlo Nyrell

Narlo Nyrell, once an oracle of tempests who watched over the fishers of Grubber's Hermitage, now exists as a mockery—a herexen. Once the caretaker of the church, he now serves as a glorified greeter and mouthpiece for the Red Bishop. In his undead form, Narlo still wears wind-worn armor and carries the staff that served him well in life, but his body appears almost skeletal—when it's not covered in thick masses of biting blackflies. What little flesh remains on his bones is leathery and blackened, and his eye sockets shine with an unsettling green glow.

The first time the PCs approach the Fallen Church, they'll find Narlo waiting patiently at the entrance to the church in area N1. He calls out to the PCs as they approach, congratulating them on finally earning the glorious right to speak to the Bishop; he opens the door to the church and steps to the side, extending an arm toward the open door to invite the PCs in. Any questions they have are met with the same reply: "The Bishop shall make all things clear." If the PCs enter the church, Narlo follows them into area N4—see An Unsettling Chat on page 161 for more details.

If the PCs simply attack Narlo, he shrieks in anger and fights back—see The Final Confrontation on page 162 for more details.

NARLO NYRELL CREATURE 8

UNIQUE CE MEDIUM UNDEAD

Male herexen oracle (*Pathfinder Bestiary* 3 134)

Perception +16; darkvision

Languages Abyssal, Common, Necril

Skills Athletics +16, Intimidation +18, Nature +16, Religion +16

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

Items +1 lightning-resistant leather armor, greater staff of air (*Treasure Vault* 134)

AC 26; **Fort** +16, **Ref** +18, **Will** +14

HP 136, negative healing; **Immunities** death effects, disease, paralyzed, poisoned, unconscious; **Weaknesses** fire 5; **Resistances** electricity 5

Final Blasphemy (divine, necromancy, negative) As herexen, but with the effects of a 3-action *harm* spell heightened to 4th level (DC 26).

Speed 25 feet

Melee ♦ staff +16 (two-hand d8), **Damage** 1d4+6 bludgeoning

Divine Spontaneous Spells DC 26, attack +18; **4th** (3 slots) *air walk, harm, sound burst*; **3rd** (3 slots) *chilling darkness, crisis of faith, dispel magic*; **2nd** (3 slots) *darkness, resist energy, silence*; **1st** (3 slots) *command, fear, ray of enfeeblement*; **Cantrips (4th)** *chill touch, daze, divine lance, message, shield*

Revelation Spells DC 26, 2 Focus Points; **4th** *tempest touch, thunderburst*

Swarming Curse Hundreds of biting flies crawl over Narlo's bones, filling out his armor almost like his flesh once did. When these flies burn, they harm Narlo as well, imparting weakness to fire 5. Whenever Narlo casts a spell, these flies burst from his body to fill a 10-foot emanation around him in a buzzing, biting cloud until the start of his next turn. During this time, he loses his weakness to fire, and any creature that ends their turn within the emanation takes 4d6 piercing damage (DC 23 basic Reflex save) from the biting flies.

Sandpoint Devil

If enough time has passed since the PCs' defeat of the spectral devil (see area I), then the creature has returned to life as the Sandpoint Devil. In this case, the Sandpoint Devil takes up residence in the church's cemetery (area N2), but does not attack the PCs on sight, instead awaiting the command to do so from its master, the Red Bishop.

SANDPOINT DEVIL CREATURE 8

Pathfinder Bestiary 2 230

Initiative Perception +16

Unnatural Bird Flock

A fiendishly aggressive flock of birds made up of crows, sea gulls, ospreys, and ravens stands watch atop the eaves and rooflines of the church. This mix of birds takes to the wing to defend the Red Bishop if attacked, working together with uncanny coordination despite their mix of species. Their glowing red eyes reveal the fiendish influence that has bound them together into this unnatural swarm.



Narlo Nyrell

FIENDISH FLOCK

CREATURE 7

RARE CE LARGE ANIMAL SWARM

Variant raven swarm (*Pathfinder Bestiary* 2 221)

Perception +16; darkvision

Languages Abyssal (can't speak any language)

Skills Acrobatics +17

Str +0, **Dex** +5, **Con** +0, **Int** -3, **Wis** +5, **Cha** +0

AC 26; **Fort** +10, **Ref** +18, **Will** +14

HP 88; **Immunities** precision, swarm mind; **Weaknesses** area damage 10, splash damage 10; **Resistances** bludgeoning 5, piercing 10, slashing 10

Speed 10 feet, fly 40 feet

Beaks and Talons ♦ The fiendish flock's angry pecking and clawing deals 2d6 piercing and 2d6 slashing damage to each enemy in the swarm's space (DC 25 basic Reflex save). A creature that critically fails its save is blinded for 1d4 rounds as the birds focus their attacks on the target's face.

FALLEN CHURCH TREASURES

If the PCs take the time to search certain areas in the Fallen Church, they'll find stashes of treasure in a few of the rooms.

Church Funds: After Narlo took up stewardship of the church, the alms collected from donations granted by the fishers (either collected during sermons, or given in larger sums in return for more specific religious or medical support) ended up being stored in a lockbox kept on a shelf in area **N9**. The lockbox remains locked to this day, and can be opened by the key hidden in area **N8**, Forced Open with a DC 28 Athletics check, or with three DC 25 Thievery checks to Pick the Lock. Within the box are 245 cp, 83 sp, 19 gp, 2 pp, three pearls worth 20 gp each, and a *tourmaline sphere aeon stone* that neither the fishers nor Narlo realized was magical.

Narlo's Cache: Narlo spent some time aboard a pirate ship from Riddleport before giving up that life to live out as a hermit here, but when he abandoned his previous ship, he took with it a few treasures. He hid these three treasures in a hollow in the ground under a loose stone in area **N8**—a *scroll of raise dead* (capable of bringing back a dead creature of 13th level or lower) in a watertight darkwood scroll tube worth 50 gp, a strand of *greater holy prayer beads*, and an *air elemental gem*.

Red Bishop's Tools: The Red Bishop carries some of his treasures, but others aren't as useful to the mothman on a day-to-day basis, and he keeps these two potent magic items in hidden compartments in his cocoon nest in area **N4**. A PC who Seeks in the nest can discover these items with a DC 27 Perception check: an *anchor of aquatic exploration* (*Treasure*

Vault 114) he sometimes uses to explore the depths of the Varisian Bay, and a *bag of holding type III* he uses when he needs to transport large quantities of objects. Currently, the bag contains several rare tomes, including a complete copy of "Songs at Sun's Ebb" (worth 100 gp) and an oily-feeling folio containing detailed notes on the legendary *Book of the Damned* that contains the ritual *planar binding*. Another book is written in Thassilonian—a collection of rituals penned by one of Sorshen's many apprentices. This book contains the formulas for *geas*, *inveigle*, and *planar ally*.

The Seventh Doom

The seventh and final doom is the threat represented by the Red Bishop, whether it's a result of him convincing a group of adventurers to undo Sazzleru's ward (and thus open the way for a new Worldwound between Golarion and the Abyss), or a result of a frustrated Red Bishop unleashing the fury of the Hellstorm Flume upon the town when his latest group of pawns resists or simply ignores his nefarious manipulations. At this point, the Red Bishop finally grows fed up with waiting and infiltrates the hidden chambers below the Old Light, where he activates the weapon directly by manipulating its heart. He then retreats to safety to watch as the ruined tower begins to glow and smoke, and then a few minutes later it melts into lava before exploding in a blast of flame that scours Sandpoint from the Lost Coast. There are no survivors.

If the PCs defeat the Red Bishop, they avert this final doom for Sandpoint—and more importantly, they remove from the region the architect of most of the bad luck and ill fortune that's plagued the town for the past several decades!

AN UNSETTLING CHAT

If the PCs accept Narlo's invitation to enter the church, or if they make their own way into the temple, they'll have a chance to speak to the architect of the Seven Dooms—the Red Bishop himself. The mothman cleric of Pazuzu awaits them in area **L4**, and emerges from his strange cocoon to swoop down to the altar, standing imperiously atop the profaned stone as he addresses the PCs telepathically. As he appears, a feeling of déjà vu washes over the PCs, as the unsettling sensation of the Red Bishop's glowing crimson eyes gazing upon the PCs evokes an unsettling sensation—one that makes the PCs realize that these same eyes have been observing them from hiding on and off for as long as they've been in the Sandpoint region. For the duration of this discussion, the Red Bishop keeps his Portentous Gaze deactivated.

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REMOVING THE WARD

This adventure assumes the PCs don't fall for the Red Bishop's plan and agree to work at removing Sazzleru's ward, but if they decide to do so, treat the ritual as a variant of *ward domain* (*Advanced Player's Guide* 245) that can only be performed by non-evil creatures who do not have ties to the Abyss. The PCs must critically succeed at the ritual to unmake Sazzleru's ward, and on a critical failure, six vroek demons manifest through the thin barrier between planes to attack the PCs.

If the PCs remove the ward, disaster isn't immediate, but it is certainly imminent—see “Continuing the Campaign” on page 164 for more details.

The Red Bishop remains nearly motionless, perched atop the bloody altar, as he speaks to the party. Only the lambent red flickering within his eyes and periodic twitches in the folds of his wings serve as any indication that he's mobile during the conversation. As the conversation begins, the Red Bishop congratulates the party on their successes in the Pit and in Sandpoint, mentally applauding them for their heroics. The mothman takes time to call out a specific moment during the adventure for each PC where their actions in particular turned the tide or had a dramatically heroic result.

The Red Bishop then presents the PCs with a chance to “perform a greater deed” by warning them that an ancient scar between this world and the Abyss lies at the bottom of the Pit, and that the ward once placed there to keep the boundaries between planes strong has begun to fail. He proposes that he teach the PCs a ritual they can perform in the Pit to bolster the ward, noting that only heroes who carry “the blood of the land” in their veins (those who have generational ties to the region, such as the PCs) can perform the ritual. If the PCs agree, he teaches them this ritual and then urges them to perform it as soon as possible. To learn the ritual, a PC must spend an hour with the Red Bishop and then succeed at a DC 28 Arcana, Nature, Occultism, or Religion check to Learn a Spell. On a critical success, the PC realizes that the ritual they just learned is a cunning trick that will actually remove

the ward in the Pit and further damage the barrier between this world and the Abyss.

Of course, all of this is a lie. If the PCs see through the Red Bishop's deception, or appear to be hesitant to do this task for the Red Bishop, the mothman does his best to further encourage them. His favorite tactic is to mix the truth with lies. For example, if the PCs accuse him of being a demon worshipper, his reply is to note that “While I do serve Lord Pazuzu, my home is here, like you—it would be a tragedy to let our differences in faith stand in the way of the Lost Coast's destiny.”

If the Red Bishop grows frustrated, his tone changes from diplomacy to something more akin to outright manipulation and emotional blackmail. Especially if the PCs accuse him of being the mastermind behind so many of the other dangers that Sandpoint has recently faced—such as his support of Ripnugget, the Midnight Dawn, or his alliance with Kanker—he imperiously notes that these dangers were nothing the PCs couldn't conquer, and that he set these “opportunities” before them to cultivate their skills and help hone their power. Without these opportunities, the PCs would never have had a chance to become the heroes they are today—in a way, this makes the Red Bishop a sort of patron or muse to the party, and it would be the height of arrogance and foolishness to turn away from his advice and aid now. He may even liken himself to a parental figure, or even a god to inspire a PC's whole reason for becoming an adventure if he grows frustrated and impatient enough.

If he feels he can pull it off, he'll try to trick some or all of PCs into speaking Pazuzu's name three times during this discussion so he can use

True Temptation on them at a later date—although he's loath to do so, since once a PC succumbs to True Temptation, they become influenced enough by the Abyss that they can no longer successfully perform the rite to remove Sazzleru's ward.

THE FINAL CONFRONTATION

While the Red Bishop hopes to trick the PCs into removing Sazzleru's ward, he knows that there's a chance they might see through his deceptions or simply be unwilling to comply. In this case, the mothman is prepared to fight, rolling Deception for initiative unless the PCs decide to attack without direct provocation, in which case he rolls for initiative with Perception.

The Red Bishop is a Severe 11 encounter all on his own, but it's likely that there will be additional allies at his side—if the fiendish flock, Sandpoint Devil, and



Red Bishop

Narlo Nyrell join the fight, this becomes an Extreme 11 encounter. Worse, if the PCs haven't taken the time to handle the occupants at areas **K**, **L**, and **M**, those foes will come to join a battle as well, for the Red Bishop's first act in combat is to use Agent of Fate to cast *volcanic eruption*. He attempts to catch at least one PC in the area, and takes care to avoid striking his cocoon nest; the spell blasts a hole in the weak roof of the Fallen Church to send a column of lava into the air above that is impossible to ignore—the giants, dragon, and vrocks make their way to the Fallen Church at once to join the fight.

If the Red Bishop has already used Agent of Fate today, he'll instead start the fight by casting *sending* to contact Scarhorn and order her to come to the Fallen Church to aid in his defense. The dragon's roaring flight from area **M** is enough to alert the giants at area **K** and the vrocks at area **L**, and they arrive as soon as they can thereafter.

This climactic fight is meant to be a difficult one, but there are ways the PCs can prepare for it. Their adventures in the Pit have likely given them many magical treasures that they can use in this fight, and they may even have earned enough experience points by the time this battle begins to reach 12th level. If they're close, you should strongly consider giving them a chance to level up before they approach the Fallen Church to reward them for their diligence in exploring the Pit and Grubber's Hermitage. Canny PCs may also have made alliances along the way, including potentially recruiting the aid of Scarhorn herself. This battle also makes for a great moment for Nualia to manifest to aid the PCs as well (see Nualia's Intervention on page 153).

Working in the PCs' favor is the fact that the Red Bishop doesn't want them dead. He and his allies do their best to capture the PCs alive rather than kill them, and if a PC drops and is dying, the Red Bishop uses *stabilize* or *heal* to save them. He accepts surrender at any point, and in return for mercy, he expects the PCs to perform the ritual for him—being bullied into service does not count as being under the Abyss's influence for purposes of removing the ward. This can give the PCs a chance to bide their time and orchestrate another attack on the Red Bishop in the future, perhaps even in the depths of the Pit, but at this point, since the mothman knows they're not to be trusted, he and several of his pawns are sure to keep the PCs close at hand and won't allow them to return to Sandpoint until their task in the Pit is done.

Additional details on the Red Bishop's tactics in combat appear on page 196.

JOINING THE BATTLE

A wise party doesn't confront the Red Bishop before they deal with his other allies on Grubber's Hermitage—for when the battle begins and he sends out his alarm, the occupants of areas **K-M** respond.

Marsh Giants: The giants at area **K** take two rounds after the alarm is raised to gather, then move up to join the fight. At their speed, they can cover about 100 feet a round, so it'll take them an additional 4 rounds to reach the Fallen Church. The mobogo Weedfather does not join this fight.

Scarhorn: Scarhorn emerges from her cave in area **M** at the start of the round after the alarm, then flies north. She arrives at the battle 2 rounds later.

Vrocks: The vrocks at area **L** use their 5th-level *dimension door* to immediately travel to the Fallen Church after the alarm is raised, arriving at the start of the next round to join the fight.

RED BISHOP

CREATURE 14

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Initiative Deception +28 or Perception +26

Reward: Grant the PCs 120 XP for defeating the Seventh Doom, in addition to the normal XP they'd earn from fighting the Red Bishop and his agents. While this final battle may not be witnessed by the people of Sandpoint, the death of the Red Bishop lifts a subtle but oppressive pall that's hung over the town for over a generation, and the attitude, hope, and positivity of the entire town are bolstered as a result—grant the PCs 5 Reputation Points with each faction.

Concluding the Adventure

Once the Red Bishop is defeated—be he slain or forced to flee the region—the PCs have saved Sandpoint from its seventh and final doom. Other dooms that they haven't yet handled may still loom in the town's future, but without the Red Bishop to orchestrate them, they may even just collapse under their own complications. Certainly, the PCs have earned the right to relax, rest, and recover after their adventure. With the Red Bishop gone, Sandpoint's future is brighter than ever before, but on the Lost Coast, there will always be opportunity for further adventures. See "Continuing the Campaign" for several suggestions on where Sandpoint's newest heroes can go from here!



Continuing the Campaign

With the Red Bishop defeated, the town of Sandpoint has its first real opportunity in decades to enter a time of peace and growth, recovering from many years spent under the influence of the manipulative mothman, the initial awakening of the runelords, and other events of unpleasantness that have plagued the town for nearly a generation. Yet on the Lost Coast, safety is never fully guaranteed, and the town's newest heroes will have no shortage of new adventures to challenge them should they choose to remain in the region. Listed below are several potential adventures you can use to continue a Sandpoint-based campaign.

The Eighth Runelord: What happened to Liraluarue? A full exploration of the Pit should present the PCs with some tantalizing clues as to the fate of the self-styled Eighth Runelord, but more mysteries than answers remain about this enigmatic woman. Her legacy remains hidden even from the citizens of New Thassilon, for Liraluarue was very circumspect about her plans. Could she have managed to create a *runewell of vainglory*? Might she still live in some hidden demiplane? And if so, how powerful might she have grown in the centuries since the fall of Thassilon?

Return of Uvaglor: The demon Uvaglor was born from the Pit many years after Earthfall, yet he has been banished from the Material Plane for centuries more than that. If the PCs are tricked by the Red Bishop into breaking Sazzleru's ward (see The Ruined Ward, right), Uvaglor's return happens more quickly, but if the PCs avoid this manipulation, the knowledge of the powerful demon's legacy may worry them. A trip to the Abyss to confront Uvaglor and finish the job Sazzleru started eons ago is a challenge for only the mightiest of heroes. Additional lore about Uvaglor can be found in the Pathfinder First Edition book *Pathfinder Campaign Setting: Demons Revisited*.

Revenge of the Midnight Dawn: If Tiluatchek escapes the PCs and flees to Magnimar, the intellect devourer is certain to plot revenge. He has many more agents and resources in this larger city, so even if he were to be defeated, those he leaves behind in this city may soon come to Sandpoint to investigate his disappearance. Additional lore about the Midnight

Dawn's activities in Magnimar can be found in the Pathfinder First Edition book *Pathfinder Campaign Setting: Magnimar, City of Monuments*.

The Ruined Ward: If the PCs are duped by the Red Bishop into removing Sazzleru's ward, the barrier between the Material Plane and the Abyss wears thin and the Pit's depths become a portal into the Abyss. The far side of the portal is, fortunately, in a remote part of Pazuzu's domain of High M'Vania on the Abyss, so at first the invasions from beyond are slow and subtle, with more dangerous demons and deadly influences growing as time passes. Of course, the more immediate concern for the PCs is the fact that removing the ward is likely to draw them into the Abyss, forcing them to navigate a dangerous extraplanar realm if they want to find their way back home. Additional lore about High M'Vania can be found in the Pathfinder First Edition book *Pathfinder Roleplaying Game: Book of the Damned*.

Worm War: The Midnight Dawn's goal of using midnight milk and the Dream Lens to secure easy access to surface-world bodies is driven by a growing conflict between the Darklands Vaults of Ilvarandin and Denebrum. The latter realm is ruled by neothelids, creatures whose allegiances to abominations from beyond the stars may have repercussions on Sandpoint should seugathi occultists learn of the Midnight Dawn's plot. Alternatively, the PCs could travel down to the Darklands to seek Ilvarandin themselves, though they may become embroiled in a war deep underground. While most Darklands lore has evolved in Pathfinder Second Edition, information about these vaults can be found in the Pathfinder First Edition book *Pathfinder Chronicles: Into the Darklands*.

Wrath of the Witch-Priest: The demonic legacy of the Pit owes as much to the presence of the demon queen Lamashtu as it does Pazuzu, but in this adventure, only agents of the King of the Wind Demons have a significant role. Yet those who venerate Lamashtu also see the Pit as a noteworthy place—less as a site of religious fervor, though, and more of a place of shame and disgust. Today, Lamashtu and Pazuzu are bitter enemies, and the Pit is an almost blasphemous reminder of a time in the distant past when this was

not the case. For one local cultist, the witch-priest Issandra, the Pit has long been a point of contention. As powerful herself as the Red Bishop, this elven devotee of Lamashtu spends her time during the events of this adventure far to the southeast, attending a larger temple she maintains in western Katapesh, but soon after the PCs defeat the Red Bishop she returns to her smaller shrine hidden in Mosswood to the east of Sandpoint. Upon learning of recent events, she seeks out the PCs and proposes a quest: make a risky infiltration of High M'Vania to destroy lingering evidence of Lamashtu and Pazuzu's long-dead alliance, or perhaps even confront and slay Uvaglor. Of course, Issandra is herself a cruel and evil woman, and the PCs would be wise not to trust her too well, for her true motives may be just as manipulative and self-serving as those held by the Red Bishop. More information about Issandra can be found in the Pathfinder First Edition book *Pathfinder Campaign Setting: Sandpoint, Light of the Lost Coast*.



Empress Ameiko

Sandpoint's Future

While there are plenty of opportunities for classic adventures in Sandpoint's hinterlands, the town itself remains a vibrant place as well, particularly now that the Red Bishop has been defeated. For many years, Sandpoint has remained relatively static in growth, its population varying only slightly as the new arrivals in town are offset by those who chose to flee the Lost Coast in search of safer places of residence. Several of the events detailed in Chapter 2 of this adventure—in particular those concerning upcoming political developments with the town's next mayor or the fate of the Varisian Compact—can help guide and influence Sandpoint's future. But one event in particular that can bring things full circle is the return of Ameiko Kaijitsu.

AMEIKO'S RETURN

One of Sandpoint's most famous citizens is Ameiko Kaijitsu (now known as Empress Ameiko Amatatsu), a woman who, at the time of the initial attack on Sandpoint by Nualia's goblins, owned and ran the Rusty Dragon tavern after her adventuring career was cut short by a personal tragedy. As chronicled in *Jade Regent*, a Pathfinder First Edition Adventure Path, Ameiko soon thereafter discovered a shocking

truth—she was destined to become the next Empress of Minkai in Tian Xia.

By the year 4724 AR, when “Seven Dooms of Sandpoint” is assumed to take place, Ameiko has ruled Minkai as its empress for over a decade. The empire has largely recovered from its time under the rule of the cruel Jade Regent, and while Ameiko has grown into the role of leadership well, she harbors fond memories of simpler times spent in Sandpoint. Still, her decision to return to her hometown is not something that can be taken lightly.

Word of her impending return to Sandpoint comes many months before the actual visit, as there is much she must do to prepare for her departure—especially since she intends to travel back along the Path of Aganhei over the Crown of the World when she makes her visit, retracing the steps she and several others took on

her first voyage to Minkai.

Regardless, the news of her impending visit spreads through Sandpoint like a wave, with speculation about her motives, anxieties about her visit, and excitement about her return filling the citizens of the town with a vibrant air of expectation, anticipation, and more than anything else, panic. Ameiko has become one of the town's most famous people, after all, second only to those heroes who stood against runelord Karzoug a few years before her departure. And of course, a person as influential as Ameiko also has plenty of enemies—both new political foes back in Minkai, and locals like the Scarnettis who hold old grudges.

As some of Sandpoint's newest movers and shakers, the PCs will doubtless be recruited by the town's various factions to help prepare for this upcoming event. Making sure Sandpoint is both safe and welcoming for her return could comprise a wide range of tasks, especially if they catch wind of a potential assassination plot! Assuming Ameiko's visit is successful, when she learns about the teleportation power of the *Hellstorm Focus*, the idea of creating a swift and magical trade link between the Lost Coast and Minkai could well be the catalyst that Sandpoint's been waiting for to become Varisia's newest, and potentially most important, trade hub!

Finally, feel free to add to Ameiko's visit the return of previous PCs as well—the heroes your group played in “Rise of the Runelords” or “Jade Regent” may just return home alongside Ameiko as well!

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A Doomed Town

Although the people of Sandpoint are, overall, a friendly and welcoming group, as with all settlements and societies there are elements of unpleasantness, some dating all the way back to 4666 AR during Sandpoint's foundation. The four founding families (a group called the Sandpoint Mercantile League that included the Kaijitsus, the Valdemars, the Scarnettis, and the Deverins) chose a sheltered cove some 50 miles north of their hometown of Magnimar to settle—only to find the site already occupied by local Varisians, who used the cove as a traditional waypoint during their travels along the Lost Coast. Initial attempts to work with the Varisians to ensure they would retain a place in the town-to-be collapsed when Alamon Scarnetti led several of his kin in a drunken attempt to murder the Varisians and blame the slaughter on local goblins. The attack backfired horribly, with more Scarnettis slain than Varisians, and in the months that followed it seemed that the dream of Sandpoint was done for as Magnimar's Varisian Council demanded punishment for all members of the Sandpoint Mercantile Guild.

But thanks to the remarkable diplomatic skills of a young bard named Almah Deverin, a peaceful accord was settled upon. Not only did Almah manage to assuage the Varisians' call for blood payment, she also salvaged the plans for Sandpoint by promising to incorporate the worship of Desna into the town's cathedral and offered to the Varisian Council a generous share of all profits made by Sandpoint-based ventures for the next four decades. Saved from the near disaster, Sandpoint went on to become a thriving community, and while those 40 years have come and gone, Sandpoint's government elected to extend the compact for another 20 years—much to the consternation of a few locals. Now, with this extension due to expire in a mere two years, the Scarnettis and their allies have already started work on ensuring that this “unfair allocation of profits” won't last beyond 60 years.

In those 60 years, though, and despite the intolerances clung to by a minority of Sandpoint's citizens, the town grew into a thriving and welcoming settlement. The lumber and fishing industries boomed,

becoming the town's most profitable exports, while local farms helped to ensure self-sufficiency. Yet while blatant racism and willful hate seemed to be limited to only a few individuals, another tragic and more subtle form of ignorance swept through the town when a foundling baby showed up on the stoop of the Sandpoint Cathedral in 4684 AR.

That child would grow up to be a spirited young woman named Nualia. Her foster father, Ezakien Tobyn, was also Sandpoint's religious leader, and as his adopted daughter grew older it became apparent that she was more than human. Her appearance and grace bespoke a supernatural heritage, and by the time she was 10 it was obvious that she was, in fact, an aasimar. Her unearthly countenance made other children either jealous or shy, and many took to playing cruel jokes on her. The adults in town weren't much better, as many viewed her as “blessed by Desna” and let their rural superstitions take hold. Rumors that Nualia's touch could cure warts and rashes, that locks of her hair brewed into tea could increase fertility, and that her voice could drive out evil spirits led to a succession of awkward and humiliating requests. Perhaps worst of all was Ezakien himself. He simultaneously took advantage of the upswell of religious fervor triggered by Nualia's presence in town, which increased donations to the cathedral, and kept her under a stultifying curfew meant to preserve her “purity” so she could eventually join a prestigious convent in Andoran—a plan Ezakien hoped would earn him a more comfortable position in a “much more civilized” part of the world.

By the time Nualia turned 18, she felt more like a freak than anything else, but when a manipulative man named Delek began to woo her, she quickly fell in love. When he later abandoned her after learning she'd become pregnant, Nualia tearfully turned to her foster father for support, only for him to overreact and forbid her from leaving the church so he could watch over her and lecture her on the virtues he felt she should follow. This was not only the final step in Ezakien's fall from grace, but also set into motion a series of events that would ultimately end in a tragic fire that burned much of the cathedral to the ground

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and left Ezakien Toba and Nualia dead. Or so the people of Sandpoint thought.

In fact, Nualia not only survived the fire, but was the one who started it. After living a life of loneliness and disappointment, and after enduring the birth of a monstrous child who lived only moments before dying, Nualia had come to believe that Lamashtu was the only solution. Holy men and celestial ancestry had only brought her despair and pain, after all, and so she fell to the worship of the Mother of Monsters. In her dreams, Nualia envisioned a “rebirth” as a demon, but in order to achieve this freedom from her past, Lamashtu demanded sacrifices. Nualia gathered several goblins and a handful of mercenaries to her cause and engineered a devastating attack on Sandpoint with the ultimate goal to offer the town as burned offerings to Lamashtu, only for her plans to be foiled by a group of adventurers. Her death saved Sandpoint from devastation, but what few in Sandpoint truly realized was that they had contributed to the tragedy themselves. Had Nualia been treated well, things might have turned out differently both for her and the town itself.

SANDPOINT

SETTLEMENT 4

NG TOWN

Diverse coastal town caught in the middle of sinister plots

Government Mayor (elected leader)

Population 1,240 (89% humans, 3% halflings, 2% elves, 2% dwarves, 1% gnomes, 1% half-elves, 1% half-orcs, 0.5% goblins, 0.5% other)

Languages Common, Varisian, Shoanti

Religions Abadar, Calistria, Desna, Erastil, Gozreh, Sarenrae, Shelyn

Threats ancient hidden dangers, criminals, goblins, ghouls

Quick to Chat The majority of Sandpoint’s citizens are eager to gossip and spread news. The Gather Information exploration activity takes half as long as normal in Sandpoint (typically reducing the time to 1 hour). If a character has the Hobnobber feat, then the Gather Information activity takes only a quarter as long for that character while they are in Sandpoint (typically reducing the time to 30 minutes).

Abstalar Zantus (CG male human cleric of Desna 7) town priest

Belor Hemlock (CG human male fighter 5) sheriff

Kendra Deverin (NG female human politician 7) mayor

Sandpoint’s Factions

Power shifts over time, as it does in any community, but currently in the town of Sandpoint seven distinct factions hold most of the influence in the region. Some of these have held power since the town’s

foundation, while others are new to the political scene. Traditionally, power in Sandpoint has resided among its four founding families, but with two of these families (the Kaijitsus and the Valdemars) having turned their attentions elsewhere, and one of them (the Scarnettis) only now coming out from a bevy of legal issues, political power in Sandpoint has moved away from a faux aristocracy headed by four families toward a larger set of factions representing a wider and more accurate view of the town’s interests. Each of these factions represent groups with which the PCs can build reputation—but as ever in matters political, earning favor with one faction can earn the hatred of another.

Bunyip Club: This group consists of an organized band of criminals led by Jubrayl Vhiski, and is the closest thing in Sandpoint to a thieves’ guild. They maintain an underground hideout in the old smuggler’s tunnels below town, but it’s well known in town that the Feedbag (area 42 on the map of Sandpoint) is a front for the club.

Runewatchers: The newest group to rise to power in town are the loosely affiliated Runewatchers. Ever since Thassilon’s legacy leapt to the forefront of Varisia’s international reputation (triggered in no small part by events that took place right here in town 17 years prior), the Runewatchers have collected lore and tales about old Thassilon while also keeping an eye out for new problems associated with the ancient nation’s legacy. The Runewatchers meet on the first day of each season at Brodert Quink’s home (area 8) to share rumors and news—gatherings that have mostly become glorified social visits of late.

Sandpoint Cathedral: Sandpoint’s current religious leader is Abstalar Zantus, an elderly man who, it’s rumored, is eager to retire and pass the proverbial torch to a new priest. The cathedral itself is the largest building in town (area 1).

Sandpoint Mercantile League: The oldest faction in town is the Sandpoint Mercantile League. Originally consisting of members from the town’s four founding families, the Mercantile League today counts most of Sandpoint’s shopkeepers, innkeepers, and providers among their number. The Sandpoint Mercantile League bases its operations out of a large building near the town’s waterfront (area 40).

Scarnetti Consortium: After several brushes with legal trouble, local businessman and aristocrat Titus Scarnetti consolidated and rebuilt his holdings into the Scarnetti Consortium. With the retreat of the Valdemars from town, the Scarnettis have bolstered their presence in Sandpoint’s industries, and today the Consortium is the greatest rival for Sandpoint’s

wealth to the long-established Mercantile League. The Scarnettis run the Consortium from their manor (area 48).

Town Watch: Sheriff Belor Hemlock continues to command the Town Watch, although he's increasingly relied upon the assistance of his wife Kaye Tesarani to handle the delicate matters of politics and public relations. The Town Watch patrols both the settlement's streets and the roads through its hinterlands, and are responsible for the safety of the citizens. The Town Watch is based out of the Sandpoint garrison (area 10).

Townfolk: Finally, there are the townsfolk themselves, ably represented by their mayor, Kendra Deverin. Kendra keeps a manor to the south of town, but the business of running Sandpoint and seeing to the needs of its people are focused in the town hall (area 11).

EARNING REPUTATION

As the PCs spend time in Sandpoint, they'll earn reputation among the town's seven most currently influential factions. Each of these factions represents one of the seven seats on the town council; the factions themselves are summarized further below.

Reputation in Sandpoint is tracked using the rules on pages 164–165 of the *Gamemastery Guide*. The party earns reputation for these seven factions as a group, not as individual PCs; GMs should keep track of the PCs' current reputation category and current Reputation Points publicly, so the players always know where they stand with the seven factions.

The party's starting Reputation Points for each faction are listed below, along with any advantages and disadvantages for each tier of reputation (if a tier is not listed, then no advantage or disadvantage is gained at that tier). Reputation Points can be earned or lost as the GM sees fit, using the guidelines for favors and disservices on page 164 of the *Gamemastery Guide* as examples, but certain events in the adventure also give Reputation Point rewards as indicated in the text.

When players create characters using the *Seven Dooms for Sandpoint Player's Guide*, they'll also earn additional points for these factions based on their decisions during character creation, so make sure to apply those points to each faction's starting point value as appropriate. If not using the *Player's Guide*, the group's Reputation Points start at the values given below.

BUNYIP CLUB

A band of criminals who want to see Sandpoint thrive so they can profit from the shadows.

Starting Reputation Points –4

Revered If the PCs are at least 9th level, club members are willing to oust Jubrayl as their leader to install one (or more) of the PCs in his place, leading to a Severe encounter against Jubrayl and a few of his remaining loyalists; if Jubrayl is defeated, the PCs take command of the Bunyip Club (see area 42 for details).

Admired Once a month, if a PC is arrested, the Bunyip Club pulls strings to get them out of jail.

Liked If the PCs haven't been invited to join the club, they are at this time (see area 42).

Disliked Members of the Bunyip Club sometimes mock the PCs or toss insults their way in public.

Hated The insults grow more common and cruel; PCs are targeted more often by robberies or even muggings.

Hunted The Bunyip Club arranges a hit on the party, sending a group of hired bandits to attack them at some point when they're on their way out to the Pit; this should be a Severe encounter of the GM's design. If the PCs defeat the bandits, the Bunyip Club sends another out to get them once every 1d4 months as long as they remain hunted.

RUNEWATCHERS

Scholars interested in trading lore about ancient Thassilon, and who keep an eye out for ancient dangers.

Starting Reputation Points 4

Revered The Runewatchers make a donation to the party in the form of an *Endless Grimoire* (*Pathfinder Secrets of Magic* 162) with the Sihedron emblazoned on its cover.

Admired The Runewatchers are so impressed with the PCs that they decide to share their greatest secrets with them. This unlocks access to the Runescarred archetype (*Pathfinder Lost Omens World Guide* 119) and the Ritualist archetype (*Pathfinder Advanced Player's Guide* 187) for the PCs. Items purchased from the Runewatchers now have a 10% discount.

Liked The Runewatchers invite the PCs to take part in their gatherings, and are also willing to offer some of the magic items from their collection for sale. GMs should build a small list of magic items of 8th-level or lower, curated to be useful for the PCs, for them to consider purchasing.

Hated The Runewatchers spread rumors about the PCs as being potential agents of Runelord Belimarius, resulting in a –1 penalty to all Diplomacy checks made in town.

Hunted The Runewatchers' rumor-spreading has gone so far that a group of unscrupulous adventurers takes it upon themselves to track the PCs down and ambush them while they're emerging from the Pit. This should be a Severe encounter of the GM's design against a group of four foes. If the adventurers are defeated, a new group seeks them out once every 1d4 months they remain at this level with the Runewatchers.

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SANDPOINT CATHEDRAL

Sandpoint's religious center, a pantheistic temple of several deities.

Starting Reputation Points 12

Revered Abstalar approaches the party with an offer to take over the duties of running the cathedral once he retires.

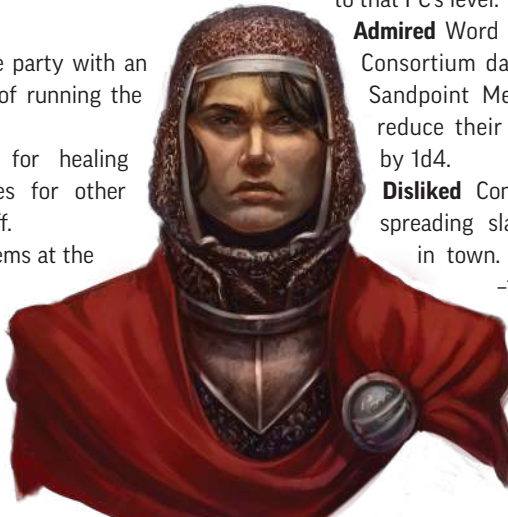
Admired Spellcasting services for healing and recovery are free; prices for other spellcasting services are half off.

Liked The prices for healing or items at the cathedral decrease to 90% of regular asking price.

Disliked The prices for healing or items at the cathedral increase to 110% of regular asking price.

Hated The prices for healing or items at the cathedral increase to 150% of regular asking price.

Hunted Members of the party are not welcome in the Sandpoint Cathedral, and can't purchase healing therein.



Belor Hemlock

but at the end of the feast, he presents each PC with a one-time gift of a permanent magic item of a level equal to that PC's level.

Admired Word of the PCs' high standing in the Consortium damages their reputation with the Sandpoint Mercantile League; once a month, reduce their faction points with that faction by 1d4.

Disliked Consortium agents take extra time spreading slanderous rumors about the PCs in town. This causes the PCs to suffer a -1 circumstance penalty on all attempts to Gather Information, unless they're doing so with a member of a faction that they are at least Liked by.

Hated As Disliked, but a -2 circumstance penalty.

Hunted Titus Scarnetti hires a group of assassins to murder the party. This should be built as a Severe encounter; the timing of the attack is left to the GM. If the assassins are defeated, Titus hires another group every 1d4 months as long as he remains active and free to act.

SANDPOINT MERCANTILE LEAGUE

A union once formed by the town's founding families, but now represented by providers and shopkeepers.

Starting Reputation Points 0

Revered The Mercantile League shares up-to-date hints, advice, and opportunities with the party. The maximum task level for any legal Earn Income opportunity in Sandpoint increases by 2.

Admired. Word of the PCs' high standing in the Mercantile League damages their reputation with the Scarnetti Consortium; once a month, reduce their faction points with that faction by 1d4.

Hated Prices for any service provided by members of the Mercantile League are doubled for the party.

Hunted The Mercantile League loathes the PCs so much that their members spend a significant amount of time spreading rumors, pressuring others to cut ties, and otherwise hindering the party's reputation. Each month, the PCs lose 1d6 Reputation Points, reduced from factions other than the Sandpoint Mercantile League as they wish.

SCARNETTI CONSORTIUM

A conglomeration of industrial companies and concerns owned by one of Sandpoint's richest (and most unpleasant) aristocrats.

Starting Reputation Points -8

Revered Titus Scarnetti himself invites the PCs to a grand feast at his manor. Feel free to roleplay this event out,

TOWN WATCH

Sandpoint's town guards are keepers of the peace and protectors of the citizenry.

Starting Reputation Points 0

Revered The Town Watch officially deputizes the PCs, granting them the right to issue arrests in Sandpoint's name, and allowing them free use of the Sandpoint Garrison's lodgings, training facilities, and workshops.

Admired The Town Watch makes it clear to all in Sandpoint that the PCs are trustworthy. As long as the PCs remain at this tier or better, they do not suffer the Disliked or Hated effects of the Scarnetti Consortium.

Hated The Town Watch makes life difficult for the PCs. Attempts to Earn Income, Gather Information, or Subsist in town take a -2 circumstance penalty.

Hunted A warrant for the party's arrest is issued the next time they set foot in town, but since the PCs are formidable, the Town Watch enjoins the aid of a small group of Hellknights from the Order of the Nail from Magnimar to make the arrest—and if the PCs are captured, they are immediately carted off to Magnimar to face prison sentences. The encounter with the Hellknights should be a Moderate one. If the PCs defeat that, the next one is a Severe one. If the PCs manage to defeat the Severe encounter, the Hellknights refuse to try again, and instead the PCs face periodic Severe encounters with lawful or good groups of adventurers eager to "save Sandpoint from their villains."

TOWNSFOLK

The citizens of Sandpoint, watched over by mayor Kendra Deverin.

Starting Reputation Points 0

Revered The townsfolk commission a statue of the PCs to be erected in the town square, placing their images alongside those of the heroes who defeated Runelord Karzoug. This public display raises their standing in town—the PCs gain 2 Reputation Points with all other factions.

Admired The PCs are praised while in town, with citizens giving them small gifts, flirting, or simply admiring them from afar. Once a month, each PC can attempt a DC 18 flat check; on a success, a resident gives them a minor gift of your choosing worth up to 12 gp.

Hated The townsfolk hurl insults—or worse—at the PCs whenever they're in town. The constant deluge of hateful words or thrown garbage wears at the PCs, and while out in public in town they take a -1 circumstance penalty to all Wisdom-based skill checks.

Hunted A mob of angry townsfolk rise up against the party the next time they visit town. Treat this as an encounter with a city guard squadron (*Pathfinder Bestiary* 3 47), but without the Fire Crossbows! action, and change the Lower Halberds! action to Pitchforks and Torches (change the damage type to piercing or fire).

Living in Sandpoint

Whether or not the PCs are locals or visiting Sandpoint from elsewhere, for the duration of this adventure it's assumed they'll be living in Sandpoint. The *Seven Dooms for Sandpoint Player's Guide* provides information and advice for the players in determining where in town their characters live—if you're not using this document in your game, you'll want to determine where the PCs are staying early in the campaign. Homeless PCs can always attempt to Subsist in the alleys (with a DC 13 Society check), by hiding in a hazardous location (with a DC 15 Stealth check), or in the immediate hinterlands (with a DC 17 Survival check).

EARNING INCOME

While it's expected that the PCs' primary source of income is adventuring, there's plenty of opportunity to augment wallets and coffers during downtime via Earning Income. Any PC can attempt to Earn Income in Sandpoint with a Crafting, Lore, or Performance check, but the maximum task level that can normally be attempted in town is equal to that of Sandpoint's level: 4.

A shady PC can attempt to Earn Income through petty crime such as pickpocketing, running con games,

or even minor burglaries, but without support, a freelance criminal in Sandpoint runs a greater risk of punishment. As with other methods of earning income, unsupported Thievery in town is limited to a maximum task level of 4. If a PC fails at an attempt to Earn Income with Thievery, they can abandon any payment they would have earned from the failure to escape repercussions, otherwise they're caught in the act; a critical failure guarantees being caught. Each time a PC is caught during freelance Thievery, the party loses 1d4 Reputation Points from every faction. For minor crimes, the PC is expected to return all stolen property and pay a fine to the town equal to twice the value of the property they stole or face a number of days in jail in the garrison (area 10). An agent of the Bunyip Club is likely to approach a captured PC to offer them a chance at freedom if they join the club—see Earning Reputation below.

Earning the support of an NPC who lives at an employer location (see Earning Support below) often allows a PC to use other skills to Earn Income or unlocks higher task levels to pursue.

EARNING SUPPORT

If a PC adjusts an NPC's attitude condition to Helpful (which might require completion of a task, but usually just requires successful Diplomacy checks to Make an Impression), that NPC's location supports the party in certain exploration and downtime activities. The specific benefits are based on the location's traits and are listed below. This support generally lasts throughout the campaign, although sometimes events in play can automatically adjust support—some examples are noted in the individual adventures, but other events in the game should have ramifications as well. There's no limit to the number of locations that can support the party; once the PCs gain the support of a location, they retain it until significant events say otherwise.

Some locations allow certain types of characters to retrain more efficiently once they've made that location's NPC Helpful. In such a location, retraining that would normally require a week takes only 5 days, retraining that would normally require a month takes only 3 weeks, and the retraining itself is generally free.

Every location's first tag indicates what faction it belongs to. The first time anyone in the party earns the support of a location, the party increases their Reputation Points with that faction by 1, unless they are already admired or hated, in which case no Reputation Points are earned.

Criminal: Characters who focus on criminal activities can retrain efficiently at this location. A

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character who uses Underworld Lore to Earn Income gains a +1 circumstance bonus on the check. A character can use Thievery to Earn Income (the task level is equal to or less than the NPC's level), but a critical failure on this check may result in legal action or possible imprisonment.

Employer: The location offers tasks up to its level for PCs to Earn Income using Crafting (to craft items associated with the location) or any of the skills mentioned in the entry once it supports the PCs.

Garrison: Martialy inclined characters can retrain efficiently here. On-site Gather Information or Treat Wounds checks gain a +1 circumstance bonus.

Hazard: The site has little to offer other than potential dangers of the GM's design. Hazards can serve as places to hide out, as they are not often visited by locals. A PC can attempt to Subsist at a Hazard site with a DC 15 Stealth check.

Housing: The location offers supported PCs a 10% discount for accommodations (in the case of a commercial operation) or a comfortable cost of living at no charge (in the case of a poorhouse).

Library: Scholarly characters, as well as arcane and occult spellcasters, can retrain efficiently at a library. On-site Create Forgery, Decipher Writing, Research, or Learn a Spell checks gain a +1 item bonus.

Lodge: Primal spellcasters can retrain efficiently here. On-site Identify Magic or Subsist checks gain a +1 circumstance bonus.

Merchant: A PC can sell goods for 55% of their value, instead of half, to a Helpful NPC merchant, and all items for sale and services provided at this location are discounted by 5%.

Municipal: If a PC secures the friendship of a Helpful NPC at a municipal site, they've earned the support of one of Sandpoint's leaders. A PC can call in a favor with a Helpful NPC at such a site in order to help with all sorts of other problems, such as avoiding a jail sentence or fine, securing access to a restricted location, or learning a closely guarded secret. The exact nature and magnitude of the favor is determined by the GM, but once the favor is granted, that NPC cannot be called upon for another favor for a period of time—typically one year, but this duration can shift to match the scope of the favor.

Parlor: Socially inclined and skill-focused PCs can retrain more efficiently here. On-site Gather Information or Performance checks to Earn Income gain a +1 circumstance bonus.

Residence: Earning the support of an NPC at a residence grants the PCs a specific benefit associated with that NPC, as detailed in the individual location stat block.

Restaurant: The allied NPC helps to keep the PC fed, granting a +1 circumstance bonus on Society checks made to Subsist. The PC also becomes a well-known regular of the restaurant, and gains a +1 circumstance bonus to Gather Information attempts made at the establishment.

Temple: Faithful PCs whose beliefs align with those of the temple can use a temple to retrain efficiently. Checks to Identify Magic, Treat Wounds, or Treat Disease on-site gain a +1 circumstance bonus.

Venue: Bards and characters who thrive on public performances can use venues to retrain efficiently, and attempts to Earn Income with Performance checks gain a +1 circumstance bonus.

Workshop: A supported PC may utilize the location's workshop and resources to Craft items associated with the location's purpose, and gains a +1 item bonus on all associated Crafting checks.

Exploring the Town

The most important locations in Sandpoint can be found on the following pages. Only the briefest descriptions of the buildings and their inhabitants are given here. Some of the locations and NPCs who dwell within play larger roles in the adventure itself and are presented in further detail there, but a GM seeking a much more in-depth exploration of these locations should consult *Sandpoint, Light of the Lost Coast*.

Each location is presented as a stat block that summarizes the site's name, general function, and level (for the purpose of determining any necessary values associated with it, such as the highest-level task available to Earn Income). This stat block also notes the site's address, gives a brief description of the location, wares and services for sale there, and information about the most significant NPC who lives or works at the establishment. The NPC's initial attitude condition to the PCs is also listed, along with DCs most likely to be useful when interacting with that NPC.

1. SANDPOINT CATHEDRAL

LOCATION 5

SANDPOINT CATHEDRAL LODGE MERCHANT MUNICIPAL TEMPLE

Address 60 Church Street

A multid denominational cathedral that houses shrines devoted to Abadar, Desna, Erastil, Gozreh, Sarenrae, and Shelyn, but welcomes worshippers from many faiths.

Wares healing magic, religious items (including +1 versions of the favored weapons of most of Sandpoint's prominent religions: crossbows, starknives, longbows, tridents, scimitars, and glaives), divine scrolls

Spellcasting Abstalar and his acolytes have divine spells available for purchase (as donations to the

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cathedral). Abstalar typically has the following divine spells available: **3rd** *heal* (×4), *remove disease*; **2nd** *heal*, *restoration*, *restore senses*; **1st** *heal* (×3); **Cantrips (3rd)** *detect magic*, *guidance*, *light*, *message*, *prestidigitation*. Other spells are available if arrangements can be made at least a day in advance.

Abstalar Zantus, high priest (CG male human cleric of Desna 7; friendly; Perception DC 23, Will DC 23) If the PCs earn the support of the Sandpoint Cathedral, Abstalar allows them to use several guest rooms in the northern portion of the complex for a base of operations. In addition, the PCs earn 3 Reputation Points with the Sandpoint Cathedral. (Note that this location plays a significant role in Chapter 1.)

2. SANDPOINT BONEYARD

LOCATION 3

SANDPOINT CATHEDRAL EMPLOYER MERCHANT

Address 60 Church Street

A large graveyard that includes stone vaults for affluent families along with dozens of more humble burial plots.

Wares spellcasting services

Spellcasting Divine spells are available for purchase (as donations to the cathedral) from Naffer. He typically has the following divine spells available: **2nd** *heal* (×2), *restoration*, *spiritual weapon*; **1st** *alarm* (×3); **Cantrips (2nd)** *detect magic*, *disrupt undead*, *forbidding ward*, *light*, *message*. Other spells are available if arrangements can be made at least a day in advance.

Naffer Vosk, gravedigger (NG male human cleric of Sarenrae 3; indifferent; Perception DC 19, Will DC 21). If Naffer supports the PCs, he trusts them enough to offer employment as assistant caretakers. This allows the PCs to Earn Income using Religion.

3. THE WHITE DEER

LOCATION 4

SANDPOINT MERCANTILE LEAGUE EMPLOYER HOUSING RESTAURANT

Address 150 Church Street

A recently rebuilt tavern and inn with clean and spacious rooms to rent.

Wares Standard food and drink, including pepper-crusted venison, seasonal drinks from Two Knight Brewery, the "big pork pie" that feeds four, and weedwraps (strips of candied venison wrapped in fresh seaweed); lodging

Garridan Viskalai (LN male human innkeeper 4; indifferent; Perception DC 17, Will DC 17) If the PCs earn the support of the White Deer, they can Earn Income using Survival to hunt for game to be delivered to the tavern.

4. THE WAY NORTH

LOCATION 4

SANDPOINT MERCANTILE LEAGUE EMPLOYER LIBRARY MERCHANT

Address 140 Cliff Street

A cozy little shop that sells maps and cartography supplies.

Wares Local regional maps and novelty treasure maps ranging in price from 5 sp to 10 gp; spellcasting services

Spellcasting Arcane spells are available for purchase from Veznutt. Veznutt typically has the following spells available: **2nd** *comprehend language*, *dispel magic*; **1st** *alarm*, *mage armor*, *unseen servant*; **Cantrips (2nd)** *dancing lights*, *mage hand*, *prestidigitation*, *read aura*, *sigil*. Other spells are available if arrangements can be made a day in advance, and if the GM wishes to include the spells in question in Veznutt's spellbook.

Veznutt Parooh (NG male gnome wizard 3; indifferent; Perception DC 18, Will DC 20) Veznutt is always looking for new maps, and once he trusts the party, supported PCs can Earn Income with any terrain-based Lore or Scouting Lore checks to create new maps for him to sell at his shop.

5. RINGS AND THINGS

LOCATION 3

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT

Address 10 Church Street

A squat stone shop that deals in jewelry and art, but also provides moneylending services.

Wares jewelry and art objects (typically ranging from 5 sp to 10 gp); moneylending services

Maver Kesk (LG male human jeweler 3; indifferent; Perception DC 18, Will DC 16) A supported PC can spend 3 days of Downtime working as a caravan guard on the bimonthly trip to Magnimar to make deposits at the Bank of Abadar. Each escort job pays a PC 10 gp after the 3 days—whether or not the PC has to work harder at this job to help defend against a monster or bandit attack is left to the GM to decide.

6. JUNKER'S EDGE

LOCATION 3

HAZARD

The local dump, consisting of a cliff over which refuse is thrown. The beach below is known to sometimes yield discarded treasures, but also often lures dangerous scavengers, including local goblins eager to find treasure.

Address No street address; located at the western end of Junker's Way

7. GORVI'S SHACK

LOCATION 3

BUNYIP CLUB CRIMINAL RESIDENCE

Address 140 Tower Street

A dilapidated shack home to Sandpoint's manager of the town's refuse-collecting efforts; a group of ruffians and troublemakers whose services are quite valuable.

Gorvi (CN male half-orc dungsweeper 3; unfriendly; Perception DC 18, Will DC 14) If the PCs earn Gorvi's support, he lets them camp out behind his shack, granting subsistence cost of living without the need to attempt a Society check to Subsist for free.

8. BRODERT'S HOUSE

LOCATION 7

RUNEWATCHERS LIBRARY RESIDENCE

Address 130 Tower Street

Comfy home of Sandpoint's most respected sage.

Wares sage advice and research

Brodert Quink (NG male human sage 7; indifferent; Perception DC 19, Will DC 21) If the PCs earn Brodert's support, he offers his services as a sage and researcher for free. A character who Researches here at Brodert's residence gains a +1 circumstance bonus to their Research check as Brodert assists them in their work.

9. LOCKSMITH

LOCATION 4

SANDPOINT MERCANTILE LEAGUE MERCHANT WORKSHOP

Address 90 Tower Street

Source of almost all the locks found in town.

Wares locks and locksmithing services

Volioker Briskalberd (LG male dwarf locksmith 4; indifferent; Perception DC 21, Will DC 19) With Volioker's support, a PC can make use of his quality tools to gain a +1 item bonus on Crafting and Thievery checks involving locks while on site, and can Earn Income with Thievery checks to help Volioker troubleshoot his creations.



10. SANDPOINT GARRISON

LOCATION 5

TOWN WATCH EMPLOYER GARRISON MUNICIPAL

Address 210 Main Street

A secure stone fortress that serves double duty as Sandpoint's guard barracks as well as its jail.

Belor Hemlock (CG male human fighter 5; indifferent; Perception DC 19, Will DC 19) If the PCs earn the support of Belor Hemlock, he offers them the opportunity to join the town's militia. This allows the PCs to Earn Income by patrolling the town's streets and using Society checks.

11. SANDPOINT TOWN HALL

LOCATION 5

TOWNSFOLK MUNICIPAL

Address 140 Main Street

A two-story building that contains a large hall for town meetings, offices and storerooms for politicians, and a secure vault belowground that doubles as the town's bank.

Shayliss Vinder (CG genderfluid human sorcerer/vigilante 6; indifferent; Perception DC 19, Will DC 21) Sandpoint's town councillors are often found at this building, but all of them have other duties to attend to as well. As a result, the town clerk, Shayliss, has become the hall's de-facto keeper, and is the one with whom the PCs will have the most contact on a typical visit. Shayliss uses her

role as a cover for her secret life as the vigilante named Shroud, and has a fair amount of influence among those who run Sandpoint. While she's not (yet) technically a town leader, if the PCs earn her support they can cash in favors nonetheless. Shayliss is particularly adept at providing sensitive intelligence about others in town.

12. SAVAH'S ARMORY

LOCATION 4

SANDPOINT MERCANTILE LEAGUE MERCHANT

Address 20 Tower Street

A well-stocked weapon and armor shop that's a popular stop for adventurers.

Wares armor, shields, weapons, ammunition, runes

Savah Bevaniky (NG female human fighter/rogue 4; indifferent; Perception DC 18, Will DC 18)

13. RISA'S PLACE

LOCATION 3

SANDPOINT MERCANTILE LEAGUE EMPLOYER RESTAURANT

Address 100 Undercliff Way

A comfortable tavern that caters to Varisians and dreamers—a low-key place to relax and share stories.

Wares standard food and drink, including specialties like huckleberry tarts, "peppers 'n' pig" (skewers of wild boar and hot peppers), spiced potatoes, and Turandarok Reserve spiced cider (chilled to order on request via a ray of frost)

Lanalee Magravi (NG female human sorcerer 3; indifferent; Perception DC 16, Will DC 18) Lanalee is always looking for people to entertain her patrons with colorful, fanciful tales in the vein her mother once shared, and allows a PC to Earn Income here with storytelling and the use of Occultism or Religion checks. In addition, if the PCs earn her support, they have an easier time learning about her dreams during Dreams of Midnight in Chapter 2 (see page 39).

14. ROVANKY TANNERY

LOCATION 3

SANDPOINT MERCANTILE LEAGUE MERCHANT WORKSHOP

Address 10 Undercliff Way

A well-regarded tannery that provides high-quality goods.

Wares leather goods

Larz Rovanky (LG male human leatherworker 3; indifferent; Perception DC 17, Will DC 15)

15. RED DOG SMITHY

LOCATION 4

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT WORKSHOP

Address 190 Festival Street

One of Sandpoint's most notorious smithies, owned and run by a locally infamous hot-tempered smith.

Wares smithing services (Das doesn't sell his work here, but instead his work can be purchased in local shops)

Das Korvut (LN male human fighter 4; unfriendly; Perception DC 19, Will DC 19) If the PCs manage to earn Das's support, he welcomes their aid in his smithy and allows the use of Athletics to Earn Income by helping him to transport his wares or to work extra hard at the forge.

16. THE PILLBUG'S PANTRY LOCATION 6

BUNYIP CLUB CRIMINAL EMPLOYER MERCHANT WORKSHOP

Address 100 Tanglefoot Alley

A secluded shop run by an ill-mannered local, whose alchemical talents are beyond dispute.

Wares alchemical items and supplies, poisons, potions

Aliver "Pillbug" Podiker (LE male human alchemist 6; unfriendly; Perception DC 19, Will DC 19) Podiker is only slightly less abrasive and unpleasant to those who earn his support, and pays well enough that a PC can Earn Income with Deception by helping to spread rumors and manage public opinion about the alchemist with lies and fabrications to bolster his reputation and hide his criminal pursuits. (Note that this location plays a significant role at the end of Chapter 5.)

17. BOTTLED SOLUTIONS LOCATION 3

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT WORKSHOP

Address 60 Raven Street

A cluttered shop whose alchemical supplies are plentiful and varied but tend to be lower quality than those offered for sale at Pillbug's Pantry.

Wares alchemical items and supplies, potions (any time one purchases an alchemical item, roll a secret DC 2 flat check—on a failure, that item is faulty and has no significant effect when used)

Nisk Tander (NG male half-elf alchemist 3; indifferent; Perception DC 14, Will DC 14) Supported PCs can make a bit of money working for Nisk, and can Earn Income with Accounting Lore, Library Lore, or Mercantile Lore checks to help keep his store organized and efficient. In addition to the money a PC earns from this job, as long as the PC achieved a success at Earning Income, the flat check for failures that applies to wares sold by Nisk is removed for the following 7 days.

18. CRACKTOOTH'S TAVERN LOCATION 3

SANDPOINT MERCANTILE LEAGUE PARLOR RESTAURANT VENUE

Address 50 Raven Street

A playfully rowdy tavern that caters to theater-goers and hosts a wide variety of performance competitions.

Wares standard food and drink, including specialties like Director's Choice (sweet blackberry wine), Drunkfish Vittles (strips of beer-soaked fish and potato strips), Tooth Cracker (rum said to be able to crack teeth if you keep it in your mouth too long), and Understudy (cheap ale with a shot of even cheaper whiskey)

Jesk "Cracktooth" Berinni (NG male human tavernkeeper 3; indifferent; Perception DC 15, Will DC 17)

19. HOUSE OF BLUE STONES LOCATION 4

TOWN WATCH GARRISON LIBRARY TEMPLE

Address 30 Glass Street

A peaceful retreat in the middle of town for one to relax, meditate, or research their collection of rare tomes.

Jabyl Sorn (LN female human monk 4; indifferent; Perception DC 18, Will DC 20)

20. SANDPOINT GLASSWORKS LOCATION 5

HAZARD

Address 10 Glass Street

Once one of Sandpoint's most valuable industries, the Glassworks are now abandoned and haunted.

21. SANDPOINT SAVORIES LOCATION 5

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT

Address 90 Main Street

The town's most popular bakery, particularly beloved for its pastries and cookies.

Wares delicious pastries, cookies, and baked goods at 75% normal price

Alma Avertin (LG female human baker 7; indifferent; Perception DC 22, Will DC 20) If the party earns the support of Sandpoint Savories, they can Earn Income here using Baking Lore or Cooking Lore.

22. THE CURIOUS GOBLIN LOCATION 5

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT PARLOR

Address 40 Main Street

A cramped but well-organized bookshop with a wide front porch where locals often gather to chat.

Wares books (focusing on fiction and local history), scrolls, spellcasting services

Spellcasting Occult spells are available for purchase from Chask. He has the following occult spells available: **3rd (2/day)** hypercognition, secret page; **2nd (3/day)** comprehend language,* restore senses, silence; **1st (3/day)** mending, soothe,* unseen servant; **Cantrips (3rd)** guidance, light, mage hand, message, read aura. Spells marked with an asterisk are signature spells that Chask can heighten freely.

Chask Haladan (CG male human bard 5; indifferent; Perception DC 19, Will DC 19) With Chask's support, a PC can Earn Income here by creating copies of books for sale using Scribing Lore. If a PC seeks to sell their own writing here and they earn Chask's support, they can use any Lore to Earn Income here to sell their writing, but no more often than once per week. Each time a PC achieves a critical success at this particular Earn Income check (but no more than once per month),

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their creation strikes a chord with Sandpoint's locals, and they can attempt an Earn Income check using this Lore once per day for the next 6 days without spending any extra time.

23. SANDPOINT THEATER

LOCATION 6

RUNEWATCHERS EMPLOYER MERCHANT PARLOR VENUE

Address 90 Festival Street

A massive playhouse known regionally for bringing high-class productions to the rural reaches of the Lost Coast; has been known to attract famous performers from far-off places.

Wares Pauper's Pit (no chairs and bad view of the stage—1 cp), general seating (1 sp), balcony seating (1 gp; includes refreshments)

Cyrdak Drokus (CN male human bard 6; indifferent; Perception DC 21, Will DC 21) If the PCs earn the support of the Sandpoint Theater, they can Earn Income here using Performance to play minor roles currently in production or by using Theater Lore to help with behind the scenes work. Once a PC achieves at least 5 critical successes with Performance here, they earn juicier roles in the plays—these starring roles allow a PC to Earn Income at a level up to their level, rather than capping it at the theater's level.

24. CARPENTER'S GUILD

LOCATION 5

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT WORKSHOP

Address 60 Festival Street

The place to go when you're looking to build a new home or secure repairs to an existing one.

Wares carpentry services

Aesrick Battlehorn (LG male dwarf carpenter 5; indifferent; Perception DC 19, Will DC 21) As the carpenter's guild works to expand projects and support existing structures, the need to maintain accurate records and work orders increases as well. A PC can Earn Income with Accounting Lore, Architecture Lore, Engineering Lore, or Guild Lore to aid in these endeavors.

25. SANDPOINT LUMBER MILL

LOCATION 3

SCARNETTI CONSORTIUM EMPLOYER

Address 120 River Street

A long building that once produced a large amount of lumber through the use of a mechanized saw, but after a tragedy nearly two decades ago has scaled back production and now relies mostly on manual labor.

Ibor Thorn (NG male human logger 2; indifferent; Perception DC 14, Will DC 14) A PC can Earn Income at the lumber mill with Athletics checks, Labor Lore, or Forest Lore, either to aid in keeping things moving or by working as a logger.

26. GENERAL STORE

LOCATION 5

SANDPOINT MERCANTILE LEAGUE MERCHANT

Address 30 Main Street

A humble and popular general store that sells all the things needed to live in a rural town like Sandpoint.

Wares general goods and groceries, imported alcohol (price varies from 5 sp to 5 gp per bottle)

Ven Vinder (LN male human grocer 7; indifferent; Perception DC 18, Will DC 18)

27. TURANDAROK ACADEMY

LOCATION 6

RUNEWATCHERS EMPLOYER LIBRARY MERCHANT MUNICIPAL

Address 10 Main Street

This large building serves a dual purpose as Sandpoint's children's school and orphanage.

Wares spellcasting services

Spellcasting Arcane spells are available for purchase from Ilsoari, but only to trusted customers; the PCs must earn his support before he offers his spellcasting services to them. He typically has the following arcane spells available: **3rd** *clairaudience*, *levitate*, *mind reading*; **2nd** *hideous laughter*, *invisibility*, *knock*; **1st** *color spray*, *mage armor*, *unseen servant*; **Cantrips (3rd)** *light*, *mage hand*, *message*, *read aura*, *sigil*. Other spells are available if arrangements can be made at least a day in advance, and if the GM wishes to include these other spells in Ilsoari's spellbook.

Ilsoari Gandethus (LN male human wizard 6; indifferent; Perception DC 22, Will DC 22) A PC who earns the support of Turandarok Academy can Earn Income at the academy by helping to teach classes using most Lore skills (as determined by the GM).

28. MVASHTI'S PLACE

LOCATION 5

TOWNSFOLK HOUSING LODGE MUNICIPAL

Address 50 Festival Street

Once the home of a beloved fortune-teller, this building now serves as a hostel and resource hall for traveling Varisians.

Wares lodging (floor space or bed—no private rooms), spellcasting services

Spellcasting Primal spells are available for purchase from Jiolan. They typically have the following arcane spells available: **3rd** *heal*, *remove disease*; **2nd** *animal messenger*, *continual flame*, *restoration*; **1st** *heal* (×2), *mending*; **Cantrips (3rd)** *dancing lights*, *guidance*, *know direction*, *prestidigitation*, *stabilize*. Other spells are available if arrangements can be made a day in advance, and if the GM wishes to give these other spells to Jiolan's familiar.

Jiolan Verneeth (N agender human witch 5; indifferent; Perception DC 19, Will DC 21) After elderly Madam Mvashti passed away and her daughter Koya accompanied Ameiko to Minkai, ownership of this building reverted to the town

for a few months. It was then decided that the building would be handed over to the Varisians, who now use it and a few neighboring buildings as a sort of hostel and waystation for nomadic travelers. If the PCs earn the support of Mvashti's Place, Jiolan waives their base fees for spellcasting services (but still requires payment for costly components as appropriate for the spell).

29. GROCER'S HALL LOCATION 4

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT

Address 20 Festival Street

This building has an open facade used to host markets, while farming supplies are sold in the back.

Wares standard food and drink, farming supplies

Olmur Danavakus (LG male halfling grocer 4; friendly; Perception DC 18, Will DC 18) Upon gaining support from Olmur and the Grocer's Hall, a PC can Earn Income with the Mercantile Lore skill to act as a grocer themselves, or with Society to support the grocer's guild in town and among the hinterland farms.

30. VERNAH'S FINE CLOTHING LOCATION 5

SANDPOINT MERCANTILE LEAGUE MERCHANT

Address 70 Prickleback Lane

A tailor's shop that caters to clothing of all styles.

Wares clothing, non-metallic light armor

Rynshinn Povalli (NG female half-elf tailor 5; indifferent; Perception DC 18, Will DC 18)

31. WHEEN'S WAGONS LOCATION 3

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT

Address 30 River Street

A wheelwright's shop now diversifying into courier service.

Wares wagons, wheel repairs, courier service

Bilivar Wheen (N male human wheelwright 3; indifferent; Perception DC 15, Will DC 15) A PC who earns Bilivar's support can aid in various delivery tasks in town, and can Earn Income using Society checks.

32. SCARNETTI MILL LOCATION 3

SCARNETTI CONSORTIUM EMPLOYER

Address 40 River Street

A large mill that focuses on the production of flour and grain.

Courrin Whesterwill (NG male human miller 2; indifferent; Perception DC 16, Will DC 16) If the PCs earn the support of Courrin and give him no cause to suspect they're allied with his employer, he approaches them with an offer to work at subtly undermining the Scarnetti influence in town; this allows the PCs to Earn Income by making Deception checks, as long as the Scarnettis don't suspect what's going on.



Bethana Corwin

33. THE HAGFISH LOCATION 4

SANDPOINT MERCANTILE LEAGUE PARLOR RESTAURANT

Address 70 Water Street

One of Sandpoint's most popular taverns; often provides games and challenges to entertain.

Wares standard food and drink, including specialties like crab 'n' clam chowder, Jargie's Reserve (a shot from Jargie's special collection of Shackles rum), lingcod pot pie, and Hag's Challenge (Old Murdermaw stout with a tiny splash of hagfish slime)

Jargie Quinn (CG male human tavern keeper 4; indifferent; Perception DC 17, Will DC 17) If the PCs earn the support of the Hagfish, they can Earn Income using Diplomacy to officiate, run, and judge boasting and yarning competitions held at the tavern.

34. VALDEMAR FISH MARKET LOCATION 5

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT

Address 10 Water Street

An open air market focusing on locally caught fish.

Wares fish and seafood

Turch Sterglus (LG male human fisher 5; friendly; Perception DC 19, Will DC 19) A PC who earns the support of Turch and the fish market can Earn Income with Fishing Lore or Survival by selling their daily catch.

35. SANDPOINT MARKET LOCATION 5

SANDPOINT MERCANTILE LEAGUE MERCHANT PARLOR VENUE

Address No street address; located at junction of Festival, Market, and Water Streets

An open-air marketplace used for children's games, save on two days a week when it hosts larger markets. Every Moonday, the market offers local farmers' goods, while later in the week on Fireday the marketplace opens to traveling merchants from Magnimar, Galduria, and beyond to present a vibrant town market where wares normally unavailable for purchase in town may be secured.

Wares general goods and food

Special No one NPC runs the Sandpoint Market. As long as the PCs are at least liked by the Sandpoint Mercantile League, Town Watch, and Townsfolk, though, they automatically have the support of the Sandpoint Market.

36. SANDPOINT MEAT MARKET LOCATION 3

SANDPOINT MERCANTILE LEAGUE MERCHANT

Address 120 Market Street

Half of this building serves as a slaughterhouse; the meat gathered there is on display for sale in the other half.

Wares meat

Chod Bevuk (NG male human butcher 3; friendly; Perception DC 15, Will DC 15)

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37. THE RUSTY DRAGON

LOCATION 5

SANDPOINT MERCANTILE LEAGUE EMPLOYER HOUSING PARLOR
RESTAURANT VENUE

Address 80 Market Street

Sandpoint's most famous tavern and inn includes a large stage for performances and encourages adventurers to stay by offering them discounts on rooms.

Wares standard food and drink, including banquets (multi-course meals of experimental offerings during festivals and big events), cheese blossoms (spicy cheese curd-stuffed artichoke hearts), curried salmon, raspberry mead, barbecued abalone, and seasonal ales; lodging

Bethana Corwin (NG female halfling innkeeper 4; friendly; Perception DC 18, Will DC 16) A PC who earns the support of the Rusty Dragon can Earn Income here with Performance, and if it involves a rousing tale of adventure, they gain a +1 circumstance bonus.

38. GOBLIN SQUASH STABLES

LOCATION 4

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT

Address 60 Market Street

Stables for horses and rental of the same.

Wares stabling

Daviren Hosk (N male human ranger 4; indifferent; Perception DC 20, Will DC 20) If the PCs earn the support of Goblin Squash Stables, Daviren welcomes assistance in horse care and grooming, allowing a character to Earn Income with Nature checks.

39. TWO KNIGHT BREWERY

LOCATION 4

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT

Address 20 Market Street

A local brewery that supplies most of the town's alcohol.

Wares beer and ale, including specialty drinks like Old Murdermaw stout, raspberry mead, Tooth Cracker rum, Turandarok Reserve apple cider, and various seasonal offerings like Cinnamon Whisper (winter seasonal cider), Dryad's Kiss (spring seasonal lambic), Buzzbarker (summer seasonal wheat beer), Flaggin' Dragon (autumn seasonal ale), and Cryptic Cider (a very rare autumn seasonal cider)

Gaven Deverin (LG male human paladin 4; indifferent; Perception DC 17, Will DC 19) If a PC earns the support of Two Knight Brewery, they can Earn Income here by assisting with the work by making Alcohol Lore checks.

40. MERCANTILE LEAGUE

LOCATION 4

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT

Address 110 Market Street

The place to go to secure passage on a ship or with a caravan to other locations, or to send messages out of town.

Wares caravan passage, messenger service, property sales, shipping services

Jasper Korvaski (LG male human paladin 4; friendly; Perception DC 17, Will DC 19) A PC who earns the support of the Mercantile League can Earn Income with Accounting Lore, Legal Lore, Mercantile Lore, Scribing Lore, or Society.

41. SANDPOINT BOUTIQUE

LOCATION 4

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT

Address 90 Market Street

All manner of art, books, toys, and more can be bought here.

Wares equipment, clothing, weapons, tools, and art objects; spellcasting services

Spellcasting Divine spells are available for purchase at the Sandpoint Boutique. Hayliss typically has the following divine spells available: **2nd heal** (×2), *restoration*, *restore senses*; **1st heal** (×3); **Cantrips (3rd)** *detect magic*, *guidance*, *light*, *prestidigitation*, *read aura*. Other spells are available if arrangements can be made a day in advance.

Hayliss Korvaski (LN female human cleric 4; unfriendly; Perception DC 19, Will DC 21) A fair amount of what Hayliss offers in her boutique are items sold on consignment or salvaged by agents from abandoned locations. If the PCs earn her support, they can help to facilitate the restock of these items and can Earn Income with Society checks.

42. THE FEEDBAG

LOCATION 5

BUNYIP CLUB CRIMINAL EMPLOYER MUNICIPAL PARLOR RESTAURANT

Address 10 Salmon Street

The town's most notorious and dangerous tavern—it's an open secret that it's a front for the Bunyip Club.

Wares standard food and drink, including cheese curd soup, Foamer's Gulp (frothy ale served in an oversized mug), lard fries (strips of pork skin fried in seasoned lard), and Old Murdermaw stout

Jubrayl Vhiski (NE male human rogue 7; indifferent; Perception DC 22, Will DC 20) If a PC earns the support of the Feedbag, Jubrayl trusts them enough that he allows them to pursue minor thefts in town as long as the PC makes sure to "donate" part of the funds to the Bunyip Club. This allows a PC to Earn Income with Thievery without worrying about being caught on a failure. On a critical failure, though, the PC is put on "probation" by the club until they pay a fine equal to their level ×10 in gp to the club; that PC loses support of the Feedbag.

A PC can also attempt to Earn Income using Thievery at a task level of up to 7 if they wish, but doing so can result in unpleasant repercussions. If the PC's Thievery check to Earn Income fails to beat Jubrayl's Perception DC, the crime lord notices the PC's unsanctioned theft and cuts ties with the entire party. At this point, the

Feedbag no longer supports the PCs, Jubrayl's attitude toward the party becomes hostile, and the party's Reputation Points with the Bunyip Club are reduced to -5.

43. THE PIXIE'S KITTEN LOCATION 4

SANDPOINT MERCANTILE LEAGUE HOUSING MERCHANT PARLOR

Address 60 Salmon Street

Sandpoint's brothel also rents rooms out to travelers seeking a safe, secure, and secret place to rest.

Wares companionship, lodging

Kaye Tesarani (CG female human rogue 4; indifferent; Perception DC 19, Will DC 19)

44. THE FEATHERED SERPENT LOCATION 5

SANDPOINT MERCANTILE LEAGUE MERCHANT

Address 10 Rum Street

A curio shop, and the most likely place in town to find unexpected magic items for sale.

Wares adventuring gear, curiosities, artwork, windup toys, magic items, and spellcasting services

Spellcasting Vorvashali dabbles in arcane magic, and has the following spells available: **1st** *mending*, **Cantrips (1st)** *detect magic*, *read aura*. Other spells are available if arrangements can be made a day in advance, and if the GM wishes to include those spells in Vorvashali's spellbook.

Vorvashali Voon (LN male human merchant 5; friendly; Perception DC 20, Will DC 20)

45. HANNAH'S LOCATION 4

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT MUNICIPAL

Address 30 Hook Street

Midwifery services and herbalism shop.

Wares medicinal supplies, spellcasting services

Spellcasting Divine spells are available for purchase from Hannah. She typically has the following divine spells available: **2nd** *calm emotions*, *heal* (×3), *restoration*; **1st** *heal*, *protection*, *spirit link*; **Cantrips (2nd)** *guidance*, *light*, *prestidigitation*, *read aura*, *stabilize*. Other spells are available if arrangements can be made a day in advance.

Hannah Velerin (NG female elf cleric 4; friendly; Perception DC 19, Will DC 21) If the PCs earn Hannah's support, they can gather herbal supplies from the surrounding hinterlands for her use and Earn Income using Nature or Survival checks.

46. SANDPOINT SHIPYARD LOCATION 4

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT WORKSHOP

Address 10 Hook Street

The town's port caters to merchants, fishers, and travelers.

Wares ships, shipbuilding services, ship passage

Jhalevia Stensin (NG female human harbormaster 4; indifferent; Perception DC 21, Will DC 19) With the support of the Sandpoint Shipyard, a PC can Earn Income with Engineering Lore, Labor Lore, or Sailing Lore.

47. VALDEMAR MANOR LOCATION 1

HAZARD

Address 30 Schooner Gulch Road

Abandoned aristocrat manor.

Special This now-abandoned manor is infested with jinkin gremlins who dwell in the walls. If the PCs are intrigued by Kaleb Valdemar, they may decide to investigate this manor for clues, but this adventure assumes no such insights are found here. *Sandpoint, Light of the Lost Coast* provides information about Valdemar Manor if the GM wishes to present it as an adventure site.

48. SCARNETTI MANOR LOCATION 4

SCARNETTI CONSORTIUM EMPLOYER MUNICIPAL RESIDENCE

Address 25 Schooner Gulch Road

Home of one of the founding families of Sandpoint.

Titus Scarnetti (LE male human aristocrat 6; unfriendly; Perception DC 22, Will DC 20) If the PCs earn the support of Scarnetti Manor, and they don't have the support of any other municipal site, they can Earn Income by attempting Deception checks to spread misinformation about the Scarnettis through town to make them seem more admirable to locals and visitors alike.

49. KAIJITSU MANOR LOCATION 5

TOWNSFOLK EMPLOYER MUNICIPAL RESIDENCE

Address 35 Schooner Gulch Road

Caretakers now tend to this beautiful mansion.

Velarie Nesperin (NG female human majordomo 5; indifferent; Perception DC 19, Will DC 17) If the PCs earn the support of Kaijitsu Manor, they can Earn Income with Society checks by doing odd jobs around town to help keep Sandpoint looking vibrant and welcoming. While Velarie isn't technically part of the city's town council now that her employer, Ameiko Kaijitsu, has moved on to run an entire nation on the other side of the world, the Kaijitsu legacy and her reputation in town are strong enough that her favor can grant the same sort of benefits available to other municipal locations.

50. DEVERIN MANOR LOCATION 6

TOWNSFOLK EMPLOYER MUNICIPAL RESIDENCE

Address 40 Schooner Gulch Road

Home of the town's current mayor and her extended family.

Kendra Deverin (NG female human aristocrat 6; indifferent; Perception DC 21, Will DC 21) If the PCs earn the support of Deverin Manor, they can Earn Income with Diplomacy checks to aid with political tasks around town.

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Adventure Toolbox



Adventure Toolbox

Many of the following treasures can be found during the PCs' efforts to save the town of Sandpoint from its seven dooms, while others can only be read about or researched to potentially be discovered later in the party's adventuring career.

CLOCKWORK SONGBIRD

ITEM 10

UNIQUE ABJURATION CLOCKWORK MAGICAL

Price 1,000 gp

Usage held in 1 hand; Bulk L

Originally constructed by the Thassilonian wizard Liralarue to serve as a key for a treasure vault, this *clockwork songbird* has other functions as well. Liralarue took the songbird apart once she realized Thassilon faced a mysterious doom, then hid the parts in her domain. The parts survived but never traveled too far from the region that would become known as the Sandpoint Hinterlands.

Before the *clockwork songbird* can be used, its six components (the body, the left and right wings a one piece, the legs and tail, the head, and the winding key) must first be recovered. Once all six parts are at hand, a character can reassemble the *clockwork songbird* as a 1-hour activity that requires a DC 27 Crafting check. A character who critically fails at this check causes the components to generate a blast of devastating sound, inflicting 7d6 sonic damage to the character (DC 27 basic Reflex save).

Once reconstructed, the *clockwork songbird* can be activated in the following three ways.

Activate ♦♦ Interact; **Effect** The *clockwork songbird* animates and sings a complex birdsong that lasts for 1 minute. The song is soothing and pleasant but impossible to accurately repeat, as each time the clockwork is activated in this way, its next song differs slightly. Regardless, this activation also functions to activate the portal in area H13 in the Pit.

Activate ♦♦ Interact (10 minutes); **Frequency** once per day; **Effect** The songbird leaps into the air and flies in a circle, swooping around an area around you for 10 minutes as it sings. The songbird never travels further

than 50 feet from the location where you activated it. It returns to that location at the end of the duration, at which point the songbird casts *private sanctum* at that location before going quiet once again. The effect remains in place for 24 hours.

Activate ♦♦ Interact; **Frequency** once per day; **Effect** You place the *clockwork songbird* on a stable surface, and it casts an *alarm* spell heightened to 3rd level to your specifications. When the *alarm* is triggered, it does so in the form of a loud warbling birdsong sung by the clockwork. If the *clockwork songbird* is moved from its location before the *alarm* spell's duration has run its course, the spell ends.



Clockwork Songbird

CULTIST COWL

ITEM 3+

UNCOMMON DIVINE ENCHANTMENT MAGICAL

Usage worn cloak; Bulk –

The fabric of a *cultist cowl* is either raspy burlap, durable cotton, or fine silk, depending on the item's power (and thus the implied import of the worshipper who wears it). When a character who worships a single deity dons a *cultist cowl*, the cowl's colors change to match those sacred to that deity, and the deity's

symbol or rune appears on the lower front of the cowl that hangs just over the chest. These colors and symbols remain until a different worshipper wears the cowl. While worn, you gain a +1 item bonus to Religion checks. You also gain a +1 item bonus to all skill checks attempted to aid a ritual by being a secondary caster.

Type *cultist cowl*; **Level** 3; **Price** 60 gp

Type *greater cultist cowl*; **Level** 9; **Price** 650 gp

The cowl grants a +2 item bonus, and this bonus also applies to checks attempted as a primary caster to perform a ritual. The cowl can also be activated.

Activate ♦♦ envision, command; **Frequency** once per hour; **Effect** The cowl casts *crisis of faith* (DC 25 Will) to your specification.

Type *major cultist cowl*; **Level** 17; **Price** 14,000 gp

The cowl grants a +3 item bonus, and this bonus also applies to checks attempted as a primary caster to perform a ritual. The cowl can also be activated.

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Activate ♦♦ envision, command; **Frequency** once per hour; **Effect** The cowl casts *crisis of faith* (DC 37 Will) heightened to 7th-level to your specification.

DEMORTIFICATION OIL

ITEM 5

RARE CONSUMABLE MAGICAL NECROMANCY OIL

Price 30 gp

Usage held in 2 hands; **Bulk** L

Activate ♦ Interact

This foul-smelling oil has the appearance and odor of the greasy, thick fluids that seep from a decaying body. When you spread this oil on an intact corpse that has been dead no longer than 1 week, its decay fades and the corpse is restored to the condition it was just after death. *Demortification oil* can't undo damage done to a corpse after death, such as consumption by scavengers. Applied to a non-incorporeal undead, a dose of *demortification oil* grants the undead creature a +1 item bonus to Armor Class for 1 hour.



Dream Lens

DEVIL'S BREATH INCENSE

ITEM 7

UNCOMMON ABJURATION CONSUMABLE DIVINE

Price 70 gp

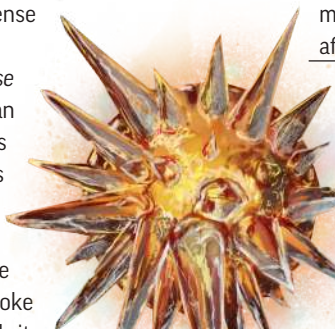
Usage ♦ Interact

This 6-inch-long stick of gray-green incense has an unsettling, oily look to it. When burned, a stick of *devil's breath incense* emits a brimstone-like stink and burns for 10 minutes. Varisian tales claim the stink of this incense closely matches the odor of the breath of the Sandpoint Devil, although it doesn't come close to the full stink of its flaming exhalations. A creature within 10 feet of a stick of burning *devil's breath incense* must succeed at a DC 23 Fortitude save or become sickened 1 (sickened 2 on a critical failure), after which they're temporarily immune to the incense for 1 hour.

While a stick of *devil's breath incense* is burning, an adjacent creature can lean over the stick to inhale forcefully as an Interact action. Doing so consumes the entire stick immediately and automatically makes the creature sickened 3, but when the creature exhales its next breath, the cloud of smoke they breathe out attempts to carry with it a single curse the creature is afflicted by. The incense has a counteract level of 4 and a +12 modifier for the roll. If used to remove the effects of the Sandpoint Devil's Accursed Breath (or similar effects, such as the Cursed Flames that the goblin witch Minargul can



Ghost Stone



The Hollow Star

create), the *devil's breath incense* automatically succeeds at removing the curse, regardless of the level of the curse itself.

DREAM LENS

ITEM 20

RARE ARTIFACT CONJURATION MAGICAL

Bulk 10

The *Dream Lens* is located far from Sandpoint, housed in an obelisk of pink-veined marble in the lost city of Ilvarandin deep down in the Vaults of Orv. Here, this sinister artifact can capture the dreaming mind of a mortal anywhere in the world who has fallen under the influence of midnight milk. The *Dream Lens* is a large convex crystal housed in a series of metal armatures, itself guarded by powerful constructs and arcane countermeasures.

Activate ♦♦♦ envision, Interact; **Requirements**

You're an intellect devourer whose mind has been linked to a user of midnight milk, and that

creature is still dreaming in your mind; **Effect** The *Dream Lens* establishes a link between you and the dreaming host, allowing you to rip and tear into the host's mind from afar. You can attempt two talon Strikes against the dreaming creature, using the same attack modifier as your highest attack modifier. These strikes gain

the death and mental traits, and damage caused by them is mental damage, not slashing damage. If this kills the target, the intellect devourer can use Body Thief against the target as a free action, teleporting from the

Dream Lens directly into the skull of its new, freshly slain host. If these strikes don't kill the target, it can immediately attempt a new Fortitude save against the DC of the midnight milk it's currently under the effects of. If it succeeds at this saving throw, the target immediately awakes (retaining only vague memories of an awful nightmare) and is no longer affected by that dose of midnight milk.

FLICKERING

RUNE 6

UNCOMMON ILLUSION MAGICAL

Price 250 gp

Usage etched onto a weapon

A *flickering* rune causes a weapon to shimmer, grow blurry and indistinct, and momentarily turn invisible at random intervals for a second or two. A *flickering* weapon adds its item bonus from its potency rune to the DC against attempts to Disarm or Steal it. On a critical hit, the weapon flashes bright pulses of color into the creature's eyes, dazzling the creature for 1 round (this effect has the visual trait).

THE SEVEN DOOMS

When a PC activates the *Ghost Stone* to view doom, they receive a series of seven intense visions in the following order. If the PCs have defeated one of the dooms in question, that doom instead fades away and doesn't manifest again. The visions of the dooms appear in the following order.

First Doom: An undead goblin cuts down Sandpoint's citizens with a flaming dogslicer.

Second Doom: The Sandpoint Devil races across Sandpoint's rooftops, lighting fires in its wake.

Third Doom: The citizens of Sandpoint fall into a tormented slumber as nightmares rip free from their sleeping bodies.


Fourth Doom: A humanoid shape transforms into the Sandpoint Devil, then rises from the Pit to lead an army of cultists against Sandpoint.


Fifth Doom: A shadowy figure stalks the streets of Sandpoint at night, chopping down citizens with an axe.


Sixth Doom: Ghouls rise from the streets of Sandpoint to exhale a poison mist that slays everyone in town.


Seventh Doom: An immense burning bird rains fire down upon Sandpoint, causing the ground to split open for an even larger three-eyed demon to claw its way out of the rift.

sun to destroy it. However, the item has no actual capacity to do so. Yet.

Activate  (divination) **Trigger** You cast a spell or use an effect that has the linguistic trait; **Effect** You speak in Aklo when using the linguistic spell or effect, even if you don't normally speak Aklo. If the spell or effect requires a spell attack roll, you gain a +1 item bonus to the roll. If the spell or effect can be resisted with a saving throw, all saves against the effect suffer a -1 item penalty.

Activate  (death, emotion, fear, illusion, mental) **Frequency** once per day; **Effect** The *Hollow Star* casts *phantasmal killer* (DC 25). The target of this effect receives a brief but overwhelming vision of the world ending as an immense explosion in the sky expands to engulf the world.

Activate  (conjuration) **Frequency** once per day; **Effect** The *Hollow Star* conjures an aberration to fight for you. This works like *summon animal*, except you summon a common creature that has the aberration trait and whose level is 3 or lower.

Activate  envision, Interact; **Frequency** once per day; **Effect** The flickering weapon casts *blur* to your specification.


GHOST STONE

ITEM 7

UNIQUE DIVINATION MAGICAL

Bulk 18

The *Ghost Stone* is a stationary magic item, a 10-foot-long spindle-shaped crystal floating and slowly rotating within a hemispherical chamber in the Pit (area E10). If moved from this chamber, the *Ghost Stone* is destroyed. It can also be destroyed via damage (AC 28, Hardness 16, HP 60). If it's destroyed, the trapped Varisian spirits within are finally released; as a vortex of vaguely humanoid shapes swirls around the room, all PCs in area E10 are filled with sensations of elation and freedom. The departing ghosts grant each PC the first activation result below, but after that, the *Ghost Stone* crashes to the ground and shatters into mundane crystal, forever destroyed.

Activate  (command, envision, Interact) **Effect** The *Ghost Stone* grants a terrifying vision of doom. For the PCs, this vision is of seven apocalyptic dooms that descend upon Sandpoint. See "The Seven Dooms" sidebar for details on these visions and how they change if the PCs have defeated some of the dooms.

Activate 10 minutes (command, envision, Interact) **Frequency** once per day; **Effect** The *Ghost Stone* casts *read omens* to your specifications.

THE HOLLOW STAR

ITEM 9

UNIQUE CHAOTIC CONJURATION MAGICAL

Price 700 gp

Usage held in 1 hand; Bulk 1

This roughly spherical mass of orange crystal is about the size of a human head. The sphere is opaque but glows from within as if it contained a bright flickering flame—the *Hollow Star* emits bright light in a 60-foot radius (and dim light to the next 60 feet). Any creature within the bright light of the *Hollow Star* gains a +1 item bonus to Occultism checks. Deros in the bright light shed by the *Hollow Star* suffer distracting but pleasant hallucinations and strange visions, and they become stupefied 1 when in this illumination. If you're lawful, you're enfeebled 2 while carrying the *Hollow Star*. If you touch the *Hollow Star*, your dreams the next time you sleep are strange, unsettling, hard to remember, and carry a vague sense of elation, doom, or both. Upon awakening, you must succeed at a DC 25 Will save or become stupefied 1 by unsettling dreams that feel disturbingly like memories from a life lived on a distant dying planet.

The Keepers of the *Hollow Star* believe that this unique magical item, if allowed to bathe for an unspecified amount of time in sunlight, will bring Azathoth into that world's

LIAR'S LEXICON

RARE ENCHANTMENT GRIMOIRE MAGICAL

Price 1,000 gp

Bulk L

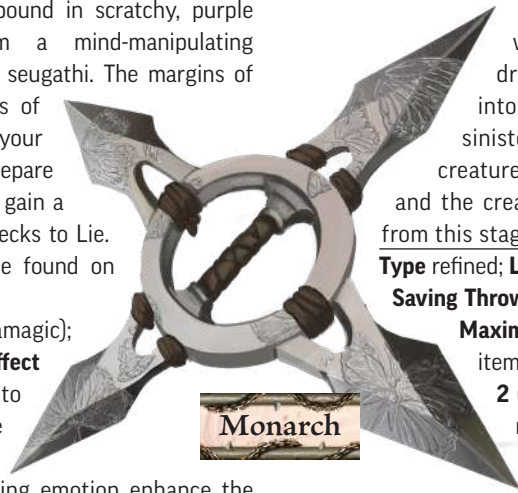
The covers of this book are bound in scratchy, purple leather—hide harvested from a mind-manipulating wormlike monster known as a seugathi. The margins of this grimoire contain hundreds of tips and notes to avoid having your lies discovered. When you prepare spells from a *liar's lexicon*, you gain a +2 item bonus to Deception checks to Lie. Full rules for grimoires can be found on page 162 of *Secrets of Magic*.

Activate ➤ envision (metamagic);

Frequency once per day; **Effect**

If your next action is to cast a spell that has the emotion trait, your skill at manipulation and exploiting emotion enhance the spell. The spell gains the linguistic trait. Attempt a Deception check to Lie as you cast the spell against the Perception DC of all those observing you. Those you succeed against think you were merely talking, not casting a spell on a creature.

ITEM 10



Type experimental; **Level** 5; **Price** 30 gp

Saving Throw DC 19 Fortitude; **Onset** 10 minutes; **Maximum Duration** 8 hours; **Stage 1** +2 item bonus to Perception (1 hour); **Stage 2** fatigued (1 hour); **Stage 3** unconscious (1 hour; while unconscious, the creature dreams of being drawn down into the Darklands to be ruled by sinister unseen forces—to the dreaming creature, the effect seems to last for years, and the creature is fatigued upon awakening from this stage)

Type refined; **Level** 12; **Price** 400 gp

Saving Throw DC 29 Fortitude; **Onset** 1 minute; **Maximum Duration** 8 hours; **Stage 1** +3 item bonus to Perception (1 hour); **Stage 2** unconscious (1 hour; if the creature recovers from the dosage and wakes up before reaching Stage 3, they don't remember their vivid

dreams but do wake up feeling revitalized as if they'd enjoyed a full 8 hours of sleep—this doesn't allow the creature to perform their daily preparations more often than once per day though); **Stage 3** unconscious (1 hour; the vivid dreams the creature enjoys at Stage 2 shift into phantasmagoric nightmares as described in the text above—during this stage, the creature is a viable *Dream Lens* target, and once a creature recovers and awakens from Stage 3, they're fatigued)

Type pure; **Level** 20; **Price** 14,000 gp

Saving Throw DC 43 Fortitude; **Stage 1** +3 item bonus to Perception checks and Will saving throws; **Stage 2** unconscious (1 hour; the creature endures phantasmagoric nightmares as described in the text above—during this stage, the creature is a viable *Dream Lens* target, and once a creature recovers and awakens from Stage 3, they're fatigued); **Stage 3** as stage 2 (1 day)

MIDNIGHT MILK

RARE ALCHEMICAL CONSUMABLE DRUG INGESTED POISON

Usage held in 1 hand; Bulk L

Activate ➤ Interact

Midnight milk is a strange and powerful drug, originally invented by the intellect devourers of the alien city of Ilvarandin to remotely steal the bodies of distant dreaming victims through the use of an artifact called the *Dream Lens*. Pure midnight milk is incredibly rare—almost all of that found beyond the vault of Ilvarandin is instead cut to reduce costs and expenses. Crafting a dose of this dangerous drug requires a wide range of reagents; the most difficult to acquire of these reagents are vials of refined “sweat” harvested via a mithral blade from the fleshy fronds of a rare form of cavetongue fungus known as authul, which grows wild only in remote corners of the Vaults of Orv. When an alchemist mixes midnight milk, they must do so while in a trancelike state that approximates the dreaming mind—a classic method of reaching this state involves the repetition of a wordless chant spoken in a specific meter and rhyme scheme (one that the poet Vumeshki unknowingly duplicated with his dream-inspired poem, “Ilvarandin”). Recently, an experimental form of the drug created by the alchemist Aliver Podiker has been developed, but so far, attempts to replicate refined midnight milk using these methods have met with failure.

ITEM 5+

MONARCH

ITEM 6

UNIQUE AIR DIVINE RELIC

Aspects air, celestial

Usage held in 1 hand; Bulk L

Monarch is an ancient starknife, once wielded by a priest of the Desnan sect known as the Order of the Starless Night, an organization devoted to protecting Golarion from the horrors of the Dark Tapestry. The weapon is made of low-grade silver, and its blades gleam with soft light, equivalent to that of a candle (the glow can be extinguished or activated by the weapon's carrier by activating *Monarch* as an envision action). The blades bear etchings of monarch butterflies in flight.

When discovered in the Pit, *Monarch* functions as a +1 striking returning starknife that can't have additional

property runes, as it's a specific item. *Monarch* deals an additional 1d6 damage to creatures with the aberration trait, provided the creature isn't disguised as another creature. Rules for relics and their gifts appear in the *Gamemastery Guide* (starting on page 94).

Activate 10 minutes (envision, Interact); **Frequency** once per day; **Requirements** *Monarch* must possess a major gift; **Effect** *Monarch* casts *dream message* (heightened to 4th level) to your specifications.

Minor Gifts: wind barrier, word of faith

Major Gifts: propelling winds, righteous call

Grand Gift: azata's grace (see sidebar on this page)

While *Monarch* has no direct ties to the seven dooms that threaten Sandpoint, certain dangers in the Pit present specific opportunities to honor the weapon's ancient traditions by opposing forces from the darkest reaches of the Universe. In particular, the dero worshippers of Azathoth found in the Pit, as well as the *Hollow Star*, are elements the Order of the Starless Night would've worked hard to oppose, and the magic imbued into *Monarch* retains this thematic opposition.

When the PCs first recover *Monarch*, one of its minor gifts becomes active as chosen from the above options by the first PC to handle the starknife. The second minor gift becomes active as soon as the party defeats the dero cultists of the *Hollow Star*. Its first major gift becomes active once the PCs defeat their first intellect devourer foes, likely those encountered at the Midnight Dawn encampment (area G7); the weapon's wielder chooses which of the two gifts become active. Note that this is likely to take place while the party is 8th level, rather than 9th level (as would be the norm for a relic's first major gift). Likewise, the relic's second major gift should become active just before this adventure's climactic battle so that the weapon's wielder can use it in the final battle. While *Monarch*'s grand gift won't become active during this adventure, this unique gift is presented here so that you can include its activation at a later date as you see fit.

Special Note: If you feel that introducing a relic upsets party balance, simply omit its gifts and have it be a unique magic starknife with the above activation.

NIGHTMARE

RUNE 9

UNCOMMON ENCHANTMENT MAGICAL

Price 250 gp

Usage etched onto a weapon

A *nightmare* rune creates minor phantasmal alterations to a weapon's appearance so that those who look upon it see subtle reminders of their deepest fears. An arachnophobe might interpret the cross guard of a *nightmare* longsword to look like curving, twitching spider legs, for example, while someone who's afraid of sickness might see a *nightmare* club as a diseased length of bone crawling with

AZATA'S GRACE

GRAND GIFT

UNCOMMON CHAOTIC CONJURATION DIVINE

Aspect celestial

Activate ♦♦ command, Interact; **Frequency** once per day; **Effect** *Monarch* opens a conduit to Desna's palace of Cynosure and infuses your soul with the grace of the azatas who dance and frolic therein. You gain 50 additional Hit Points, increasing both your maximum and current Hit Points, as well as weakness 10 to lawful damage. You also gain the effects of the *righteous call* gift, without expending that gift's daily use.

You can Dismiss the effect. If you do so, you unleash a wave of chaotic power in the form of a rainbow-like pulse of light, causing the relic to cast *scintillating pattern*. The effects of this casting of *scintillating pattern* don't affect your allies.

flies. These images are all in the mind of the observer, but they also infuse the weapon with additional power. When you hit with a nightmare weapon, add 1d6 mental damage to the damage dealt. In addition, on a critical hit, the target becomes stupefied 1 by overwhelming visions in their mind of personal horrors that linger. If you critically hit a creature that's already stupefied, it becomes frightened 2 as well. These critical hit effects have the emotion, fear, and mental traits.

Activate 10 minutes (envision, Interact); **Frequency** once per day; **Effect** The *nightmare* weapon casts *nightmare* to your specifications.

PHILTER OF EMPTY DREAMS

ITEM 6

RARE CONSUMABLE MAGICAL NECROMANCY POTION

Price 90 gp

Usage held in 1 hand; Bulk L

Activate ♦ Interact

A *philter of empty dreams* is a dose of glowing blue liquid that prevents dreams. When you drink a *philter of empty dreams*, you have no dreams for the next 8 hours and gain a +1 item bonus to saving throws against dream- or nightmare-themed effects (including saving throws against the effects of midnight milk). If you're suffering from an addiction to midnight milk when you drink a *philter of empty dreams*, the potion attempts to counteract the addiction with a counteract level of 4 and a +15 modifier for the roll. If an intellect devourer who's controlling a stolen body uses the body to drink a *philter of empty dreams*, the intellect devourer must succeed at a DC 24 Fortitude save or be forced to Exit the Body immediately.

Researching the Eighth

As the PCs explore the Pit, they'll discover locations where they'll be able to learn more and more about the mysterious wizard Liralarue, who, as Earthfall drew near (unknown to her), began to see herself as the "Eighth Runelord."

When the PCs discover a location in the Pit that allows them to research Liralarue, use the following research stat block to track their progress.

THE EIGHTH RUNELORD

RESEARCH TOPIC 8

Workshop Journals A PC capable of reading Thassilonian examines and reads through the journals and books discovered in the Spy's Workshop (area **D15**); **Maximum RP 4**

Research Checks DC 20 Academia Lore or Library Lore, or DC 22 Arcana

Prisoner's Manifesto A PC capable of reading Thassilonian studies the scribbles carved into an oubliette's walls (area **F11**); **Maximum RP 4**

Research Checks DC 22 Academia Lore or Library Lore, or DC 24 Arcana

Liralarue's Notes A PC who can read Thassilonian studies the notes Liralarue left in the margins of several books (area **F18**); **Maximum RP 4**

Research Checks DC 24 Academia Lore or Library Lore, or DC 26 Arcana

Religious Texts A PC who can read Abyssal studies Liralarue's collection of religious texts and her plans for a grand temple devoted to the Abyssal demigods, as well as learning much about her personal beliefs (area **G5**); **Maximum RP 2**

Research Checks DC 24 Academia Lore or Library Lore, or DC 26 Religion

Questioning Zalavexus If the PCs speak to Zalavexus while he's still trapped in area **G12**, they can question him about Liralarue by promising to free him (using Deception if they're lying or Diplomacy if they're telling the truth) or by threatening to not free him (using Intimidation); **Maximum RP 4**

Research Checks DC 29 Deception, DC 27 Diplomacy, or DC 25 Intimidation

Workshop Texts A PC who can read Thassilonian studies Liralarue's collection of workbooks and texts about genies and constructs, and they can learn more about her by reading the copious

notes and marginalia she scribed in the collection (area **H9**); **Maximum RP 2**

Research Checks DC 26 Academia Lore or Library Lore, or DC 28 Arcana

Liralarue's Personal Library If the PCs can read Thassilonian and spend time studying the books kept in Liralarue's bedroom, they can learn additional insights into her personality and plans (area **J8**); **Maximum RP 4**

Research Checks DC 27 Academia Lore or Library Lore, or DC 29 Arcana

False Liralarue The PCs can interrogate the glabrezu who thinks of herself as Liralarue, but the demon's treacherous nature causes a PC to lose 2 RP on a critical failure instead of 1 RP (area **J11**); **Maximum RP 4**

Research Checks DC 29 Diplomacy or DC 34 or Intimidation

2 Research Points Runelord Karzoug ordered the construction of hidden complexes in the region known today as The Pit, intending to use them as a base of operations for a spy network. The wizard in charge of the operation was a woman named Liralarue.

4 Research Points The uppermost levels of the complex were used as barracks for spies. There, Liralarue discovered a strange slab of transparent crystal that had unusual divinatory powers that she was able to enhance (no further information about this mysterious crystal can be found here; see area **E10** for more details).

6 Research Points Liralarue was one of Runelord Karzoug's many apprentices but was somewhat well-known for not being a particularly powerful wizard—her strengths instead lay in subterfuge and trickery, qualities that helped her secure her post on the border as a spymaster.

8 Research Points Liralarue built additional chambers deeper below the spy barracks that she kept hidden from the spies in her employ as well as from Runelord Karzoug. She was researching variants of the *clone* ritual in a series of laboratories one level down from the higher-ranking spy barracks.

10 Research Points Liralarue underwent extensive secret retraining to abandon the traditions of magic she learned as



Liralarue

Karzoug's apprentice to shift her area of focus from transmutation magic to divination magic—a practice unheard of among Thassilon's wizards.

12 Research Points Some of Liralarue's research revealed that King Xin, the long-dead (even for her time) founder of Thassilon, hadn't envisioned a Thassilon ruled by Runelords, but instead envisioned a more cooperative nation. Liralarue considers this revelation to mark Xin as a foolish idealist and notes that had he been more practiced in divination magic, perhaps he could've foreseen the treachery that led to his death and the loss of his nation.

14 Research Points Liralarue sought other methods of bolstering her resources in her quest for power—demonology and the crafting of constructs were chiefly among them. Mention of a special "song key" hidden in a *clockwork songbird* is uncovered—supposedly, when wound, this *clockwork songbird's* song can open a complex lock somewhere deeper in the Pit, but there's no indication of where the *clockwork songbird* is now.

16 Research Points Liralarue hoped to develop her mastery of divination to the point where she could found an eighth school of Thassilonian magic, one focused on divination and that allowed the specialist to choose which two schools of magic they wished to exclude from their studies. The rune of this theoretical school of Thassilonian magic was a circle with seven hooks along its circumference, and it was associated with the sin of vainglory—a sin some conflate with pride yet is more about the obsessive need to be seen and vanity than it is about an overinflated sense of self-worth and the importance of one's deeds.

18 Research Points In addition to developing her own school of magic, Liralarue hoped to emerge into the political scene of Thassilon as an eighth runelord but never quite reached the point in power where she felt comfortable taking such a step. Instead, in the final months she had left before Earthfall, she turned her focus toward the task of reverse engineering a *runewell*, in hopes of transforming the entire Pit into an immense well of divinatory power from which she could draw strength.

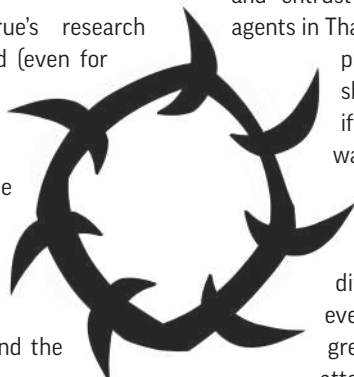
20 Research Points Liralarue was interested in clockworks and the art of infusing them with magic. Of particular note is her construction of a unique *clockwork songbird* that, when activated, could produce a complex song that she keyed to the entrance to her vault (giving the PCs all the instructions they'll need to open the portal in area **H13** once they recover and

rebuild the *clockwork songbird*). A final scrawled note indicates Liralarue's plan to disassemble the songbird and entrust the components to her most valued agents in Thassilon's final days. This precaution would prevent easier raids on her vault should she be kept from returning to her treasury if the upcoming disaster, which she felt was imminent, proved to be worse than she feared (it absolutely was).

22 Research Points In the final days before Earthfall, Liralarue's skill at divination warned her that an apocalyptic event would devastate Thassilon. She grew increasingly frustrated when her attempts to learn more only enhanced her fears without providing details or clues on how to escape devastation. In some of her

last notes, she admits a deep personal realization—that divination should remain unstudied because knowledge of the future can't help and will only distract and fill you with dread, overwhelming you with the feeling of hopelessness. "I know the world will soon end, and I've wasted my last days fighting against it rather than living my final moments to their fullest extent," she writes in her most recent entry.

24 Research Points By making inferences about what they've learned about Liralarue so far, the PC makes an astounding discovery—a potent magical defensive trick that Liralarue hid among her writings. The PC gains the following reaction and can teach this reaction to another PC by spending 8 hours of downtime and succeeding at a DC 30 Arcana check to impart the magical knowledge.



Rune of Vainglory

LIRALARUE'S GLIMPSE

RARE ARCANES DIVINATION FORTUNE

Frequency once per day

Trigger You fail or critically fail a saving throw or attack roll.

Requirements You aren't stupefied.

You suddenly realize that what you thought was a catastrophic failure on your part was actually a supernaturally realistic vision from your immediate future. Reroll the saving throw or attack roll that triggered this reaction. If you fail the reroll, you instead succeed. If you critically fail the reroll, you instead merely fail the roll.

Although you can use Liralarue's Glimpse once per day, if you use this reaction more than once a week, your abuse of these glimpses of the future causes you to also glimpse dreadful, unavoidable pains and dooms that you'll certainly experience in the future. These glimpses provide no additional aid or benefit, but their distracting nature causes you to become stupefied 1 and prevents you from using Liralarue's Glimpse again for 7 days.

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EXPERIMENTAL SERPENTS

Even stranger clockwork serpents are rumored to exist in the heart of serpentfolk enclaves. These constructs supposedly can repair damage to themselves when they change serpent modes, activate additional forms that allow swimming or flight, or even break apart into a seething swarm of smaller clockwork serpents.

Clockwork Serpent

Clockwork serpents are often found serving as guardians in serpentfolk laboratories or temples.

CLOCKWORK SERPENT

CREATURE 8

RARE N LARGE CLOCKWORK CONSTRUCT MINDLESS

Perception +18; darkvision

Skills Athletics +18

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

Wind-Up 24 hours, DC 26, standby

AC 27; **Fort** +15, **Ref** +17, **Will** +16

HP 110; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poisoned, sickened, unconscious; **Weaknesses** electricity 10, orichalcum 10; **Resistances** physical 10 (except adamantine or orichalcum)

Critical Deactivation If a clockwork serpent takes any precision damage or takes a critical hit and it has a serpent mode active (see below), it must attempt a DC 16 flat check. On a failure, it takes the damage from the critical hit as normal, is stunned 1, and its serpent mode deactivates.

Activate Serpent Mode ➤ **Trigger** The clockwork serpent begins its turn; **Effect** The clockwork serpent transforms into a different mode. Roll 1d6 and consult the options below. If it rolls a mode it can't currently activate, the clockwork serpent becomes clumsy 1 until the start of its next turn. At the end of its turn, it automatically deactivates its serpent mode.

1-2 Cobra Mode The clockwork serpent can use Intimidating Hood.

3-4 Constrictor Mode The clockwork serpent can use its coils Strike and can Constrict.

5-6 Rattlesnake Mode The clockwork serpent can use Shattering Rattle.

Speed 30 feet

Melee ♦ jaws +20 (magical, reach 10 feet), **Damage** 2d10+9 piercing plus clockwork serpent venom

Melee ♦ coils +20 (magical), **Damage** 2d12+9 bludgeoning plus Grab;

Requirements The clockwork serpent is in constrictor mode

Clockwork Serpent Venom (arcane, magical, poison) **Saving Throw** DC 26 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage and flat-footed (1 round); **Stage 2** 2d6 poison damage, enfeebled 1, and flat-footed (1 round)

Constrict 2d10+6 bludgeoning; DC 26; **Requirements** The clockwork serpent is in constrictor mode

Intimidating Hood ♦♦ (arcane, emotion, enchantment, fear, mental)

Requirements The clockwork serpent is in cobra mode; **Effect** The clockwork serpent flares out a cobra hood. All creatures within a 15-foot emanation must succeed at a DC 26 Will save or become frightened 1 (frightened 2 on a critical failure).

Shattering Rattle ♦♦ (arcane, evocation, sonic) **Requirements** The clockwork serpent is in rattlesnake mode; **Effect**

The clockwork serpent rattles its tail, then snaps it like a whip to create a devastating blast of sonic energy in a 30-foot cone. Creatures in the area take 9d6 sonic damage (DC 26 basic Fort save).

Demon, Coloxus (Fly Demon)

Although the coloxus has the hideous head of a monstrous fly, these demons are fastidious and clean, always dressing in stylish clothing without a blemish on them. Coloxuses are manipulators and schemers born from destructively vain souls. Evil mortals are fond of conjuring them to serve as emissaries or spies, but they also make excellent assassins. Even in the role of murderer, the demon remains cloyingly polite and formal, reveling in the irony of perpetuating such a horrible crime under the guise of good etiquette, as if it were a delicate bit of diplomacy.

COLOXUS

CREATURE 12

UNCOMMON CE MEDIUM DEMON FIEND

Perception +22; darkvision, scent (imprecise) 30 feet

Languages Abyssal, Celestial, Common, Infernal; telepathy 100 feet, *tongues*

Skills Acrobatics +21, Arcana +21, Deception +23, Diplomacy +23, Religion +22, Stealth +25, Thievery +23

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

AC 33; **Fort** +22, **Ref** +25, **Will** +18; +1 status to all saves vs. magic

HP 270; **Immunities** disease; **Weaknesses** cold iron 10, good 10; **Resistances** poison 10

Filth Vulnerability A coloxus despises contact with filth and dirt. A small amount of filth held in the hand can be used against a coloxus as a Strike that has the thrown 5 feet trait, and that inflicts 2d6 mental damage on a hit. Forcing a coloxus to fall into or become immersed in filth deals 6d6 mental damage per round.

Vanishing Words **Trigger** The coloxus rolls initiative with Deception or Diplomacy and can cast *invisibility*; **Effect** The coloxus casts 4th-level *invisibility* on itself.

Speed 25 feet, fly 30 feet

Melee **◆** jaws +25 (finesse, magical), **Damage** 3d8+8 piercing plus 1d6 evil and siphon

Divine Innate Spells DC 32, attack +24; **6th** *shadow blast*, *summon animal* (giant arthropods only); **5th** *Abyssal plague*, *dimension door*; **4th** *confusion*, *invisibility*, *suggestion*; **Cantrips** (6th) *message*, *prestidigitation*, *telekinetic projectile*; **Constant** (6th) *tongues*

Droning Wings **◆◆** (divine, evocation, mental, visual) **Frequency** once per day; **Effect** The coloxus flutters its shimmering, gauzy wings and creates a mesmerizing display of color along with a sound-dampening buzzing drone. If the coloxus is invisible, that effect ends and it becomes visible. All creatures within a 30-foot emanation must succeed at a DC 29 Will save or become slowed 1 (slowed 2 on a critical failure) until the start of the coloxus's next turn. As long as Droning Wings continues, the coloxus gains immunity to sonic damage. The coloxus can Sustain Droning Wings for up to 1 minute.

Siphon When a coloxus damages a creature with its jaws Strike, it siphons away the target's physical vitality and drinks from their sense of self-worth and confidence. The coloxus gains 10 temporary Hit Points, and the creature must succeed at a DC 32 Will save or become stupefied 1. Further damage dealt by the coloxus increases the stupefied condition by 1 on a failed save to a maximum of stupefied 4.

Sneak Attack A coloxus deals 2d6 extra precision damage to flat-footed creatures.



ENEMIES OF FILTH

Filth is often inescapable in the Abyss, and as a result, coloxus demons are particularly eager to be conjured away from that plane to work their evils in cleaner realities. When one uses *planar ally* or *planar binding* to conjure a coloxus, summoning it into a clean environment and promising you won't compel it to serve under filthy conditions may make the demon easier to bargain with. At the GM's discretion, the demon may agree to serve you for longer or at a lower cost than normal.



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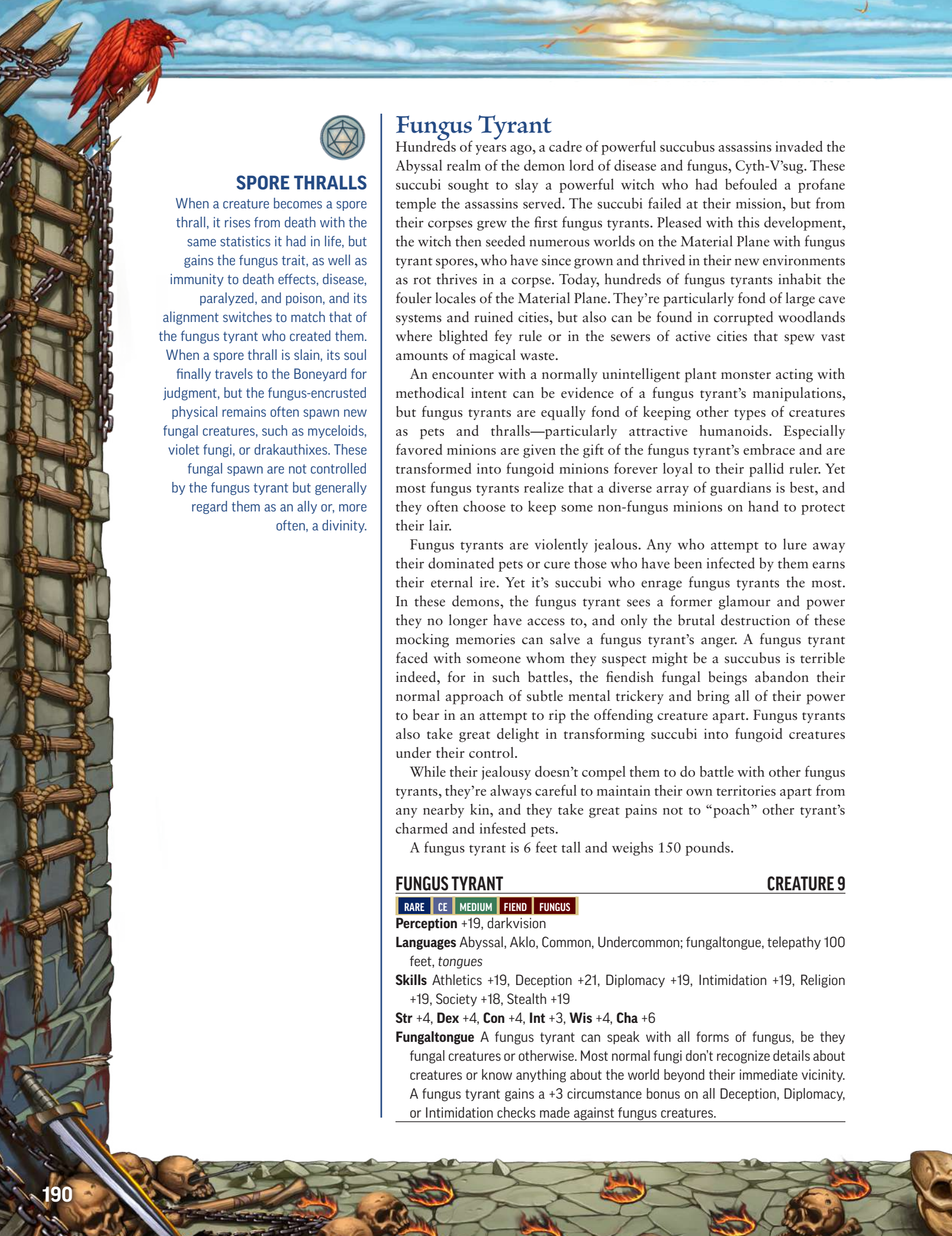
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SPORE THRALLS

When a creature becomes a spore thrall, it rises from death with the same statistics it had in life, but gains the fungus trait, as well as immunity to death effects, disease, paralyzed, and poison, and its alignment switches to match that of the fungus tyrant who created them. When a spore thrall is slain, its soul finally travels to the Boneyard for judgment, but the fungus-encrusted physical remains often spawn new fungal creatures, such as myceloids, violet fungi, or drakauthixes. These fungal spawn are not controlled by the fungus tyrant but generally regard them as an ally or, more often, a divinity.

Fungus Tyrant

Hundreds of years ago, a cadre of powerful succubus assassins invaded the Abyssal realm of the demon lord of disease and fungus, Cyth-V'sug. These succubi sought to slay a powerful witch who had befouled a profane temple the assassins served. The succubi failed at their mission, but from their corpses grew the first fungus tyrants. Pleased with this development, the witch then seeded numerous worlds on the Material Plane with fungus tyrant spores, who have since grown and thrived in their new environments as rot thrives in a corpse. Today, hundreds of fungus tyrants inhabit the fouler locales of the Material Plane. They're particularly fond of large cave systems and ruined cities, but also can be found in corrupted woodlands where blighted fey rule or in the sewers of active cities that spew vast amounts of magical waste.

An encounter with a normally unintelligent plant monster acting with methodical intent can be evidence of a fungus tyrant's manipulations, but fungus tyrants are equally fond of keeping other types of creatures as pets and thralls—particularly attractive humanoids. Especially favored minions are given the gift of the fungus tyrant's embrace and are transformed into fungoid minions forever loyal to their pallid ruler. Yet most fungus tyrants realize that a diverse array of guardians is best, and they often choose to keep some non-fungus minions on hand to protect their lair.

Fungus tyrants are violently jealous. Any who attempt to lure away their dominated pets or cure those who have been infected by them earns their eternal ire. Yet it's succubi who enrage fungus tyrants the most. In these demons, the fungus tyrant sees a former glamour and power they no longer have access to, and only the brutal destruction of these mocking memories can salve a fungus tyrant's anger. A fungus tyrant faced with someone whom they suspect might be a succubus is terrible indeed, for in such battles, the fiendish fungal beings abandon their normal approach of subtle mental trickery and bring all of their power to bear in an attempt to rip the offending creature apart. Fungus tyrants also take great delight in transforming succubi into fungoid creatures under their control.

While their jealousy doesn't compel them to do battle with other fungus tyrants, they're always careful to maintain their own territories apart from any nearby kin, and they take great pains not to "poach" other tyrant's charmed and infested pets.

A fungus tyrant is 6 feet tall and weighs 150 pounds.

FUNGUS TYRANT

CREATURE 9

RARE CE MEDIUM FIEND FUNGUS

Perception +19, darkvision

Languages Abyssal, Aklo, Common, Undercommon; fungaltongue, telepathy 100 feet, *tongues*

Skills Athletics +19, Deception +21, Diplomacy +19, Intimidation +19, Religion +19, Society +18, Stealth +19

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

Fungaltongue A fungus tyrant can speak with all forms of fungus, be they fungal creatures or otherwise. Most normal fungi don't recognize details about creatures or know anything about the world beyond their immediate vicinity. A fungus tyrant gains a +3 circumstance bonus on all Deception, Diplomacy, or Intimidation checks made against fungus creatures.

AC 27; **Fort** +21, **Ref** +17, **Will** +19; +1 status to all saves vs. magic
HP 180; **Weaknesses** cold iron 10, good 10; **Resistances** electricity 10

Speed 20 feet

Melee ♦ tentacle +19 (magical, reach 10 feet), **Damage** 2d10+7 bludgeoning plus Grab

Melee ♦ claw +19 (agile, magical), **Damage** 2d12+7 slashing

Divine Innate Spells DC 28, attack +20; **5th** *hallucination, mind probe, veil*; **4th** *charm, hallucinatory terrain, suggestion*; **3rd** *mind reading, slow*; **Cantrips** (**5th**) *daze, detect magic*; **Constant** (**5th**) *tongues*

Create Spawn (divine, necromancy) If a creature dies after being reduced to 0 HP by a fungus tyrant's Mind-Draining Kiss, the fungus tyrant can turn this victim into a spore thrall by donating some of their own fungal matter to the victim and leaving them to "ripen" within a patch of fungus for 24 hours. After this time, the creature is restored to life but gains the fungus trait and becomes a spore thrall. This prevents the creature's soul from continuing on to the afterlife in a similar manner to how undead are taken out of that cycle—as such, those who hold that cycle sacred (particularly worshipers of Pharasma) regard spore thralls as bad as the undead, despite them being living creatures. If the new spore thrall is a lower level than its creator, then it's under the creator's control. If a fungus tyrant controls too many spore thralls at once (as determined by the GM), strong-willed spore thralls can free themselves by succeeding at a DC 28 Will save. Typically, a fungus tyrant avoids creating spore thralls out of fallen foes who are too powerful to control, for they're only too aware of the compulsion for revenge such victims might harbor for those who wrenched them from the afterlife.

Grow Sporepod ♦♦ (conjunction, divine) The fungus tyrant causes a human-sized pod of fungal material to burst out of the ground at any point they can see within 60 feet. Once created, a sporepod lasts for 1 minute, until the fungus tyrant moves more than 120 feet away from it, or until it's destroyed (AC 28, Hardness 10, 20 HP). The fungus tyrant cannot Grow a Sporepod again for 1d4 rounds, but apart from this and a sporepod's 1 minute life, there is no hard limit to the number of sporepods a single fungus tyrant can have active at any one time.

Mind-Draining Kiss ♦ (divine, emotion, enchantment, mental)

Frequency once per round; **Effect** The fungus tyrant engages a creature they have grabbed in an act of passion in an attempt to drain its will and personality. The kiss makes the creature stupefied 1 or increases its stupefied condition by 1, to a maximum of 4. The creature takes 4d6 poison damage and must then succeed at a DC 28 Will save or be affected by a *suggestion* to remain immobile rather than trying to Escape.

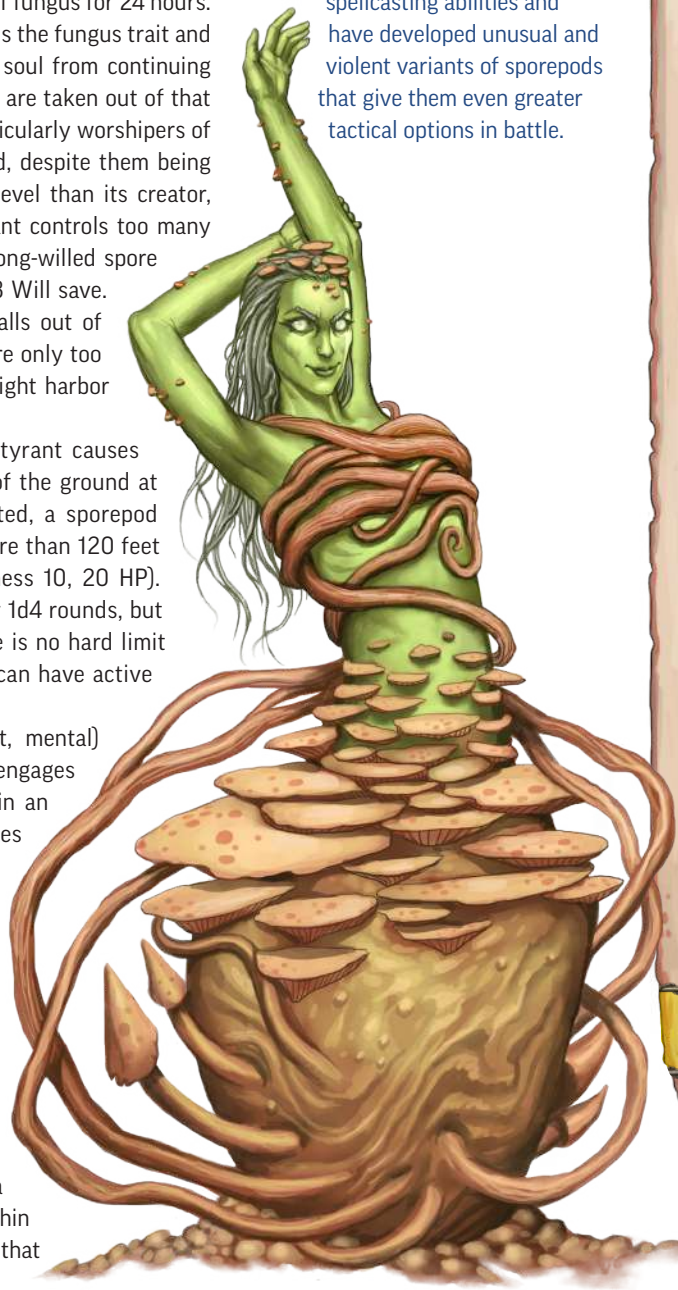
Sporestride ♦ (conjunction, move, teleportation) The fungus tyrant Steps into an adjacent sporepod and instantly teleports to any other active sporepod they've created, bursting out of the target sporepod and destroying it in the process.

Sporewarp ♦ (attack) The fungus tyrant attempts a tentacle Strike but treats a sporepod of their choice within 120 feet that they can see as the point of origin of that tentacle Strike.



TANGLEBRIAR'S TYRANTS

The festering reaches of Tanglebriar in southern Kyonin represent the region on Golarion where fungus tyrants are both the most common and most powerful. Many of Tanglebriar's fungus tyrants have potent druidic or sorcerous powers in addition to their innate divine spellcasting abilities and have developed unusual and violent variants of sporepods that give them even greater tactical options in battle.



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LONGLEGS SPECIES

Beyond the two common types presented here, many other variants of longlegs can be found throughout

Golarion, with the exception of its arctic regions, where longlegs don't thrive. They often live on the periphery of cities, lurking in sewers or ruins where the hunting is good. Swarms of sewer longlegs are particularly dangerous and infest the undercities of many Taldan settlements, while to the west in Cheliax, the much-larger executor longlegs prefer to live among the rooflines of slums where Thrune's rule has been particularly horrific. Among the largest of all longlegs, though, is the dreaded (and thankfully rare) treeleg harvester of the Mwangi Expanse.

Longlegs

While smaller specimens of these unsettling-looking arachnids (known regionally by names like harvesters, tickle spiders, or daddy longlegs) are harmless, their larger cousins, known simply as longlegs, are anything but.

GIANT LONGLEGS

The most widespread of the longlegs is the giant longlegs, a creature with a body the size of a dog whose long, spindly legs give it a much more intimidating appearance.

GIANT LONGLEGS

CREATURE 3

UNCOMMON N SMALL ANIMAL

Perception +8; darkvision

Skills Acrobatics +10, Athletics +9, Stealth +10

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

AC 18; **Fort** +10, **Ref** +10, **Will** +6

HP 50

Cluster A giant longlegs can share the same space as another giant longlegs, but no more than three giant longlegs can occupy the same space.

Speed 30 feet, climb 30 feet

Melee ♦ jaws +11, **Damage** 1d10+6 piercing

Bob ♦ The giant longlegs begins to bob up and down, using its legs almost like springs to cause its body to bounce and sway in an unsettling manner. Until the start of the giant longlegs's next turn, it gains a +2 status bonus to its Armor Class.

Noxious Spray ♦♦ (olfactory, poison) The giant longlegs sprays a noxious chemical onto a single adjacent target, who must attempt a DC 20 Fortitude save. The giant longlegs can't use Noxious Spray for 1 minute.

Critical Success The creature is unaffected and temporarily immune to Noxious Spray for 1 minute.

Success The creature is unaffected.

Failure The creature is sickened 1.

Critical Failure The creature is sickened 2 and enfeebled 1 for as long as they remain sickened.

SICKLEFANG LONGLEGS

Somewhat larger than the giant longlegs, the sicklefang is named for their unusually large, curved mandibles, which they use to bleed prey with deadly efficiency.

SICKLEFANG LONGLEGS

CREATURE 6

UNCOMMON N MEDIUM ANIMAL

Perception +14; darkvision, tremorsense (imprecise) 30 feet

Skills Acrobatics +14, Athletics +15, Stealth +14

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

AC 24; **Fort** +15, **Ref** +14, **Will** +12

HP 90

Speed 25 feet, climb 25 feet

Melee ♦ jaws +15 (deadly d10), **Damage** 2d10+5 piercing plus 1d6 persistent bleed

Bob ♦ As giant longlegs.

Noxious Spray ♦♦ (olfactory, poison) As giant longlegs, but DC 24.

Sicklefang Longlegs

Zoog

Furry, tentacle-snouted, and prone to chittering, zoogs dwell in the shadowy parts of the world where dreams have an uncanny knack for coming true. They typically gather in small families, and while zoogs normally eat fungi and plants, some have developed a taste for sentient beings.

ZOOG

CREATURE 1

RARE CN TINY BEAST DREAM

Perception +7; darkvision, scent (imprecise) 60 feet, spell sight

Languages Aklo, Common

Skills Acrobatics +6, Occultism +5

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

Spell Sight A zoog's eyes shed bright light in a 15-foot cone (and dim light in the next 15 feet). Any magic effect in this area glows faintly. A zoog can quell or renew this light as a free action on its turn.

AC 16; **Fort** +6, **Ref** +6, **Will** +5

HP 20

Speed 25 feet, climb 25 feet

Melee ♦ jaws +8 (finesse), **Damage** 1d8+1 piercing plus 1d4 persistent bleed

Melee ♦ claw +8 (agile, finesse, magical), **Damage** 1d6+1 slashing

Primal Innate Spells DC 17; **2nd** *Speak with animals* (at will); **Cantrips** (2nd) *detect magic*

Otherworldly Touch A zoog's claw Strike can damage incorporeal creatures, as if they were enhanced by a *ghost touch* property rune.

ZOOG SWARM

If a family of zoogs avoids infighting and locates a reliable enough food source, their numbers can swell into truly massive swarms.

ZOOG SWARM

CREATURE 8

RARE CN LARGE BEAST DREAM SWARM

Perception +16; darkvision, scent (imprecise) 60 feet, spell sight

Languages Aklo, Common

Skills Acrobatics +18, Athletics +16, Occultism +12

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

Spell Sight As zoog, but in a 15-foot emanation.

AC 24; **Fort** +15, **Ref** +18, **Will** +14

HP 100; **Immunities** precision, swarm mind; **Weaknesses** area damage 10, splash damage 10; **Resistances** bludgeoning 10, slashing 5, piercing 10

Speed 25 feet, climb 25 feet

Gnash and Slash ♦ Each enemy in the swarm's space takes 2d6 piercing damage, 2d6 slashing damage, and 1d6 persistent bleed damage (DC 26 basic Reflex save). A successful save negates the bleed damage. The slashing damage can damage incorporeal creatures, as if it were enhanced by a *ghost touch* property rune.

Overwhelming Clutches ♦♦♦ (attack, move) The zoog swarm attempts to Grapple a Medium or smaller creature in its space. If the swarm Grabs or Restrains the creature, the zoog swarm can then Stride twice, dragging the grabbed or restrained creature along with them as they move.



ZOOGS VS. CATS

Zoogs and cats have a storied hatred, though neither side can remember the original cause. Zoogs have been known to prey on kittens, but their courage fails quickly when confronted by a full-grown cat. Cats, on the other hand, are always quick to pounce, chase, and attack zoogs on sight.

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Zoog



Kanker

Endinyon Greethe was Sandpoint's first alchemist. After arriving in the bustling new town a mere 2 years after it was founded in 4666 AR, the talented Nidalese expatriate set up shop near the southern waterfront and achieved moderate success, providing the townsfolk with a ready source of herbal remedies, alchemically enhanced fishing bait, and other helpful elixirs and tinctures. Yet Endinyon kept his biggest source of income a secret, for it was this that had gotten him run out of Nidal—he was an accomplished body snatcher. For the next three years, he supplied corpses to disreputable sorts in Magnimar to the south and smaller villages like Galduria, Wolf's Ear, and even Ravenmoor to the north. But when a particularly large and complicated order to Riddleport involving bodies that weren't quite dead yet backfired, the citizens of Sandpoint rose up and burned his shop to the ground. Endinyon fled into the smuggler's tunnels underneath the city, traveling away from Sandpoint where his enemies were searching high and low for him. Ironically, he followed the smuggler's tunnels into a network of ghoul warrens and eventually ended up below Pauper's Graves to the east of town: a site where he'd stolen many bodies in the past. Unfortunately, those thefts had particularly enraged the ghosts who still dwelt there. Endinyon died, captured and tortured by the ghosts whose "pantry" he'd raided too often, only to rise as a ghost himself.

Over the next several years, the man who was once Endinyon reinvented himself into something new—a ghost called Kanker. It was in the deeper ghoul caves below Pauper's Graves that he first discovered Kabriri's faith, and it wasn't long before he converted. Eventually, Kanker's enterprising nature and leadership skills helped him rise to power among the undead who dwelt below the Sandpoint hinterlands. Yet he always harbored anger and a need for revenge against the people of Sandpoint for ruining what he had started to build.

Kanker left the other ghosts, explored the Darklands below the Lost Coast, and eventually found his way into the chambers surrounding the Pit. There, he discovered the ancient temple that occupied its lowest reaches, and he knew he'd found his new calling. He began the task of clearing out the temple to be one appropriate to the demon lord of ghouls and secrets kept by the dead, and in time he was joined by a small following of like-minded

ghost cultists—most of whom also bore grudges against the ghouls of the Lost Coast and the citizens of Sandpoint alike.

For years, Kanker was content to study and worship, but during a trip through the Sandpoint hinterlands to forage for alchemical supplies, a chance meeting with a looming presence who possessed haunting red eyes gave the ghost a new direction. His encounter with the Red Bishop inspired Kanker, making him realize that he deserved more than just an ancient crypt temple in the hinterlands. He and his ghosts deserved Sandpoint, and if Kanker would aid the Red Bishop by assisting another group who had become active in the region, the Midnight Dawn, the dooms that would soon come to Sandpoint would give Kanker all he needed to turn the town into his own domain of undeath.

CAMPAIGN USE

Kanker is no fool. He suspects the Red Bishop has his own hidden agenda, but the idea of returning to Sandpoint after all these years to rule his former home is too tempting for the ghost to resist, and so he has made his temple and its resources available to the Midnight Dawn and introduced Tiluatchek to his pawn, Aliver Podiker. Now he bides his time, waiting for the right moment to strike.

This adventure assumes Kanker largely remains in the shadows until the PCs reach the lowest level below the Pit, where he becomes the most significant threat they'll face. In combat, Kanker prefers to fight at range with his alchemical bombs but won't shy away from melee if he can avoid being surrounded by foes. His typical attack is to use Toxic Effluvium, strike with his flail, and then strike with a claw—he prefers to avoid using his jaws attacks on living foes, since he regards ghastly undeath as a gift and is choosy on who and what he potentially inflicts ghost fever upon.

If the PCs don't defeat Kanker during their first encounter with him, he won't hesitate to gather new allies through the use of his rituals.

KANKER

CREATURE 12

UNIQUE CE MEDIUM GHOUL UNDEAD

Male ghost alchemist (*Pathfinder Bestiary* 169)

Perception +22; darkvision

Languages Abyssal, Aklo, Common, Necril, Thassilonian, Undercommon, Varisian

Skills Acrobatics +20, Arcana +25, Crafting +25, Deception +23, Intimidation +23, Occultism +23, Religion +22, Stealth +24

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

Items alchemist's tools, +2 *striking nightmare flail* (page 185), formula book, +1 *resilient studded leather armor*, pouch of black onyx worth 3,000 gp, incense and offerings for *planar ally* worth 1,440 gp

Infused Items Kanker carries the following infused items, which last for 24 hours or until the next time he makes his daily preparations: greater acid flask (8), greater alchemist's fire (8), blightburn resin, greater cheetah's elixir (2), refined midnight milk (5; page 184), greater mistform elixir, shadow essence (5), greater thunderstone (8)

AC 33; **Fort** +23, **Ref** +24, **Will** +22

HP 200, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** fire 10

Evasion When Kanker rolls a success on a Reflex save, he gets a critical success instead.

Stench (aura, olfactory) 10 feet. As ghost; DC 29.

Speed 30 feet, burrow 5 feet

Melee ♦ *flail* +25 (disarm, magical, sweep, trip), **Damage** 2d6+11 bludgeoning and 1d6 mental

Melee ♦ jaws +24 (finesse), **Damage** 3d6+11 piercing plus ghost fever and paralysis

Melee ♦ claw +24 (agile, finesse), **Damage** 3d4+11 slashing plus paralysis

Ranged ♦ greater acid flask +26 (range increment 30 feet), **Damage** 1 acid damage, 3d6 persistent acid damage, and 2 acid splash damage

Ranged ♦ greater alchemist's fire +26 (range increment 30 feet), **Damage** 3d8 fire damage, 3 persistent fire damage, and 3 fire splash damage

Ranged ♦ greater thunderstone +26 (range increment 30 feet), **Damage** 3d4 sonic damage and 3 sonic splash damage plus deafened until the end of the target's next turn (Fort DC 28)

Rituals DC 32; *create undead*, *planar ally*

Consume Flesh ♦ (manipulate) As ghost, but Kanker regains 7d6 Hit Points. Kanker can Consume Flesh from the trough of gore in the northern alcove of his laboratory (area J12) if he's adjacent to it.

Expanded Splash When Kanker throws a bomb, he can maximize the bomb's explosive potential, allowing him to cause the bomb to deal 7 splash damage rather than the normal amount, and the splash damage affects every creature within 10 feet of the target.

Ghost Fever (disease) As ghost, but DC 32.

Paralysis (incapacitation, necromancy, occult) As ghost, but DC 32.

Quick Bomber ♦ Kanker draws an alchemical bomb with an Interact action and throws it as a ranged Strike.

Swift Leap ♦ (move) As ghost.

Toxic Effluvium ♦ (occult, poison) Kanker has exposed himself to so many toxins and poisons over the years that it's all seeped into his undead flesh. When he activates Toxic Effluvium, these foul-smelling fluids seep from his flesh, causing his jaws and claws to secrete drooling rivulets of foul green venom that coat his teeth and talons, as well as any weapon he wields. Until the start of his next turn, Kanker's melee Strikes deal an additional 2d6 poison damage.



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The Red Bishop

This mothman priest of Pazuzu does not share his actual name with anyone, in part because the name itself cannot be spoken aloud—only conveyed via an unsettling telepathic sending. To those he manipulates and torments, he is known only as the Red Bishop.

The Red Bishop first came to the Lost Coast at the turn of the century in 4700 AR. Originally drawn from distant lands by the lure of his demonic patron's influence over the region, the Red Bishop was delighted to find not only an ancient shrine devoted to Pazuzu hidden within the rock of Chopper's Isle on Sandpoint's outskirts, but a much more ancient and powerful legacy in the depths of the Pit itself. Here, he knew a thin spot existed between the Material Plane and the Abyssal realm of High M'vania, where Pazuzu ruled. Yet an ancient ward kept the potential rupture in reality in check. Unable to directly undo this ward, and indeed, preferring long, slow corruption and cruelty to swift pain and immediate ruin, the Red Bishop settled into the region to begin a plan that would take over two decades to come to fruition.

Sandpoint's fortunes grew darker the day the Red Bishop arrived. Life there was already hard, but once the Red Bishop began to manipulate events, things grew undeniably worse. It was the Red Bishop who ensured that local eccentric Jervis Stoot would find and become corrupted by the statuette of Pazuzu that would give rise to Chopper's murder spree. It was the Red Bishop whose nightmare sendings and whispered poison caused so many in Sandpoint to act awfully toward Nualia, eventually resulting in the devastating fire that nearly burned the Sandpoint Cathedral to the ground. And while the Red Bishop himself was not directly responsible for the rise of Runelord Karzoug, his subtle manipulations certainly helped to spread the influence of the *minor runewell of wrath* hidden below Sandpoint so that certain powerful locals became more prone to cruelty.

For the next 20 years, Sandpoint has endured one tragedy after another. And while the grief caused by the Red Bishop's influence amused him, it was but a side effect of his primary goal. For such events were the best way to cultivate the very tools he needed to see to the destruction of Sazzleru's ward in the Pit. Adventurers were the Red Bishop's goal, adventurers who weren't direct agents of the Abyss but, as with so many mortals, could be manipulated into doing the Red Bishop's bidding.

CAMPAIGN USE

The Red Bishop prefers to manipulate the world around him rather than directly engage his foes in combat. If he can orchestrate a great calamity or deadly disaster to take out his enemies, he'll do that instead of confronting them in battle. Yet at the end of this adventure, when he makes contact with his latest "project" (the PCs), he's likely to be forced into a fight.

When combat is unavoidable, the Red Bishop fights with as many allies as possible, so that he can remain at range and cast spells against foes. *Phantasmal killer* is one of his favorites—those who are targeted by this spell endure realistic visions of horrific, world-ending disasters that seem to focus the brunt of their devastation on the victim. When fighting with allies in this way, he deactivates his Portentous Gaze, but he'll activate it at once if he's surrounded or reduced to fewer than 150 Hit Points, regardless of any minions or allies he might frighten. In melee, the Red Bishop uses his longsword with frightening effectiveness. Those who try to engage him up close might expect a weak spellcaster, and they might not live to regret that mistake. Typically, the Red Bishop makes two Strikes with his sword, then either moves to a better position or Focuses his Gaze on a foe.

While "Seven Dooms for Sandpoint" assumes the Red Bishop does not survive, if the mothman cleric does escape, he can become a dangerous recurring enemy—especially since once defeated and forced to flee, he relies more and more on working from afar, manipulating events to make life horrible for his enemies rather than seeking another rematch in battle.

RED BISHOP

CREATURE 14

UNIQUE CE MEDIUM ABERRATION

Male mothman agent of Pazuzu (*Pathfinder Bestiary* 3 179)

Perception +26; darkvision

Languages Aklo, Common, Sylvan, Undercommon (can't speak any language); telepathy 100 feet

Skills Acrobatics +24, Deception +28, Intimidation +26, Engineering Lore +26, Occultism +26, Religion +28, Society +26, Stealth +28

Str +5, **Dex** +8, **Con** +5, **Int** +4, **Wis** +8, **Cha** +6

Items +2 greater striking unholy longsword

AC 36; **Fort** +23, **Ref** +26, **Will** +28

HP 260

Portentous Gaze (aura, emotion, enchantment, fear, mental, occult, visual) 30 feet. As mothman, but DC 31.

True Temptation (divine, enchantment, mental)

Frequency three times a day; **Trigger** A creature within 30 feet of the Red Bishop speaks Pazuzu's name aloud three times with a single breath; **Effect** The Red Bishop casts *charm* on the creature. A creature with a fly speed takes a -4 circumstance penalty to the saving throw against this *charm*.

Speed 25 feet, fly 50 feet

Melee ♦ *longsword* +27 (versatile P), **Damage** 3d8+11 slashing

Melee ♦ *claw* +26 (agile, finesse), **Damage** 3d8+11 slashing

Divine Prepared Spells DC 34, attack +26; **7th** *divine decree*, *divine wrath*, *heal*; **6th** *dispel magic*, *spirit blast*, *spiritual weapon*; **5th** *dream message*, *sending*, *silence*; **4th** *heal* (×2), *remove curse*; **3rd** *heal* (×2), *remove disease*; **2nd** *heal* (×2), *restoration*; **1st** *heal* (×2), *sanctuary*; **Cantrips (7th)** *daze*, *divine lance*, *message*, *shield*, *stabilize*

Occult Innate Spells DC 34, attack +26; **7th** *phantasmal killer*, *suggestion*; **6th** *illusory creature*, *modify memory*; **5th** *illusory object*, *mind reading*, *misdirection*; **4th** *invisibility*, *nightmare*; **Cantrips (7th)** *daze*, *ghost sound*, *read aura*

Rituals *call spirit*, *consecrate*, *geas*, *inveigle*, *planar ally*, *planar binding*

Agent of Fate ♦♦♦ (primal) **Frequency** once per day; **Effect** As mothman, but can cast any spell of 7th level or lower.

Change Shape ♦ (concentrate, occult, polymorph, transmutation) The Red Bishop takes on the appearance of a Tiny red sea gull or red hawk. This doesn't change his speed, but he can't make Strikes in this form.

Command the Hateful Skies The Red Bishop's telepathic words carry an unsettling weight and promise of punishment when spoken to any evil creature capable of flight. Against such creatures, the Red Bishop gains a +3 circumstance bonus to attempts to Make an Impression, Request, Coerce, and Demoralize, and he increases the DC of any mental effect he uses against such creatures by 3 as well. Even without these bonuses, evil flying creatures tend to treat the Red Bishop with a mix of respect, if not outright fear.

Extract Fear ♦♦ (divine, mental, necromancy) The Red Bishop reaches out with one hand toward a frightened creature he can see that's within 30 feet and makes a clutching motion to pull out the creature's fear and feed upon it. The Red Bishop restores 7d8+8 Hit Points to himself, and the target creature loses the frightened condition but must also attempt a DC 34 Will save as other emotions are

drawn out of their mind as well to fade uselessly away, resulting in mental trauma and a strange numbness in the mind itself.

Critical Success The target is unaffected.

Success The target takes 3d6 mental damage.

Failure The target takes 6d6 mental damage and is stupefied 1 until the end of its next turn.

Critical Failure The target takes 12d6 mental damage and is stupefied 1 until the condition is removed via an effect like *restoration*.

Focus Gaze ♦ (concentrate, emotion, enchantment, fear, mental, occult, visual) As mothman.



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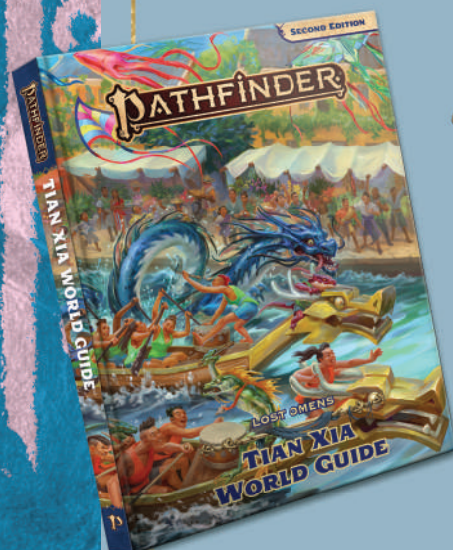
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