

SECOND EDITION

PATHFINDER®



Shades of Blood

ADVENTURE PATH

Thirst For Blood

By Luis Loza

Vil-Azmar



TALMANDOR'S BOUNTY



PATHFINDER

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Campaign Overview

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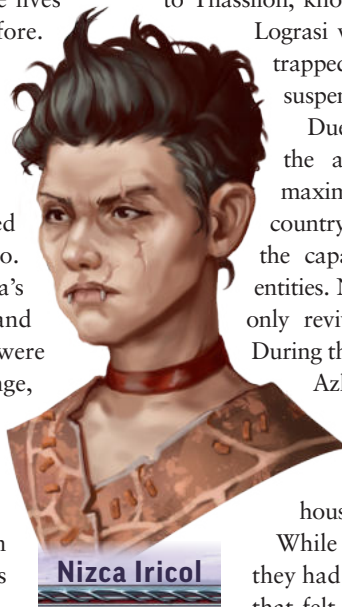
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Countless mysteries and secret machinations rest beneath the shattered lands that were once Azlant. Most of them are deeply buried and long destroyed, but every now and then mishaps or seismic activity jostle something loose that can threaten the lives of those on the surface. It has happened before. It's happening now.

The Shades of Blood Adventure Path focuses on an ambitious plan to block out the sun using repurposed Azlanti magical technology. The architect of this plan is Nizca Iricol, a strigoi vampire who was imprisoned by Azlanti authorities over 10,000 years ago. Once a true threat to the Azlanti empire, Nizca's strength waned during their imprisonment, and after an earthquake damaged the stasis they were entombed within, Nizca emerged into a strange, nearly unrecognizable world. Despite this disorientation, Nizca was sure of one thing: impossibly, their former lover, Lograsi, still lived somewhere far to the east. Nizca only needed to find a way off their island prison and journey to where the deadly sun greets the horizon.



Nizca Iricol

Azlanti authorities like the Aeon Imperative) and went on the run. Eventually, agents from the Aeon Imperative discovered their hideout and raided the place, taking Nizca into custody. Lograsi managed to escape and fled to Thassilon, knowing he could find sanctuary there.

Lograsi wound up in Xin-Edasseril and was trapped there at Earthfall when the city was suspended in time.

Due to the dangers of holding a strigoi, the authorities transferred Nizca to a maximum-security prison in the Azlanti countryside named En-Gokal, which had the capabilities for incarcerating powerful entities. Nizca was placed in a stasis cylinder, only revived periodically for interrogations. During this imprisonment, Earthfall destroyed Azlant, but the magically fortified prison held mostly intact, though buried under rock and sea. Most people in the prison perished, save those housed in special confinement.

While Nizca was locked away in stasis, they had periodic moments of consciousness that felt like dreams. When these "dreams" occurred, Nizca would be visited upon by words of wisdom and empowerment by what they believed was the vampire deity Nin, god of mathematical laws of undeath, unsolved mysteries, and vampires. These whispers talked of self-improvement and overcoming burdens through deliberate thought and action. The mysterious histories of vampires and the theories of the foundations of undeath itself flowed into their mind, but would sometimes vanish even before the next wakefulness could happen. While Nizca gained wisdom and an education from beyond the shadows, their body shriveled and their life force ebbed. They knew that when they eventually emerged from their prison they would possess a shadow of their former power. Nizca, though still locked away in stasis, grew determined to not only see freedom but also achieve perfection in their vampiric form.


After finding freedom, Nizca first encountered a group of vampires led by Lady Nalushae Meronis, who venerated Zura and modeled her domain on the decadent aristocracy of Azlant. The vampires rebuilt and restored the portion of the prison they were

CAMPAIGN BACKGROUND

During the height of the Azlanti Empire, Nizca Iricol was a criminal fighting against the empire. They ran a number of actions meant to be a thorn in the side of the government and managed a modest criminal enterprise to fund these activities. During this time, they met Lograsi, a fellow criminal and worshipper of a velstrac demagogue, and the two began working together on greater plans. This relationship grew into a romantic one, and their interests interweaved.

Lograsi saw true darkness within Nizca. With the assistance of a cult of Zura, Lograsi discovered a ritual that would draw the strigoi—naturally formless beings from the Netherworld—into reality... and into Nizca.

The two performed the ritual and transformed Nizca into a strigoi. After doing so, they took advantage of their newly blossomed power and increased their activities, including taking over the cult of Zura in a nearby city. In doing so, Nizca and Lograsi attracted too much attention from their numerous enemies (undead hunters from benevolent faiths, local crime syndicates, and the



HAVEN'T WE BEEN HERE BEFORE?

Shades of Blood shares a home base with the Ruins of Azlant Adventure Path, but the events of each campaign are otherwise independent. In wanting to explore other facets of pre-Earthfall Azlant, it was important to return to a now-thriving settlement to show that saving Talmador's Bounty has an impact in the world and the young town can continue to be a jumping off point to adventures into the shattered continent. While it's not important that you read or play Ruins of Azlant before engaging in this campaign, you might want to pick up that Adventure Path to get a richer feel for the settlement and the surrounding environment. A GM can use the descriptions of old Azlanti ruins and glimpses into what Azlanti life was like prior to Earthfall to pepper throughout this campaign.

trapped in into a crumbling palace complete with a small, manufactured countryside of serfs. In this little fiefdom, the vampires fought away boredom with gluttony and ever-increasing cruelty. Nizca welcomed the available sustenance from their blood farms and the camaraderie of other vampires, but was ultimately disgusted by the indulgent vampires' apparent acceptance of their imprisonment. Nizca spent more and more time away from the group, eventually claiming their own domain within the ruined prison.

Nizca came to work with a clever and enterprising dero named Deg who seemed to lurk in the shadows of everything going on. Deg traded goods and services with the aristocratic vampires, and from these interactions Nizca learned that there was another community elsewhere in the complex, led by a werebat who venerated Camazotz, the Lord of Stolen Blood. Deg marveled at the Azlanti aeon technology and other magical and technological wonders of that long-lost world. He would trade Azlanti junk he found to the werebat for living prisoners for the vampires. Deg seemed to only work for the vampires to glean information from them about the ancient times; this helped him repair and improve upon some of the ancient Azlanti contraptions and wonders he'd found over the years of exploring the worlds below the lost continent.

Nizca desperately wants to escape the island prison and seek out Lograsi, but they can't travel willingly over moving water and the blazing sun is a constant threat. Nizca and their new colleague hatched a plan

that would be beneficial to both their kind. The central tower, once the command center for the prison, was outfitted with a *quietus beam* that broadcast signals to mollify and pacify those incarcerated. Now, Nizca and Deg intend to use the beacon to broadcast pure shadow from the Netherworld into the atmosphere, where it will spread and block the sun.

PLAYING SHADES OF BLOOD

The *Shades of Blood Player's Guide* is a free PDF available at paizo.com. This adventure assumes the players have built their characters according to the advice and suggestions presented in that document, but if you choose not to use that resource for your campaign, let your players know to expect they will be spending long amounts of time in the dark places beneath the earth, fighting against enemies both supernatural and mundane. While much of the dungeon delving is action-packed, plenty of horror elements season this campaign.

CAMPAIGN SUMMARY

The campaign's adventures are summarized below.

Thirst for Blood

By Luis Loza

Pathfinder Adventure Path #213, Levels 1–3

The PCs arrive by ship at the growing settlement of Talmador's Bounty, located on a small island in the middle of what was once Azlant, to work as assistants to an iruxi astronomer studying a rare celestial event. While they're settling in and getting to know the people of Talmador's Bounty, the idyllic island scene is disrupted by a column of shadow erupting in the distance, darkening the skies and plunging the region into a premature sundown.

Asked to help investigate, the PCs discover a cave on a small island near a tower wreathed in roiling shadow. Within, the PCs find a colony of werebats devoted to Camazotz, the Lord of Stolen Blood, and led by a seemingly benign citizen of Talmador's Bounty, Romi Bracken. Fighting past ravenous werebat zealots and navigating a schism within the cult, the PCs discover that the caverns merge into the ruins of a vast prison complex buried since Earthfall—and inhabited by all manner of blood drinkers.

The Broken Palace

By James Jacobs

Pathfinder Adventure Path #214, Levels 4–6

Learning the way deeper into the ancient prison, the PCs must navigate a ruined cellblocks, dangerous subterranean monsters, and perilous terrain to arrive

in an idyllic hamlet called Underheaven inhabited by Azlanti humans. The vast cavern is lit as if by the sun and the people there raise strange livestock and produce. From exploring Underheaven and talking with its townsfolk, the PCs discover that the people here look to their masters with reverence, fully aware that their living gods are vampires.

The PCs ultimately must make their way up to the Broken Palace, a portion of the prison that's been transformed into a mockery of Azlanti aristocratic society. At the top of this secluded society is a priestess of Zura named Lady Nalushae, who leads bloody feasts in honor of her goddess and keeps a coterie of bickering sycophants under the barest of control. By defeating Lady Nalushae, the PCs can find the way to the tower and track down Nizca before they can perfect their shadow beacon.

To Blot Out the Sun

By Jessica Catalan

Pathfinder Adventure Path #215, Levels 7–10

On the trail of Nizca, the PCs make their way to the base of the Ebon Tower, encountering scientific dangers retrofitted by dero engineers. Along the way, they learn more about the *shadow beacon* that Nizca and Deg constructed. In experimenting with tapping into the Netherworld and tethering it to an ancient magical machine, Nizca had some mishaps, and released creatures from that plane into the tower's chambers; now, velstracs vie for territory with the vampires. Nizca is on the verge of a breakthrough that will make the device fully functional. The PCs must use might or guile to work their way up into the tower proper, and as they ascend, fight their way past dedicated guardians to confront Nizca and Deg before they can activate the device and spread shadow across the sky.

CAMPAIGN TIMELINE

Key events leading up to the start of the Shades of Blood Adventure Path are listed below.

Date	Event
-5793 AR	The Azlanti prison, En-Gokal, opens. The facility is equipped to contain the worst and most violent of criminals. It also houses political prisoners and dangerous magical creatures accused of high crimes.
-5320 AR	Nizca begins a life of crime and uses the proceeds to fund rabble-rousers and would-be revolutionaries.
-5311 AR	During this period of Nizca's life, they meet a fellow criminal named Lograsi. In addition to seditious crimes, Lograsi is deeply

involved in a cult of fiend worshippers who revere the velstrac demagogue Aroggus. The two work together and eventually fall deeply in love.

-5309 AR	Lograsi finds a ritual that will draw out the strigoi in Nizca. The two perform the ritual and Nizca is reborn into their true self.
-5298 AR	Nizca and Lograsi's safe house is raided by the Aeon Imperative. Nizca is taken into custody and imprisoned in the En-Gokal Prison within a stasis tube. Lograsi flees to Xin-Edrassil.
-5293 AR	The monstrous alghollthus call down Earthfall to destroy their rebellious human servants.
3679 AR	Geologic activity rumbles the region. This activity severs the magic keeping Lady Nalushae imprisoned. The priestess of Zura searches for other survivors and begins to build her court in the ruins of the prison.
4633 AR	Dero break through into the ruins of the prison. They loot the fringes of the site for over a year before encountering the vampire cult within.
4717 AR	Settlers arrive at Ancorato Isle and establish the settlement of Talmador's Bounty.
4717 AR	Six months after the first ship arrives, a supply ship arrives at Talmador's Bounty to find the settlement empty. (These are the events of the Ruins of Azlant Adventure Path.)
4720 AR	Romi Bracken arrives at Talmador's Bounty to strike it rich scavenging for Azlanti artifacts.
4721 AR	Romi Bracken is attacked by a werebat while exploring. He succumbs to lycanthropy and joins the colony who turned him while still keeping up appearances in town. In two short years, Romi gains control of the colony and devotes his life to Camazotz, leading bloody rites in a hidden cave.
4722 AR	Another small quake rattles the prison and surrounding region. Nizca's stasis confinement is disrupted, freeing them into the ruined prison. Nizca finds Lady Nalushae and her followers and joins them in the Broken Palace.
4723 AR	Nizca leaves the group and begins clearing out the tower to make it their home.
4724 AR	Nizca and the dero engineer Deg begin repairing and repurposing Azlanti magical devices in a plan to broadcast pure shadow into the sky to shade the world from the sun so that their people can walk the surface in safety.
4725 AR	The current year.

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Talmador's Bounty

Camazotz

Adventure Toolbox



Thirst for Blood

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Chapter 1: Chasing Shadows 8

The PCs arrive in the settlement of Talmandor's Bounty to help out a local astronomer. They quickly learn that her planned expedition isn't fully prepared and are tasked with finishing up a few last-minute errands. Before they can set out, a strange, magical shadow rolls over Talmandor's Bounty and the PCs have to defend the townspeople from attacking monsters. After the shadow covers the skies over Talmandor's Bounty, the astronomer's original plans are ruined. Luckily, she finds the shadow much more interesting and focuses on investigating the source. Now with plans changed, the PCs set off into the wilderness to find the source of this shadow, dealing with dangers along the way.

Chapter 2: The Caverns of Stolen Blood 26

The PCs reach a cave that's home to a cult of Camazotz. Inside, they explore the cult's lair, dealing with brutal cultists and the strange beasts they keep as pets. The caves connect with Azlanti ruins, offering the PCs an opportunity to locate ancient magical devices and forgotten treasures.

Chapter 3: Call of the Hungry Dark 46

The PCs breach the outer walls of the Azlanti ruins that serve as the cult's lair. Inside, they find that the cult has kidnapped a number of local townspeople to serve as food for the cult's insatiable hungers. The PCs have an opportunity to stop the kidnappings and liberate the townspeople. Along the way, they'll discover that the cult is acting on behalf of some greater, malevolent force deeper within the ruins.

WHERE ARE THE VAMPIRES?

Vampires feature prominently in *Shades of Blood*, though they are too much of a threat to 1st-level characters. There are only a few vampires in this adventure, though in the following two volumes the PCs will face more and more of the supernatural bloodsuckers. Don't let your players despair by not running into one right off the bat, and instead play on that worry. If any of your players come into this Adventure Path expecting vampires, allow them to use their precautions to build up a good toolset to fight against these foes and overcome their invulnerabilities.

Not to leave any blood on the floor, *Shades of Blood* starts off with a cult of Camazotz and maintains the supernatural feel by pitting the PCs against another popular horror foe, lycanthropes—specifically, werewolves. While the PCs are getting familiar with the people of Talmandor's Bounty and preparing for their expedition, take note of the places they can get their hands on silver weapons, which will come in handy against this volume's more powerful enemies.

ADVANCEMENT TRACK

"Thirst for Blood" is designed for four characters

- 1 The PCs begin this adventure at 1st level.
- 2 The PCs reach 2nd level by the time they enter the caverns at the start of Chapter 2.
- 3 The PCs reach 3rd level by the time they enter cult's lair at the start of Chapter 3.
- The PCs should reach 4th level by the end of the adventure.



Chapter 1: Chasing Shadows

The island town of Talmandor's Bounty serves as a promise to the hopeful future of the nation of Andoran. First founded by a group of colonists in 4717 AR, the colony initially had a number of setbacks and problems, including an attempted takeover by alghollthu agents. Since then, Talmandor's Bounty has prospered, becoming a pivotal part of the Arcadian Wake, a trade route that connects the Inner Sea with the eastern coast of the continent of Arcadia beyond the shattered continent of Azlant. In particular, the town serves as a connection point between the Andoran capital of Augustana and their settlement of Elesomare on Arcadia's Grinding Coast. The growing prominence of Talmandor's Bounty has garnered a fair amount of attention from Andoran.

In the wake of the death of Gorum and the Godsrain, Andoran began pushing more and more toward militarization. The nation is training more troops, crafting more armaments, and pushing more toward the reality of war. This push has a variety of side effects, including an investment in education and innovation. A more educated populace—so goes the belief among some of the nation's more war-hungry consuls—is one that can create new tools and weapons of war. This educational investment has led to a number of grants and research initiatives available for the people of Andoran, which includes the people of quaint Talmandor's Bounty. Among the recipients of these grants is a humble astronomer named Inizkar (page 90).

Having spent several years in Talmandor's Bounty, Inizkar found that her research was stalling out.

There's only so much one can do from a simple observatory in town, after all. Andoran's educational initiative provided an opportunity and Inizkar applied, eventually securing a grant to further her research. Her research obligations include sharing what she learns with Andoran as well as sending at least one notable Azlanti relic back to Andoran's government. While Inizkar believes this is simply for the sake of knowledge, the truth is that Inizkar's patrons are hoping to use whatever relics they obtain from this agreement to develop weapons.

While the implications of this research and its effects on Andoran are beyond the scope of this adventure, the main detail that Inizkar cares about is her ability to hire a team for an upcoming expedition. Inizkar's research is focused on astronomy, and Talmandor's Bounty is located in a particularly prime location for an upcoming astronomical phenomenon. From the island of Ancorato, the night sky has a clear view of a number of stars from distant systems that are known to align in a stellar eclipse every few centuries. While Inizkar is able to observe the eclipse from her observatory on the edge of Talmandor's Bounty, with funding in hand she and her team can travel inward on the island and make use of Nal-Shakar, a much larger observatory from the time of ancient Azlant. Little does Inizkar know, her research plans about to change.

ARRIVAL IN TALMANDOR'S BOUNTY

Inizkar has hired the PCs to join her expedition. While this adventure assumes that each of the PCs are newcomers to the town, it's entirely possible for a given PC to already be a citizen of Talmandor's Bounty. A PC's origin ultimately isn't important, as long as they're set to be members of Inizkar's expedition. Additional information for creating suitable PCs appears in the *Shades of Blood Player's Guide*.

Regardless of the PCs' origins, the adventure begins late in the morning on the day the party first gathers in town. This occurs as the *Star of Almas*, one of several ships making regular trips along the Arcadian Wake, docks in Talmandor's Bounty. Any PCs from somewhere other than Talmandor's Bounty are on this ship. Each PC knows they're expected to help with a research expedition and has been given instructions to wait on the docks to be greeted once they arrive in town. If all of the PCs are on *Star of Almas* at the start of the adventure, they have an opportunity to meet each other during their journey to Talmandor's Bounty. Otherwise, all the PCs, including any Talmandor locals, have an opportunity to make introductions while they wait on the docks.

Give the PCs some time to get to know each other. After making introductions, they must wait as island life goes on around them on the docks. Some PCs might eventually get antsy or find the long wait awkward. Once this occurs, read or paraphrase the following.

Life on the docks continues as most of the work of unloading the *Star of Almas* begins to die down. Dockworkers begin to scatter as the final bits of labor are handled, with some moving on to other tasks and others drifting off to chat or take a break. The hustle and bustle of the unloading soon gives way to the more stable regular work and movement, and the docks begin to feel empty compared to what it was just like not too long ago.

A woman's yell rings out from the distance.

Dockworkers stop for an instant before a smile of recognition grows on their faces and they return to their work. From the direction of Talmandor's Bounty jobs an iruxi in a light vest, clearly worked up from the rush of her arrival. "Wait!" She yells as she bursts onto the dock. "I'm here! I'm here!" She slows down to catch her breath. "You—you're all here for the expedition, right? I—" she nearly chokes as she takes in another large gasp. "I'm here to fetch you." She takes another moment to regain her composure before finally straightening up and offering a large grin. "How do you do? I'm Inizkar, your new employer." The grin falls off her face and is replaced with a dour look. "We have lots of work to do!"

Since Inizkar was responsible for hiring the PCs, she likely already has their names, at least the names they used to register for their trip. At your discretion, you can have her address each PC individually, perhaps noting something significant about them that would give her a reason for choosing them for this expedition. After introductions, Inizkar begins to lead the PCs toward her observatory at the edge of town. Her path through town is up to you, but she likely takes the PCs past a few notable locales such as The Krake and Pike or the temple of Abadar, making mention of them as the group passes by. During this trip, Inizkar catches the PCs up on the expedition, their role, and the work that remains.

Inizkar explains that the PCs have arrived in Talmandor's Bounty, on the island of Ancorato. In a few days' time, a stellar eclipse will occur that will be visible from the island for some time. While observing this eclipse from her observatory should be easy enough, the expedition will ensure that Inizkar and the PCs have the best seat in the house. The plan is to travel through the jungle toward Nal-Shakar, a larger observatory situated over a caldera near the center of the island. This observatory features much more

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~~Prepare journals~~

~~Send letters to new expedition crew~~

~~Collect food from Jusmind at farm~~

Crates from Kilmar's Carpentry

Grab cart from Skorga at Water Port

Food from Andistri

~~Gather all lenses and other pieces
of astronomy equipment~~

Talk with Summer about horse

Sort out arrangements with Tlaytin

Pick up tents at Grichum's

Move current supplies to new cart

Handout #1: Expedition Errands

powerful equipment since it was originally an Azlanti structure. Once there, the expedition will spend about two weeks observing the eclipse and generally working on further astronomical research.

Unfortunately, Inizkar explains, a lot of the necessary work before heading out on the expedition hasn't been completed yet. She notes that her assistant, Havilah, didn't complete a number of tasks before he set out on a trip. Inizkar spent the last two days working on other matters and assumed that Havilah would handle the remaining errands, but as of this morning, there are still several tasks to be done before the expedition can set out.

The PCs likely have a few questions about the whole matter. The following are possible questions the PCs may have and Inizkar's responses.

What tasks still need to be done? "There are quite a few! Havilah and I have been spending the last several weeks ordering supplies from local shops so we have everything we need for the expedition. Havilah was supposed to collect all of the supplies and bring them over to the observatory so we could pack things up for the trip. But, since he left, all of the supplies are still with the vendors. You'll need to pick them up while I handle packaging some sensitive astronomical equipment I'll be using for the research."

Can we help you with your equipment? "Oh, definitely not! It's all very delicate and I will be the first to admit that I'm very particular about this equipment.

I will take care of it and make sure everything is in the right place and handled with care."

Why didn't your assistant take care of these tasks? "I'm not sure. He's been talking about going on a trip to Zanas-Tahn, one of the islands off to the west. There are several ruins on that island and Havilah mentioned having made friends with one of the local wyrwoods, who invited him to visit and check out the ruins. It's all he's been talking about for weeks. Havilah's always been extremely eager and somewhat forgetful, so I assume he just decided to head out a few days early, forgetting that he needed to help me with all of this."

Your assistant left without telling you? "It wouldn't be the first time he forgot to tell me something important! I remember once when he placed an order for new equipment on my behalf and was supposed to notify me that Mr. Pralni wasn't going to be able to work on them for 5 weeks. Imagine my embarrassment when I storm into his office to ask for my lenses—which he always completed within a week's time—and to demand an apology for his tardiness. I found good old Mazinar draped in various silks as he helped his wife pick out the proper colors for his son's upcoming wedding. We laugh about it now, and Mrs. Pralni still teases me about my scales turning redder than a cinder dragon's. Oh, yes, well, that is to say that I was so busy with my other preparations that I wasn't surprised to have gone several days without hearing from Havilah."

Are you worried about your assistant leaving without notice? Inizkar pauses for a moment before answering, as if she never considered any further implications about Havilah's absence. "Ah, well, now that you mention it... No, I'm sure he's just fine. Havilah is a good boy, if a bit reckless. I'm sure he's living it up on the beach near Hullhold and delighting at the sight of Azlanti ruins. I'll give him a good scolding when he returns, but I wouldn't want to pull him away from his trip. He's been excited about it for months." (Unbeknownst to Inizkar, Havilah is in danger. More information on this matter is found on page 56.)

When do we leave? "Well, assuming we get everything ready to go, we'll be leaving in two days' time. We'll be off in the morning and it should take us a full day to reach Nal-Shakar. That's when the fun really starts!"

Eventually, Inizkar and the PCs reach her observatory. Inside, the PCs find a mess of tools, books, research papers, and half-eaten meals. An embarrassed Inizkar leads the PCs past her work area toward a large storage room on the second floor that she's converted into makeshift dormitories. The accommodations are serviceable enough with a trio of

bunk beds, a large table, and a few chests for personal storage. She also points the PCs toward a smaller supply closet that serves as her pantry and welcomes them to enjoy anything they like. While her offerings are simple, there is more than enough food for the remaining days in the observatory before heading out on the expedition. PCs that prefer a more comfortable stay are welcome to stay at the Cornucopia on their own dime if they prefer. Inizkar even welcomes the idea, since she knows her observatory isn't necessarily the lap of luxury.

INIZKAR'S ERRANDS

There are a number of tasks that remain to be completed before the expedition can head out. Most of these are relatively simple matters, such as collecting a set of supplies or confirming a given set of equipment is ready for the journey. Some of these tasks are much more involved, though the PCs won't be aware of this right away. To get the PCs started on these tasks, give them **Handout #1: Expedition Errands**, which shows Inizkar's lists of unfinished errands.

Each of these tasks is something that the PCs can complete in relatively short order and, according to Inizkar, should be something they can complete by the day's end. It's up to the PCs what order they complete these tasks and they should feel free to split up if they desire, though some tasks can eventually result in combat. These tasks are noted in their descriptions, and the PCs are generally encouraged to regroup before attempting these tasks.

The tasks are presented here, listed in the same order as Inizkar's list. The tasks that are crossed off have already been completed.

Crate Collecting

The trip requires packing many supplies. Inizkar has arranged to have local carpenter **Unill Kilmarr** (stoic male human carpenter 1) provide several large crates for storing and moving these supplies. Inizkar explains to the PCs that this order was placed two months back and, at this point, only requires picking the crates up. She directs the PCs to Unill's workshop in the northeast part of town. Once there, a PC can flag down Unill with ease, and he's quick to point to the stack of crates behind the workshop. There are a dozen crates in total. While they're relatively light, their size makes it awkward to carry multiple at a time. Unill offers a small, upright cart to help transport these to the laboratory on the condition that the PCs return it once they're done. All in all, the task is an easy one with no complications and takes only about an hour's worth of work for one PC to complete. Multiple PCs

can take part in this task, but there's only one cart, so having more than one PCs engaged in this task doesn't really speed things up.

Reward: Grant the PCs 30 XP for completing this task.

Dock Duties

Transporting all of the supplies and equipment would be a nightmare without a large cart. Thankfully, Inizkar already set arrangements to receive a cart from Skorga, the harbormaster who oversees the Water Port. As the Water Port focuses more on transporting goods through amphibious and underwater means, many of the workers are athamarus and merfolk. The Water Port's goods mostly move between Talmandor's Bounty and the underwater city of Talasantri far to the south. Many of the port's carts have been modified for better use underwater or between land and water, but Skorga had a spare land cart still in storage that has yet to be modified, mostly due to its size. Inizkar explains that she got the cart for a steal (only 10 silver!), and the PCs should be able to swing by and pick up the cart any time of the day.

When the PCs arrive to collect the cart, they find an obviously stressed Skorga directing workers. Several sealed crates, coral enclosures, and other deliveries sit underwater at the bottom of the port's ramp while what appears to be a very small workforce continues to work, obviously stretched thin. When the PCs speak with Skorga about collecting the cart, he's obviously flustered and explains that he hasn't had a chance to track the cart down in the port warehouse. Skorga's attention has been focused on keeping things moving at the port as part of his workforce has been moved over to the Sailor's Port to help with work over there. Unfortunately, this morning's shipment was much larger than expected and Skorga needs his workforce back here, but hasn't had an opportunity to go over to the Sailor's Port and ask for the workers back.

Skorga tells the PCs that he can get the cart if they can help him out with getting the workforce back up to the necessary numbers, at least to help with this latest shipment. He directs the PCs to speak with **Eugenie Umbrala** (gruff male human stevedore 2), the harbormaster for the Sailor's Port, to see if anything can be done. If the PCs ask about going to the warehouse and getting the cart on their own, Skorga explains that port policy prevents him from allowing any non-worker into the warehouse unsupervised. If the PCs insist that they don't want to help Skorga, he grumpily asks them to return tomorrow. By the next day, Skorga has more time to track down the cart and retrieve it for the PCs, but he generally grumbles and complains the entire time when doing so.

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PCs who speak with Eugenie learn that nearly half a dozen dockworkers failed to report for work this morning, leaving things severely shorthanded for unloading the *Star of Almas*. Eugenie was able to cash in a favor with Skorga and ask for a few athamaru workers from the Water Port to help with this work. The plan was to have the athamarus work the entire day and sending them back to the Water Port would leave the Sailor Port in a bad position again. Eugenie says if the PCs are able to fill in for these workers or find some other workers to fill in for them, it should balance things out.

The PCs have a few choices on how to handle the matter. They could work themselves. In that case, if at least 2 PCs dedicate themselves to working at least 4 hours each, it should help cover enough of the work for both ports. Alternatively, the PCs could try to track down some more workers in Talmandor's Bounty to help for the day. Doing so requires the PCs to ask around town to locate enough spare hands for the job. A PC who succeeds at a DC 15 Diplomacy check to Gather Information can locate enough workers within 1 hour's worth of time by asking at the Kraken and Pillar and throughout town. A PC who succeeds at a DC 16 Society check or DC 14 Labor Lore check to Recall Knowledge can devise a labor plan where both ports are able to move workers between tasks to maximize efficiency and maintain the regular schedule. All three of these solutions are enough to resolve the labor woes at the ports and give Skorga the time he needs to track the cart down for the PCs.

Reward: Grant the PCs 30 XP for completing this task. If the PCs directly contributed to resolving the labor woes at the dock, either by working themselves, finding replacement workers, or concocting a work plan, Skorga gifts them a bottle of a local Talasantri (a nearby merfolk city) deep wine as thanks. The bottle is worth 25 gp, but is also a particularly exquisite vintage and grants the PCs a +2 circumstance bonus to Make an Impression if they share it or gift it with another local.

Food Fetching

Low 1

While there are several farms supplying food to Talmandor's Bounty, **Andristi's** (kind female gnome druid 3) garden produces the best food in the entire town, at least according to Inizkar. This task requires the PCs to visit the druid Andristi at her small lodge

just east of town and collect several pounds of produce from her garden. Unfortunately, a number of animals have taken up residence among this garden and could possibly attack the PCs, leading to combat.

Reaching the lodge is a simple matter, requiring a short 10-minute walk just outside of town.

Once the PCs arrive, they find a simple wooden lodge with no front door. Instead, a curtain of large palm leaves serves as the only separation between the cabin and the outside. If the PCs call out before entering, Andristi yells out for the PCs to come in as she's particularly busy at the moment. Inside, they see the gnome standing over a large cauldron. She welcomes the PCs in, explaining that she's in the middle of brewing some important potions and antidotes for the upcoming hunting season. Unfortunately, her work requires her to tend to the cauldron at all times as even a single minute away could "lead to bad antidotes that would need even stronger antidotes just to fix."

Andristi explains that she has a garden clearing a bit deeper in the jungle and all of the produce there is meant for Inizkar. She warns that there is a lot growing in the garden and suggests that the entire expedition crew get together to pick from the garden, as it would otherwise "take a whole full moon to finish it up." In other words, the PCs are encouraged to come back as a full group.

A thin path leads beyond Andristi's lodge to the garden a few hundred feet away. When the PCs arrive, they'll find that getting at the garden will prove a bit more difficult than they expected. The garden uses the map inside the back cover.

Creatures: Several animals are now hiding among the plants in the garden, which is a perfect place to live as the clearing makes it much easier to notice incoming predators. A pair of vipers have nested up near where the PCs arrive. They immediately start to hiss as the PCs approach, hoping to scare the PCs away. Additionally, several mounds of dirt among the garden are clear signs of a mole problem. Specifically, a hardhead mole has found that eating the plentiful produce here is a delight. The snakes and mole have been able to cohabitate without issue, but all three creatures attack the PCs if they attempt to enter the garden or pick any of the vegetables.

The PCs might prefer to avoid attacking the creatures. In this case, the PCs can attempt to scare off the animals or otherwise find some other means of displacing them from the garden. PCs who succeed at

a check to Command an Animal can shoo one of the animals away. If a PC has the means of communicating with any of these animals, such as with the Animal Accomplice or Animal Empathy feats, they can attempt a Diplomacy check to Request an animal leave instead, as these animals are indifferent when the PCs arrive. In this case, the PC gains a +2 circumstance bonus to their Diplomacy check.

PCs might find some other clever ways of moving the animals, such as using magic, creative use of their equipment, or some other means. As long as the animal is moved beyond the borders of the garden, it chooses to flee into the jungle rather than remain and fight.

HARDHEAD MOLE

CREATURE 0

Pathfinder Howl of the Wild 158

Initiative Perception +6

VIPERS (2)

CREATURE -1

Pathfinder Monster Core 316

Initiative Perception +5

Reward: If the PCs manage to command an animal to leave or otherwise displace an animal, grant them XP as if they defeated that animal in combat.

Horse Arrangements

As the expedition will have a sizeable number of supplies and equipment, Inizkar recognized that a cart wouldn't be enough and arranged for a draft animal to help pull the expedition's gear. She explains that she made a payment to the Carrollby's Horse Ranch, and the PCs need to head over and secure their new animal. When they arrive, the PCs have an opportunity to meet with Cort Carrollby, owner of the ranch. He embarrassingly explains that Inizkar's payment wasn't enough to secure a proper horse, but he's not about to let the PCs leave empty handed.

Cort's niece Summer trots out a young mule named Mister Oats as Cort explains that Mister Oats is as capable as any workhorse. If the PCs decide to check with Inizkar before taking the mule, she's perfectly delighted to take Mister Oats, as a mule is "just as good as any horse and twice as loyal." It's obvious that parting with Mister Oats is a somewhat heartbreaking moment for Summer, but she eagerly explains all aspects of his care, especially his love for the occasional carrot or handful of oats. Mister Oats is a very loving mule that immediately takes to the PCs.

If needed, Mister Oats has the statistics of a riding horse (*Monster Core* 201). A PC can choose to have Mister Oats be their animal companion. In this case, Mister Oats uses the statistics for a horse

WE'RE DOING CHORES?

This initial section is full of lots of small tasks that are designed to introduce the PCs to Inizkar, Talmandor's Bounty, key citizens, and a few aspects of the Pathfinder Roleplaying Game. Ultimately, the intent for these tasks is to give the players a simple and safe opportunity to learn the capabilities of their characters, test their skill in a few simple combats, and generally get a feel for the game. The goal should be to get through these tasks within the first session of play and either play out the next section in the same session, or use the arrival of the shadows as an exciting cliffhanger for your group's next session.

Most of these tasks are meant to be brief vignettes, taking 5 to 15 minutes at most of playtime. If players aren't as interested in the various roleplaying opportunities these tasks present, feel free to speed up the time they occupy at the table. The most important NPC introductions are those of Romi Bracken and Tlaytin Cordali, so avoid moving past this encounter too quickly.

animal companion except that he also gains a +1 circumstance bonus to Will saves against fear if that PC is within 30 feet.

Reward: Grant the PCs 30 XP for completing this task.

Speaking With Tlaytin

Talmandor's Bounty is located in a surprisingly strategic location. It lies 40 miles northwest of the underwater city of Talasantri. Additionally, as the only major surface settlement between Arcadia and the Inner Sea, it has drawn the attention of the elves of the Mordant Spire. The Mordant Spire elves became allies of Talmandor's Bounty during the town's initial years. One of these elves, **Tlaytin Cordali** (patient male Mordant Spire elf scout 5), has made several friends in the area, including Inizkar. Since Inizkar is going to be away at Nal-Shakar, Tlaytin was hoping to make use of space in the observatory for his own needs.

According to Inizkar, all the PCs need to do is track down Tlaytin, confirm his exact reasons for needing the space in the observatory, and report back to Inizkar. She notes that, at this time of the week, Tlaytin is usually at Romi's Curiosities, inspecting Romi's latest findings. If the PCs head there, they find Tlaytin speaking with Romi Bracken (page 92).

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When they arrive, Romi immediately enters his sales pitch, offering the PCs “wonders and delights from locations most mysterious.” If the PCs wish, they can look over Romi’s offerings, which are mostly bits of colorful rocks, scraps of interesting metal, or very small figurines, each at a cost of 1 gp. He’s also selling half a dozen *consumed aeon stones* at a bargain of 4 gp each, as he’s encountered so many of them on his trips that he’s flooded the local market and most of the people in town already have one. Romi is also insistent that the PCs buy today as he leaves tomorrow for his next bit of scavenging and won’t return for a week.

Whether or not the PCs decide to shop, Tlaytin introduces himself to the PCs, and immediately warms to them when he realizes they’re part of Inizkar’s expedition. He asks the PCs to join him on



Tlaytin Cordali

a walk so they can talk more (and avoid further sales pitches from Romi). When speaking with Tlaytin, he explains to the PCs that he generally travels back and forth between Talmandor’s Bounty and the Mordant Spire, but lately things at the Spire have become strange and concerning. Most notably, it appears that the Spire is beginning to grow and the prospect of remaining within the spire as it grows and shifts is a worrying one. He was hoping to make use of Inizkar’s observatory as a temporary office while he and his kin contemplate the Spire’s growth and determine any of the inherent dangers.

When reporting to Inizkar, she quickly admits that she assumed those were Tlaytin’s intentions, as he’s been pretty open with his concerns about the Spire. She is happy to allow Tlaytin to stay at the observatory. Inizkar hands the PCs a spare key and tasks them with delivering it to Tlaytin, or hands it to him directly if he happens to be with the PCs when they report back. Tlaytin is grateful for Inizkar’s hospitality and offers her a magical stone as thanks for her help. He explains that Inizkar could use the stone to signal to Tlaytin if she needs help during the expedition. Inizkar is quick to hand the stone to one of the PCs, noting that she’s worried it could interfere with her equipment.

Reward: Grant the PCs 30 XP for completing this task. The PCs gain a *farlight stone* (page 82).

Tent Woes

While the expedition is meant to keep the group at Nal-Shakar for most of the time, Inizkar thought it important to have some spare camping supplies just in case. She directs the PCs to Grichum’s general store in the center of town to pick up some of the remaining supplies. Once there, **Moxlin Grichum** (diffident nonbinary human store clerk 1) explains that, while they were able to round up most of the supplies Inizkar requested, acquiring the tent has proven to be a hassle. Moxlin explains that their plan was to order the tent from the tannery, but the tent hasn’t come in yet and Moxlin hasn’t had a chance to track it down. Moxlin can try to work on the matter, but they can’t guarantee they’ll be able to get to it today, though the PCs are welcome to inquire at the tannery.

Following up on the tent places the PCs on a chain of small tasks. When they arrive at the tannery in the southwest part of town, **Ignis Tohki** (stern female dwarf tanner 1) reveals that she only just finished the leather pieces for the tent, but they must be sewn together. From here, the PCs can take the pieces to **Kavia Hasker** (jovial female halfling tailor 1) at Hasker Loomhouse in the center of town to sew the pieces together. Finally, sealing the tent requires the PCs to take it to Nitvar’s

Candles around the corner where **Nitvar** (unassuming male goblin candlemaker 1) can rub wax on the tent and improve its water resistance. The entire matter takes 4 hours in total, with every person along the way apologizing that the tent wasn't ready on time.

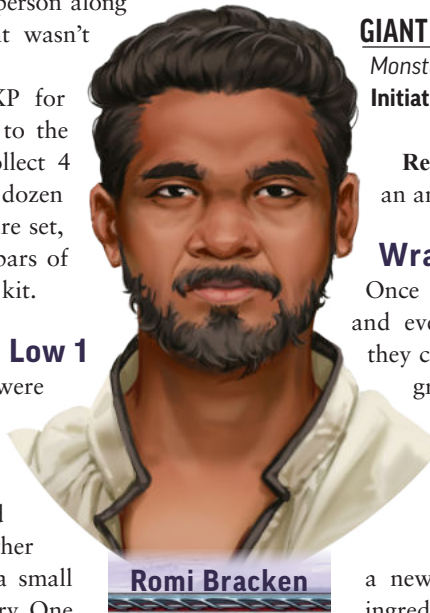
Reward: Grant the PCs 30 XP for completing this task. In addition to the four-person tent, the PCs also collect 4 bedrolls, 3 additional blankets, a dozen pitons, 100 feet of rope, a cookware set, flint and steel, 10 matchsticks, 2 bars of soap, a climbing kit, and a healer's kit.

Transferring Supplies Low 1

A few of the expedition's tasks were done before the PCs arrived, including collecting other amounts of food from the local farms. Inizkar has a few crates and barrels of dried fruit, jerky, and other preserved foodstuffs set aside in a small shack just outside of the observatory. One of the tasks requires moving the food from storage onto the cart the PCs collected from the docks. When asked about this task, Inizkar notes there are lots of things to move and suggests all of the PCs work together to make the workload easier. If the PCs attempt to do this task before collecting the cart, Inizkar suggests they wait for the cart, but she also doesn't stop the PCs if they insist on getting the food out of the shack beforehand. The shack uses the map inside the back cover.

Creatures: Unfortunately, and somewhat unsurprisingly, the food has attracted a number of pests. While this includes a number of small insects and other tiny pests, the food stores have also attracted the attention of a giant centipede and pair of giant rats. While, normally, the rats and centipede would likely fight over the food, the massive amounts of food allow all three creatures to keep out of each other's way and avoid conflict. Thankfully, they haven't eaten enough of the stores to severely hamper the expedition in any way.

When the PCs open the door to the shack, the centipede and rats immediately hiss in frustration at the incoming light. The creatures attempt to make their way outside, either through the front door or through one of the two windows on either side of the shack. These animals are immediately hostile and attack once they make their way outside or if a PC blocks their way out. Each of the animals flee if reduced to 3 Hit Points or fewer.



Romi Bracken

GIANT CENTIPEDE

Monster Core 59

Initiative Perception +6

CREATURE -1

GIANT RATS (2)

Monster Core 288

Initiative Perception +5

CREATURE -1

Reward: The PCs gain XP for defeating an animal if it flees.

Wrapping Up

Once the PCs have all of the supplies and everything handled on Inizkar's list, they can call it a day. Inizkar is especially grateful, thanking the PCs profusely as she delicately places her final set of lenses into a small box. For now, the PCs have earned a chance to rest.

The next morning, Inizkar has a new list for the PCs. This one is an ingredient list. She doesn't ask the PCs to collect any of the ingredients, instead sharing the list with them to make sure that none of them are allergic to anything she plans to provide for dinner later that night. She then hands each of the PCs a pouch full of coins containing 25 gp each, explaining that this is most of the remainder of the grant money she received to undertake this expedition. Inizkar was able to cash in several favors throughout town to help her keep supply costs down, and she wants to pass on the savings to the PCs. She gives the PCs the day off and encourages them to take some time to get to know the town and splurge if they're so interested, as it's going to be a bit before they have a chance to come back. So long as the PCs return by dinner time, Inizkar couldn't care less what they get up to during the day.

That night, Inizkar presents the PCs with a home-cooked meal: grilled fish rubbed with spices and topped with a spicy fruit relish, a vegetable salad made with a savory purple urchin ink dressing, a refreshing citrus drink mixed with edible flower petals, and a local treat made of layered fruit slices bound together with a mildly bitter paste made from local plant roots. She thanks the PCs for all of their hard work and makes a toast to an exciting and fruitful expedition, before reminding the party to take an early bedtime as they all have a big day ahead.

FIGHTING SHADOWS

The next morning, Inizkar asks the PCs to help with the final bit of loading and preparations, then notes

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she's heading off to the chapel. She plans to pray to Gozreh for favorable weather on the expedition and extends the invitation to any PCs who wish to join her. She notes that she'll be taking the cart and looking to set off from the chapel, so anyone who doesn't join her can meet her in an hour. Once the time comes to set off, Inizkar and the PCs should all gather outside of the chapel.

Just as the expedition is underway, read or paraphrase the following.

Inizkar looks over her journal, declares that everything is in order, and closes it with a smile. "I think we're ready to set off!" As she begins to walk forward, a disquieting thrum begins to resonate throughout the air over Talmandor's Bounty. Most of the townspeople slowly stop what they're doing and look about, confused by the strange noise. Suddenly, a loud roar rings out in the sky to the northwest. A thin column of shadow begins to rise from the horizon at an intense speed. As if hitting some invisible ceiling, the cloud begins to spread across the sky and rapidly approaches Ancorato.

As the cloud of shadow spreads across the sky over Talmandor's Bounty, townspeople begin to scream and some run into their homes. The shadow cover eventually stops moving, its edges covering just beyond the island. The thrum grows louder for a moment before being silenced with a wet pop. Almost instantly, it begins to rain over the island. This rain is made of spots of shadow, rather than water. The raining shadows collide with Talmandor's Bounty. In most places, the shadows crash against the ground or buildings or trees, exploding with a massive splash before dissipating, burned away by what sunlight hits the town from the east. Where these shadows crash, buildings and trees begin to crumble away, as if the shadows carried the weight of massive chunks of hail.

In other places, the shadows pool, forming dark puddles that ripple and roil and writhe, as if the shadows were trying to move on their own. Panic fully sets in throughout the town as some of these shadows animate, forming strange creatures the size of large insects that begin to crawl in every direction.

While the PCs have no way of knowing this yet, they are witnessing one of Nizca's tests for their ultimate plan: a device that would cover the entirety of Golarion in shadow and block out the sun. Nizca developed the device to help them escape the island prison, but they desire to increase its potential, both as a way to aid with their journey toward the east, but also as a gift of sorts for their lover Lograsi. It has been a long, long time since Nizca has seen Lograsi, and a

world without a sun would be an exceptional way to rekindle their relationship.

The important matter at hand is the panic spreading in Talmandor's Bounty. The townspeople are in trouble and the PCs can help! The following encounters make use of the Victory Point system found on pages 184–186 of *Pathfinder GM Core*. The efforts the PCs undertake to help the people of Talmandor's Bounty earn them Reassurance Points (RP). In several cases, the PCs earn RP through attempting skill checks.

The DC for any check is DC 16. The result of their checks determines how many points they earn, as noted here. Keep track of the RP that the PCs gain and lose during the following encounters.

Critical Success The PCs gain 2 Reassurance Points.

Success The PCs gain 1 Reassurance Point.

Critical Failure The PCs lose 1 Reassurance Point.

Rain of Shadows

The town's panic turns to chaos as the shadow rains continue to fall. The PCs have an opportunity to step in and help calm the citizens of Talmandor's Bounty or attempt to directly deal with the shadows. Give each PC an opportunity to pick either a skill of their choice or Perception. Each PC attempts a check with what they chose and are encouraged to explain the way they're using the skill to aid the townspeople. You can also provide a brief description and explanation of something occurring during the panic that connects with the PC's chosen check if they're having difficulty coming up with an explanation.

Additionally, encourage the PCs to keep an eye out for some of the citizens they met earlier in the day. If a PC attempts to directly seek out a given NPC or is directly helping one of these NPCs, they gain a +1 circumstance bonus to their check.

The following are some suggestions on how given skills can be used.

Acrobatics or Athletics: A PC using these skills might squeeze into tight quarters where a citizen might be stuck, or a PC could Balance across precarious ground partially covered by the shadows to reach a citizen. Alternatively, a PC could move debris and rubble, or they might squash some of the small shadow creatures that skitter around.

Arcana, any appropriate Lore, Nature, Occultism, or Religion: A PC using these skills can realize the shadow rain is magical in nature and quickly determine a way to dissipate some of the weaker, lingering shadow energies. This usually involves grabbing some of these shadows and manipulating them to counteract other shadows, or it could involve

a minor bit of magical energy equivalent to a cantrip.

Crafting or Thievery: A PC could use these skills to deal with the damage to the town by reinforcing some of the infrastructure or helping to create more secure hiding places with the use of locks or barricades.

Deception, Diplomacy, Intimidation, Performance, or Society: A PC using these skills acts as a leader, directing people toward safety or simply calling out dangers so people can avoid them.

Medicine: A PC can help patch up wounded citizens or safely move citizens who were hurt due to any destruction the shadows brought.

Perception or Survival: A PC can locate injured, separated, or trapped citizens by searching the area or following obvious tracks that show where shadow creatures have followed citizens.

Stealth: A PC that is sneaking around is able to get a jump on some of the shadow creatures and destroy them. A PC could also use Stealth to help other townspeople find suitable places to hide amid the chaos.

Shadowy Foes

Moderate 1

After the PCs have put in some work helping the people of Talmandor's Bounty, things begin to settle for a moment. Inizkar tracks the PCs down to make sure they're fine, thanking them for their help. The peace is only momentary, however, as some of the remaining shadow pools coalesce into creatures that attack!

If any PCs succeeded at an Arcana, Nature, Occultism, or Religion check in the previous encounter, they discover a means of manipulating some of the shadow energies. PCs can continue to use this technique against any of the creatures in the following two encounters.

DISRUPT SHADOWS

CONCENTRATE | MANIPULATE

Requirements You are trained in Arcana, Nature, Occultism, or Religion.

You use your understanding of the magic animating these shadows and attempt to rend them. Attempt an Arcana, Nature, Occultism, or Religion check against the Will DC of a shadow creature within 30 feet.

Critical Success The creature takes 1d6 mental damage and becomes dazzled for 1 round.

Success The creature takes 1d6 mental damage.

Creatures: The shadow rains directly tap into the power of the Netherworld, creating shadow facsimiles of living creatures, but as more of



Shadow Scamp

the shadows pool together, they form into more powerful creatures. Two of these are facsimiles of tiny wood fey called sprigjacks. Additionally, many of the shadows have massed into a swarm of bat-shaped creatures. The sprigjacks throw their shadowy splinters from a distance, attempting to keep as much space between themselves and the PCs as possible. The swarm attempts to surround as many PCs as possible.

NETHERWORLD SPRIGJACKS (2) CREATURE -1

Variant sprigjack (*Pathfinder Monster Core* 332)

Initiative Perception +5

Melee ♦ claw +7 (agile, finesse, reach 0 feet), **Damage** 1d4+1 slashing plus 1 void damage

Ranged ♦ splinter +7 (range increment 20 feet), **Damage** 1d4 piercing plus 1 void damage

NETHERWORLD VAMPIRE BAT SWARM CREATURE 1

Variant vampire bat swarm (*Pathfinder Monster Core* 40)

Initiative Perception +10

Blood Feast ♦ Each enemy in the swarm's space takes 1d4 piercing damage (DC 16 basic Reflex save) plus 1 void damage. Creatures that fail this save also take 1 persistent bleed damage.

Reward: In addition to earning XP as normal, the PCs gain 1 Reassurance Point for defeating the sprigjacks and bats.

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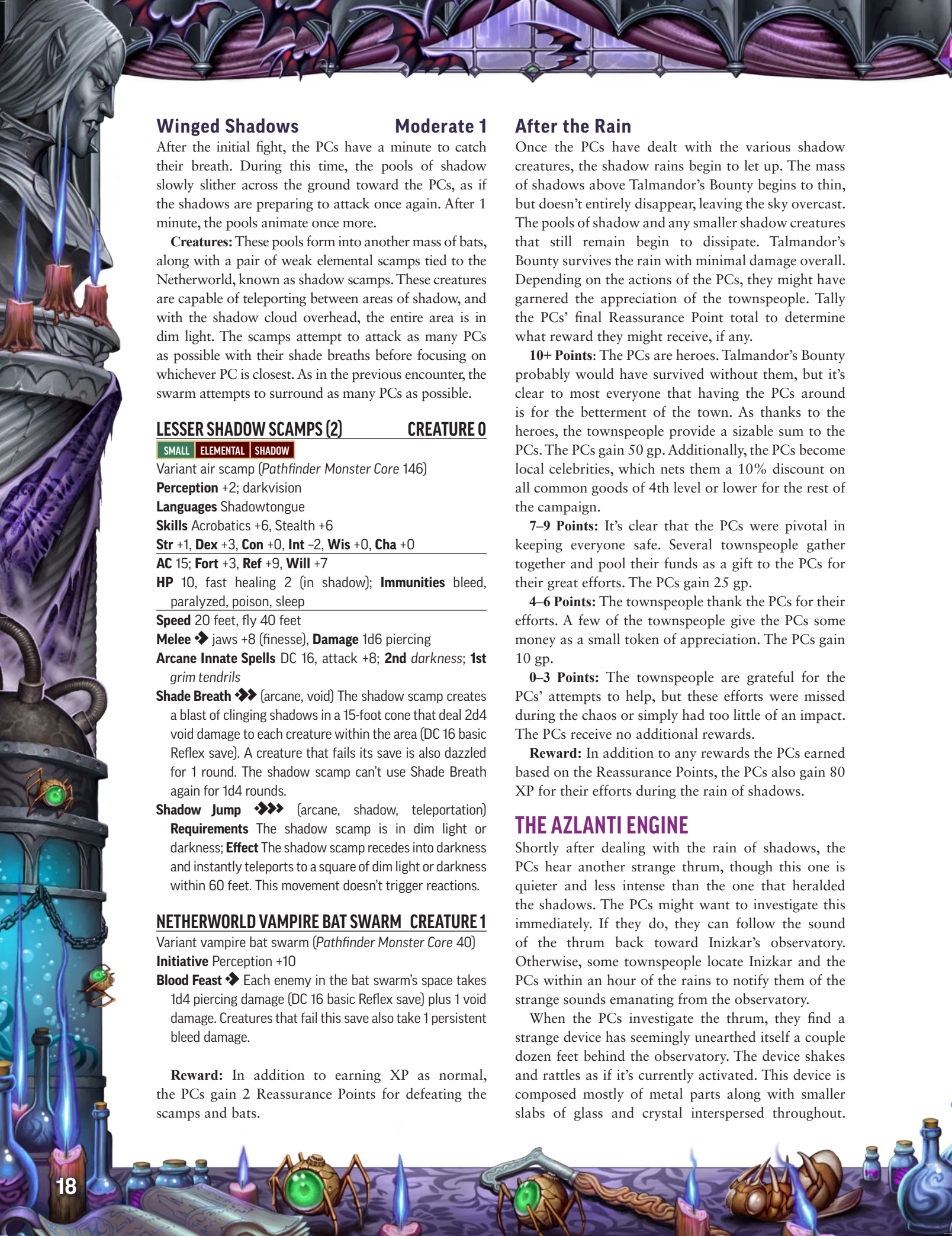
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Winged Shadows

Moderate 1

After the initial fight, the PCs have a minute to catch their breath. During this time, the pools of shadow slowly slither across the ground toward the PCs, as if the shadows are preparing to attack once again. After 1 minute, the pools animate once more.

Creatures: These pools form into another mass of bats, along with a pair of weak elemental scamps tied to the Netherworld, known as shadow scamps. These creatures are capable of teleporting between areas of shadow, and with the shadow cloud overhead, the entire area is in dim light. The scamps attempt to attack as many PCs as possible with their shade breaths before focusing on whichever PC is closest. As in the previous encounter, the swarm attempts to surround as many PCs as possible.

LESSER SHADOW SCAMPS (2)

CREATURE 0

SMALL **ELEMENTAL** **SHADOW**

Variant air scamp (*Pathfinder Monster Core* 146)

Perception +2; darkvision

Languages Shadowtongue

Skills Acrobatics +6, Stealth +6

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

AC 15; **Fort** +3, **Ref** +9, **Will** +7

HP 10, fast healing 2 (in shadow); **Immunities** bleed, paralyzed, poison, sleep

Speed 20 feet, fly 40 feet

Melee ♦ jaws +8 (finesse), **Damage** 1d6 piercing

Arcane Innate Spells DC 16, attack +8; **2nd** darkness; **1st** grim tendrils

Shade Breath ♦♦♦ (arcane, void) The shadow scamp creates a blast of clinging shadows in a 15-foot cone that deal 2d4 void damage to each creature within the area (DC 16 basic Reflex save). A creature that fails its save is also dazzled for 1 round. The shadow scamp can't use Shade Breath again for 1d4 rounds.

Shadow Jump ♦♦♦ (arcane, shadow, teleportation)

Requirements The shadow scamp is in dim light or darkness; **Effect** The shadow scamp recedes into darkness and instantly teleports to a square of dim light or darkness within 60 feet. This movement doesn't trigger reactions.

NETHERWORLD VAMPIRE BAT SWARM CREATURE 1

Variant vampire bat swarm (*Pathfinder Monster Core* 40)

Initiative Perception +10

Blood Feast ♦ Each enemy in the bat swarm's space takes 1d4 piercing damage (DC 16 basic Reflex save) plus 1 void damage. Creatures that fail this save also take 1 persistent bleed damage.

Reward: In addition to earning XP as normal, the PCs gain 2 Reassurance Points for defeating the scamps and bats.

After the Rain

Once the PCs have dealt with the various shadow creatures, the shadow rains begin to let up. The mass of shadows above Talmandor's Bounty begins to thin, but doesn't entirely disappear, leaving the sky overcast. The pools of shadow and any smaller shadow creatures that still remain begin to dissipate. Talmandor's Bounty survives the rain with minimal damage overall. Depending on the actions of the PCs, they might have garnered the appreciation of the townspeople. Tally the PCs' final Reassurance Point total to determine what reward they might receive, if any.

10+ Points: The PCs are heroes. Talmandor's Bounty probably would have survived without them, but it's clear to most everyone that having the PCs around is for the betterment of the town. As thanks to the heroes, the townspeople provide a sizable sum to the PCs. The PCs gain 50 gp. Additionally, the PCs become local celebrities, which nets them a 10% discount on all common goods of 4th level or lower for the rest of the campaign.

7–9 Points: It's clear that the PCs were pivotal in keeping everyone safe. Several townspeople gather together and pool their funds as a gift to the PCs for their great efforts. The PCs gain 25 gp.

4–6 Points: The townspeople thank the PCs for their efforts. A few of the townspeople give the PCs some money as a small token of appreciation. The PCs gain 10 gp.

0–3 Points: The townspeople are grateful for the PCs' attempts to help, but these efforts were missed during the chaos or simply had too little of an impact. The PCs receive no additional rewards.

Reward: In addition to any rewards the PCs earned based on the Reassurance Points, the PCs also gain 80 XP for their efforts during the rain of shadows.

THE AZLANTI ENGINE

Shortly after dealing with the rain of shadows, the PCs hear another strange thrum, though this one is quieter and less intense than the one that heralded the shadows. The PCs might want to investigate this immediately. If they do, they can follow the sound of the thrum back toward Inizkar's observatory. Otherwise, some townspeople locate Inizkar and the PCs within an hour of the rains to notify them of the strange sounds emanating from the observatory.

When the PCs investigate the thrum, they find a strange device has seemingly unearthed itself a couple dozen feet behind the observatory. The device shakes and rattles as if it's currently activated. This device is composed mostly of metal parts along with smaller slabs of glass and crystal interspersed throughout.

The device features a hollow central base as tall as a lectern and about as wide as a treasure chest, all of which is standing on a stone platform. Various metal clockworks, cylinders, cogs, springs, and gears are interspersed throughout the device, some interlocked in obvious fashions and others completely isolated and unconnected to anything else. A variety of indentations, slits, channels, and other openings throughout the device suggest that pieces are missing or could be added.

The ground surrounding the platform and the device has been pushed away, as if the shaking of the device forced the soil away to make space. As a result, the device currently rests about 5 feet below the rest of the surrounding soil. Reaching the device requires getting into the hole, but any real inspection requires the device be pulled up to the surface. Doing so is entirely safe but requires enough strength or ingenuity to pull up a device weighing roughly 400 pounds.

Shockingly undiscovered in the 8 years Talmandor's Bounty has been occupied, this device is an *Amaznenium*, a special type of magical dynamo that was used to power a variety of magical tools and smaller devices. More colloquially, these are known as *Azlant engines* as the connection to Amaznen, Azlanti god of magic and innovation, has been generally lost over time. This engine in particular was brought here by priests of Amaznen who visited from a different part of Azlant. The area surrounding Talmandor's Bounty was once the site of a shrine to Acavna, Azlanti god of battle and the moon. The two faiths were interlinked as Acavna and Amaznen were lovers, so the local faithful often exchanged gifts and knowledge.

The device the priests of Amaznen left lacked the function necessary to activate and power the additional tools and devices. The power of the shadow rain infused the engine with magical energy in a way that even priests of Amaznen could not have foreseen. Currently, the machine is active as if it were fully functional and could empower devices as intended. While the machine lacks the requisite parts to function without these shadow energies, it continues to run as long as Nizca continues occasional tests and the shadow lingers overhead, which will occur for the rest of the campaign.

The PCs have an opportunity to find the necessary parts to complete the engine so it doesn't rely on the shadows for power, as well as parts for new tools and functions on the device as they continue through the campaign. Currently, the engine only has the power to create a specific type of *aeon stone*, though the PCs don't know this yet either.

Understanding the Engine: When the PCs come across the engine, they might be concerned or taken aback by the device. It should quickly become obvious that the engine isn't currently creating any harmful effects and the PCs can safely approach it. If the PCs wish to determine the nature of the engine, they can attempt a DC 18 Arcana check or DC 16 Azlanti Lore check. With a success, a PC can explain the basic nature of an *Azlant engine* and note that it lacks several parts. Without these parts, the engine can't perform any interesting functions—it shouldn't even be able to run, and yet somehow it's currently active. With a successful DC 18 Occultism check, a PC can determine that the engine seems to be drawing power from the lingering shadow above Talmandor's Bounty.

If no PC is able to determine the nature of the engine, Tlaytin takes some time to study it while the PCs are away. He can then explain the engine's function the next time he meets up with the PCs.

Using the Engine: Once the PCs or Tlaytin understand the nature of the engine, they can also tell it currently has only a single function: the production of simple *aeon stones*. By feeding the engine magical reagents and ordinary stones, the PCs can create a "blank" *aeon stone*. These blank *aeon stones* are used to create a variety of other stones, however before they're further enchanted in that way, they have the same properties of *consumed aeon stones*. The engine effectively has the formula for these stones built in, and any PC can use the engine to craft one of these stones automatically if they rely on the engine entirely. If a PC wishes to reduce the value of materials needed to complete the stone, they must succeed at a DC 17 Crafting check and commit additional downtime days to reduce the cost as normal.

Once the PCs leave to locate the source of the shadow, Tlaytin experiments with the engine for some time, eventually creating dozens of these stones. Since Romi has already devalued *consumed aeon stones* in town, townspeople aren't interested in buying more of these curiosities, so the PCs can't use the engine to become rich from making these stones. Between the already prevalent *consumed aeon stones* from Romi and these new creations, the stones become a new fashion trend, and the PCs see that more and more people are sporting the stones each time they return to Talmandor's Bounty and new visitors to the island find this trend appealing, choosing to buy the cheap stones to match the local flavor.

Luckily for the PCs, the *consumed aeon stones* serve as the basis for new stones they'll be able to Craft later with the engine's help. As they explore Azlanti ruins throughout the adventure, they'll find additional parts that grant them access to new stones.

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Eventually, they'll even find parts that allow for entirely new functions.

CHANGING PLANS

With the sky now covered in a constant but not overwhelming shadow, Inizkar's plans are ruined. The overcast effect that the shadow causes make it difficult to see anything but the nearest stars. She can still read some stars, but observing the stellar eclipse is an impossibility. While she would normally be disappointed and even heartbroken that her major expedition will have to be cancelled, Inizkar is actually more excited than ever. The strange shadows are something she's never seen, and she views this as an exciting research opportunity.

Inizkar calls off the expedition for the moment and asks the PCs to move the cart back to her observatory. She then gives them the rest of the day to recover, speak with townspeople, inspect the engine, and/or generally do as they please. She then proceeds to speak with Tlaytin and the two eventually leave town without notifying the PCs. They finally return in the late evening and each immediately head to bed. The next morning, Inizkar declares that plans have changed, and the expedition will now head to the island of Vil-Azmar to the northwest so she and the PCs can locate the source of the shadows!

TRAVELING TO VIL-AZMAR

Once Inizkar has explained her change of plans to the PCs, she hopes to get their input on the reworked expedition. While Inizkar hopes that the PCs are as excited as she is for the new task, she understands any hesitation they might have. If need be, she presents this as a chance to be part of new research developments or for more adventurous PCs to explore uncharted territories. If any of the PCs grumble about the new expectations, Inizkar politely explains that she's hired the PCs for the services and they must fulfill their obligations if they expect to get paid, which include these changed plans.

Assuming the PCs are on board with the changed expedition, Inizkar explains that, the day before, she traveled with Tlaytin to try to find the origin of the shadows. They were able to locate a strange tower rising from the sea some 10 miles northeast of Ancorato. The two didn't approach the tower, mainly due to the concern of the shadowy energies that seemed to emanate from it, but they noted that

it was surrounded by water and sheathed in shadow. The tower didn't have any obvious entrances, but was near the small island marked on charts as Vil-Azmar. Tlaytin explains that he visited the island several years ago, but didn't make time to fully explore it. He notes that, in his experience, he's sometimes found portions of ruins scattered across islands, with some spread across several miles. He believes there's a chance that there might be something related to the tower somewhere on the island. While he doubts that anything on the island will provide a full explanation for the shadows, it could shed some light on the phenomenon at least.

Once the PCs are ready, they can join Inizkar as she makes her way to the docks. Once there, they can load all of their gear and the expedition equipment—as well as Mister Oats—onto the *Twilight Song*, a

well-worn dhow that Tlaytin uses to travel between the Mordant Spire and the islands of the region. While it's unlikely to come up, you can use the statistics for a cutter on page 216 of *GM Core* to represent the *Twilight Song*.

The journey to Vil-Azmar is generally uneventful and takes a little over 3 hours to complete. Along the way, it's clear that the shadowed sky is making Inizkar and Tlaytin uncomfortable. As the *Twilight Song* nears Vil-Azmar, Tlaytin explains that the island is primarily made up of high cliffs, with the only accessible landing place located on the southern portion of the island. From what he recalls of his brief visit years back, there is a large cavern located in the northern reaches of the island burrowing into the high rocky hill to the north. While he never explored it himself, Tlaytin theorizes there could be ruins or something else that might be of interest to the expedition. At the very least, heading to the north end of the island would provide a good vantage point to view the tower from a safe distance.

EXPLORING VIL-AZMAR

The *Twilight Song* arrives at Vil-Azmar at the location noted on the map on inside the front cover. Once there, Inizkar and the PCs can unload their equipment from the *Twilight Song* and set up a camp near the beach. Inizkar explains that she plans to observe the sky from the beach and note any shifts and changes in the shadowy haze, at least at first, with the intent to move further north on the island to study the tower directly. She asks the PCs to head north and make sure the way is clear to reach a suitable site for her later observations.



Meanwhile, Tlaytin intends to return to Talmandor's Bounty to attend to prior commitments. He notes that he'll be making his stay in Inizkar's observatory but is available to ferry the PCs and Inizkar back to Talmandor's Bounty at any time. Assuming they still have it on them, he explains that the *farlight stone* he gave the PCs earlier will allow them to contact him to request a ride back to town. It's possible the PCs handed the stone to Inizkar, in which case she returns it to them now, trusting that the PCs are likely to know better than she would when a return to Talmandor's Bounty is in order. Tlaytin always keep the paired stone with him and arrives at Vil-Azmar within 4 hours of the PCs signaling for him.

Once camp is set, Tlaytin wishes the expedition good luck and returns to Talmandor's Bounty. Inizkar begins to eagerly set up her telescope and other observational equipment. She gives the PCs free rein with how they would like to explore the island, only pointing out that she's going to keep Mister Oats at the camp as company. Though, if one of the PCs took on Mister Oats as an animal companion, she notes the mule's fondness for the PC and begrudgingly allows him to join the PCs on their adventures.

The PCs are on their own now, but they can always return to camp to rest or speak with Inizkar. There is enough food from initial preparations to feed the PCs for 2 weeks, but they can always purchase more food or rations by returning to Talmandor's Bounty. Inizkar remains at the camp for the remainder of the adventure, though she does return to Talmandor's Bounty if the PCs ask her to research something on their behalf. During this time, Inizkar remains safe (save for a specific occurrence later on in the adventure; page 27), and she isn't bothered if the PCs take several days to return. She has more than enough to keep her occupied while they continue their adventures, though she does eventually move camp once the PCs have cleared area A9.

From their camp, the PCs can see a very obvious trail worn into the area by previous travelers. While the PCs don't know it yet, these trails were created by cultists of Camazotz that reside in the cave at the center of the island. It's up to the PCs how they wish to make their way across the island; this trail is the easiest way to do so.

Vil-Azmar Features

Vil-Azmar is a small island and has only a few notable features.

Lighting: The shadowed sky caused by the tower covers the island in dim light during the day. The shadows have no effect on magical lights.

Terrain: The island is a jungle overgrown with underbrush. Except for the beach and the trails, traversing the island requires moving through difficult terrain.

Waterways: The main river that runs from the center portion of the island is generally calm and up to 4 feet in depth at its deepest points, making it easy for most creatures to wade or swim across. The lake that occupies the center of the island is up to 15 feet deep. Swimming across the deepest part of the river or the lake requires a successful DC 12 Athletics check to Swim.

Weather: The island remains relatively warm at all times, though it can get somewhat uncomfortably hot during mid-afternoon. Luckily, the heat doesn't become unbearable in part because of ocean breezes and the shade from the canopy. Rain is common on the island, with rainfall typically occurring every 1d4 days. These rains are quick and heavy, generally lasting 1 to 2 hours. There isn't any rain on the day the PCs arrive at Vil-Azmar, but it's otherwise possible any time after.

A1. Boar Den

Moderate 1

The trail cuts past a nearby boar den.

Creatures: A pair of boars in the midst of a breeding period are denning in a small indentation among the underbrush near the trail. If the PCs aren't quiet while moving past here, the male boar makes his presence known in an attempt to scare off the PCs. Unless the PCs are able to move past the den within 1 round, the male boar proceeds to attack the nearest PC. The female boar then joins in, attempting to protect her den. The two boars fight until reduced to 10 Hit Points or fewer, at which point they run off into the jungle and find somewhere else to live.

WEAK BOARS (2)

CREATURE 1

Pathfinder Monster Core 7, 43

Initiative Perception +6

A2. Insect Nest

Low 1

While the trail is worn and cuts through most of the underbrush, there are places where the greenery still creeps into the path's way, which sometimes makes for unexpected encounters.

Creatures: As the PCs move through this area, they inadvertently disturb a variety of insects living in the tree above them. While most of these are harmless, a trio of larger insects make their way out of the tree to attack the PCs in frustration. A pair of flash beetles fly down from the tree, bite the nearest PC, and use their Light Flash in an attempt to scare them away. In addition to the beetles, a centipede crawls out from

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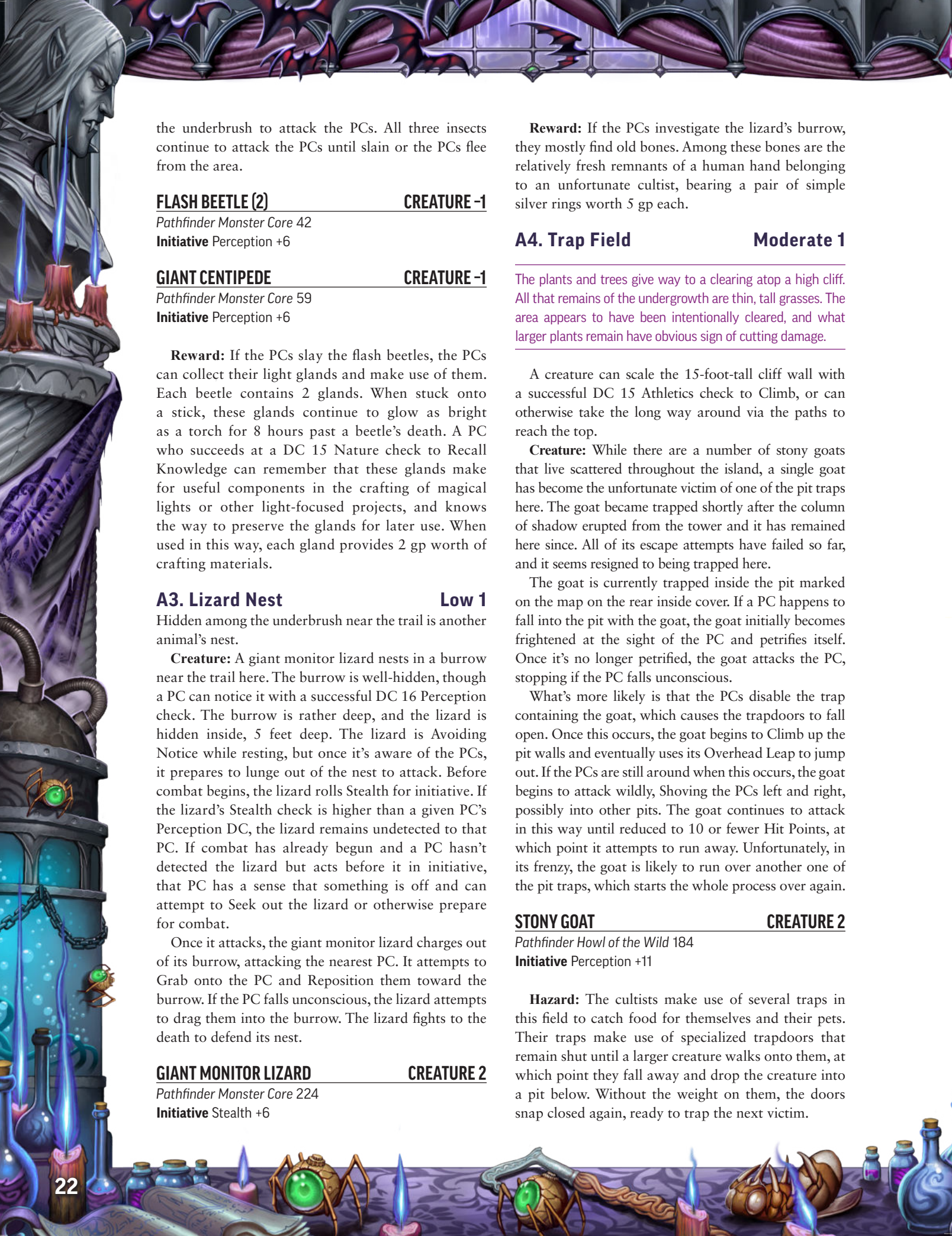
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the underbrush to attack the PCs. All three insects continue to attack the PCs until slain or the PCs flee from the area.

FLASH BEETLE (2)

CREATURE -1

Pathfinder Monster Core 42

Initiative Perception +6

GIANT CENTIPEDE

CREATURE -1

Pathfinder Monster Core 59

Initiative Perception +6

Reward: If the PCs slay the flash beetles, the PCs can collect their light glands and make use of them. Each beetle contains 2 glands. When stuck onto a stick, these glands continue to glow as bright as a torch for 8 hours past a beetle's death. A PC who succeeds at a DC 15 Nature check to Recall Knowledge can remember that these glands make for useful components in the crafting of magical lights or other light-focused projects, and knows the way to preserve the glands for later use. When used in this way, each gland provides 2 gp worth of crafting materials.

A3. Lizard Nest

Low 1

Hidden among the underbrush near the trail is another animal's nest.

Creature: A giant monitor lizard nests in a burrow near the trail here. The burrow is well-hidden, though a PC can notice it with a successful DC 16 Perception check. The burrow is rather deep, and the lizard is hidden inside, 5 feet deep. The lizard is Avoiding Notice while resting, but once it's aware of the PCs, it prepares to lunge out of the nest to attack. Before combat begins, the lizard rolls Stealth for initiative. If the lizard's Stealth check is higher than a given PC's Perception DC, the lizard remains undetected to that PC. If combat has already begun and a PC hasn't detected the lizard but acts before it in initiative, that PC has a sense that something is off and can attempt to Seek out the lizard or otherwise prepare for combat.

Once it attacks, the giant monitor lizard charges out of its burrow, attacking the nearest PC. It attempts to Grab onto the PC and Reposition them toward the burrow. If the PC falls unconscious, the lizard attempts to drag them into the burrow. The lizard fights to the death to defend its nest.

GIANT MONITOR LIZARD

CREATURE 2

Pathfinder Monster Core 224

Initiative Stealth +6

Reward: If the PCs investigate the lizard's burrow, they mostly find old bones. Among these bones are the relatively fresh remnants of a human hand belonging to an unfortunate cultist, bearing a pair of simple silver rings worth 5 gp each.

A4. Trap Field

Moderate 1

The plants and trees give way to a clearing atop a high cliff. All that remains of the undergrowth are thin, tall grasses. The area appears to have been intentionally cleared, and what larger plants remain have obvious sign of cutting damage.

A creature can scale the 15-foot-tall cliff wall with a successful DC 15 Athletics check to Climb, or can otherwise take the long way around via the paths to reach the top.

Creature: While there are a number of stony goats that live scattered throughout the island, a single goat has become the unfortunate victim of one of the pit traps here. The goat became trapped shortly after the column of shadow erupted from the tower and it has remained here since. All of its escape attempts have failed so far, and it seems resigned to being trapped here.

The goat is currently trapped inside the pit marked on the map on the rear inside cover. If a PC happens to fall into the pit with the goat, the goat initially becomes frightened at the sight of the PC and petrifies itself. Once it's no longer petrified, the goat attacks the PC, stopping if the PC falls unconscious.

What's more likely is that the PCs disable the trap containing the goat, which causes the trapdoors to fall open. Once this occurs, the goat begins to Climb up the pit walls and eventually uses its Overhead Leap to jump out. If the PCs are still around when this occurs, the goat begins to attack wildly, Shoving the PCs left and right, possibly into other pits. The goat continues to attack in this way until reduced to 10 or fewer Hit Points, at which point it attempts to run away. Unfortunately, in its frenzy, the goat is likely to run over another one of the pit traps, which starts the whole process over again.

STONY GOAT

CREATURE 2

Pathfinder Howl of the Wild 184

Initiative Perception +11

Hazard: The cultists make use of several traps in this field to catch food for themselves and their pets. Their traps make use of specialized trapdoors that remain shut until a larger creature walks onto them, at which point they fall away and drop the creature into a pit below. Without the weight on them, the doors snap closed again, ready to trap the next victim.

ANIMAL PITS (4)

HAZARD 0

MECHANICAL TRAP


Stealth DC 18 (DC 14 if the trap has been activated within the last day, or 0 if the trap door is disabled or broken)

Description A weight-activated trap door covers a pit that's 10 feet square and 20 feet deep.

Disable DC 12 Thievery to remove the trap door

AC 10; **Fort** +1, **Ref** +1

Trap door Hardness 3; **Trap door** HP 12 (BT 6); **Immunities** critical hits, object immunities, precision damage

Pitfall  **Trigger** A creature weighing at least 20 pounds walks onto the trap door; **Effect** The triggering creature falls in and takes falling damage (typically 10 bludgeoning damage). That creature can use the Grab an Edge reaction to avoid falling.

Reset The trapdoors automatically reset to their closed position once a creature falls in, allowing for more creatures to fall in, though any camouflage on the trap door falls in as well, making it easier for creatures to notice the trap door.

Reward: As normal with simple hazards, disabling the traps here grants the PCs 6 XP for each trap. If the PCs investigate the pit in which the goat was trapped, they can find 12 gp worth of scattered precious cud at the bottom of the pit.

A5. Lake Dangers

Moderate 1

Several creatures live among the waters of the island's lake.

Creatures: While most animals living in the lake and river are harmless to the PCs, two of the lake's largest predators lie in wait to attack. A crocodile and reefclaw spend most of their time in the southern portion of the lake where it opens up into a river. The predators have learned to live alongside each other without conflict as food here is easy to acquire. Fish and other creatures sometimes get pulled in by the river's current, making catching prey a simple matter. The cultists know to move quickly past this part of the lake, but it's unlikely that the PCs do so, especially if they stop to drink some water.

The reefclaw and crocodile both stay submerged beneath the water, Avoiding Notice, and they roll Stealth for initiative before they ambush the PCs. The crocodile attempts to ambush the nearest PC, grabbing onto them to perform a Death Roll. The reefclaw does similar, swimming out to Grab the nearest victim and Constrict them, while Repositioning them into the water. The crocodile flees if reduced to 8 Hit Points or fewer, but the reefclaw fights to the death for its hunting ground.

WEAK CROCODILE

CREATURE 1

Pathfinder Monster Core 7, 69

Initiative Stealth +5 (+9 in water)

REEFCRAW

CREATURE 1

Pathfinder Monster Core 291

Initiative Stealth +5

A6. Snake Pit

Moderate 1

A partially dug hole, roughly 2 feet deep, is the only notable feature at the end of this portion of the trail. This hole was one of the first attempts at creating an animal pit trap, but the cultists soon hit rock and hard dirt, so they decided to dig elsewhere.

Creatures: A number of snakes took to the hole as the dirt and rock made for a cooler place to rest during hotter days. While the pit is full of dozens of particularly small snakes, a few of these snakes are larger and attack the PCs if they approach the hole. The python finds the smallest PC and attempts to wrap itself around them. Meanwhile, the pair of vipers constantly move along underfoot, biting any PC in their way. The snakes all fight to the death.

PYTHON

CREATURE 1

Pathfinder Monster Core 316

Initiative Perception +6

VIPERS (2)

CREATURE -1

Pathfinder Monster Core 316

Initiative Perception +5

A7. Spider Nest

Moderate 1

The trail ends here at large, partially dug pit. This pit was another attempt by the cultists to start digging traps to catch animals, but they once again hit rock and hard dirt. They gave up their attempts here and eventually found the softer dirt in the center of the island.

Creatures: The pit is full of spiders, dozens of young hunting spiders that have gathered into swarms. A larger hunting spider hides in the trees 15 feet above the pit, Avoiding Notice and rolling Stealth for initiative. The spider swarms rush out to attack anyone that approaches the pit. The hunting spider joins in afterward, descending down and attacking the nearest PC. All of the spiders fight to the death.

HUNTING SPIDER

CREATURE 1

Pathfinder Monster Core 320

Initiative Stealth +7

SPIDER SWARMS (2)

CREATURE 0

Pathfinder Monster Core 320

Initiative Perception +4

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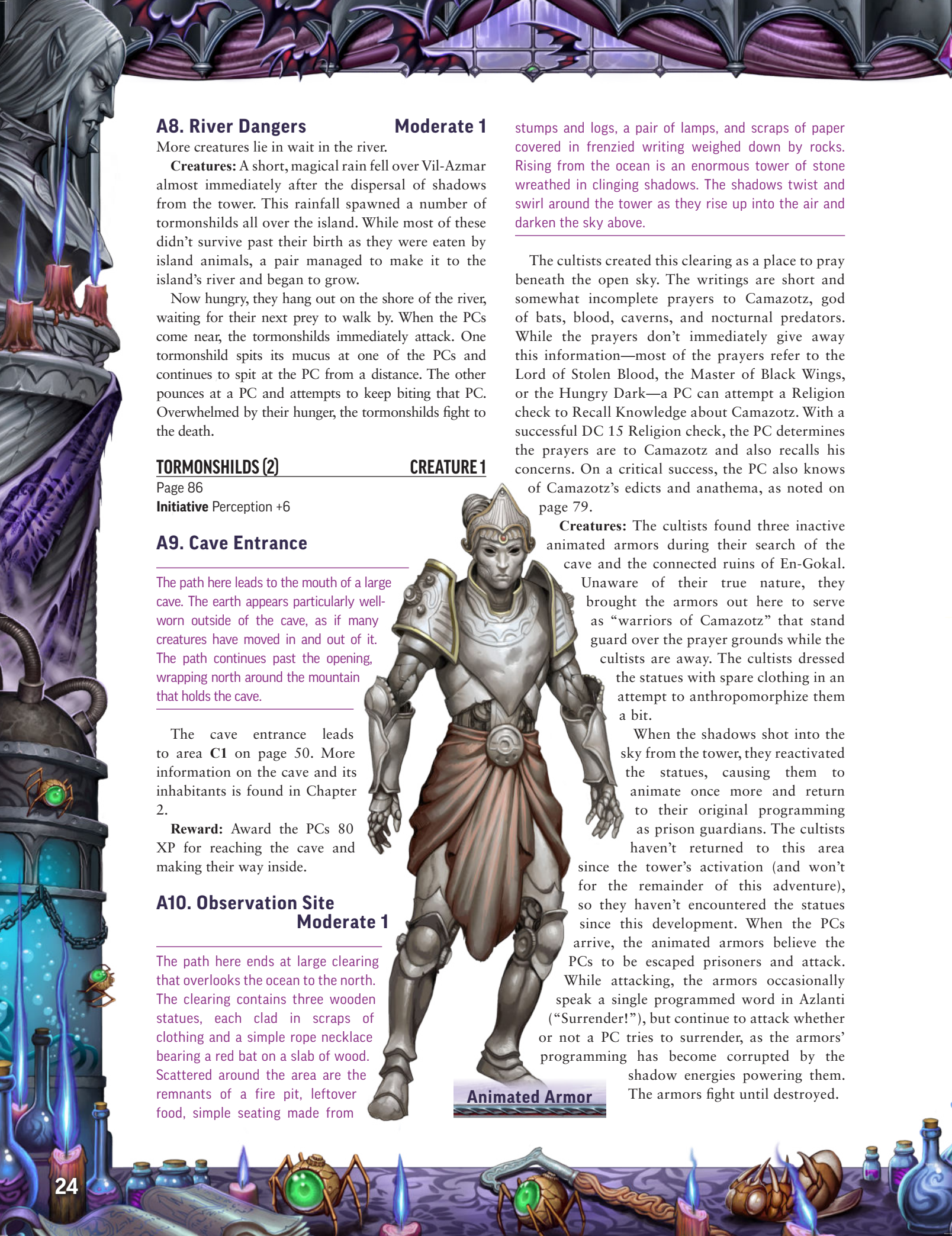
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A8. River Dangers

Moderate 1

More creatures lie in wait in the river.

Creatures: A short, magical rain fell over Vil-Azmar almost immediately after the dispersal of shadows from the tower. This rainfall spawned a number of tormanshilds all over the island. While most of these didn't survive past their birth as they were eaten by island animals, a pair managed to make it to the island's river and began to grow.

Now hungry, they hang out on the shore of the river, waiting for their next prey to walk by. When the PCs come near, the tormanshilds immediately attack. One tormanshild spits its mucus at one of the PCs and continues to spit at the PC from a distance. The other pounces at a PC and attempts to keep biting that PC. Overwhelmed by their hunger, the tormanshilds fight to the death.

TORMONSHILDS (2)

CREATURE 1

Page 86

Initiative Perception +6

A9. Cave Entrance

The path here leads to the mouth of a large cave. The earth appears particularly well-worn outside of the cave, as if many creatures have moved in and out of it. The path continues past the opening, wrapping north around the mountain that holds the cave.

The cave entrance leads to area C1 on page 50. More information on the cave and its inhabitants is found in Chapter 2.

Reward: Award the PCs 80 XP for reaching the cave and making their way inside.

A10. Observation Site

Moderate 1

The path here ends at large clearing that overlooks the ocean to the north. The clearing contains three wooden statues, each clad in scraps of clothing and a simple rope necklace bearing a red bat on a slab of wood. Scattered around the area are the remnants of a fire pit, leftover food, simple seating made from

stumps and logs, a pair of lamps, and scraps of paper covered in frenzied writing weighed down by rocks. Rising from the ocean is an enormous tower of stone wreathed in clinging shadows. The shadows twist and swirl around the tower as they rise up into the air and darken the sky above.

The cultists created this clearing as a place to pray beneath the open sky. The writings are short and somewhat incomplete prayers to Camazotz, god of bats, blood, caverns, and nocturnal predators. While the prayers don't immediately give away this information—most of the prayers refer to the Lord of Stolen Blood, the Master of Black Wings, or the Hungry Dark—a PC can attempt a Religion check to Recall Knowledge about Camazotz. With a successful DC 15 Religion check, the PC determines the prayers are to Camazotz and also recalls his concerns. On a critical success, the PC also knows of Camazotz's edicts and anathema, as noted on page 79.

Creatures: The cultists found three inactive animated armors during their search of the cave and the connected ruins of En-Gokal. Unaware of their true nature, they brought the armors out here to serve as "warriors of Camazotz" that stand guard over the prayer grounds while the cultists are away. The cultists dressed the statues with spare clothing in an attempt to anthropomorphize them a bit.

When the shadows shot into the sky from the tower, they reactivated the statues, causing them to animate once more and return to their original programming as prison guardians. The cultists haven't returned to this area since the tower's activation (and won't for the remainder of this adventure), so they haven't encountered the statues since this development. When the PCs arrive, the animated armors believe the PCs to be escaped prisoners and attack. While attacking, the armors occasionally speak a single programmed word in Azlanti ("Surrender!"), but continue to attack whether or not a PC tries to surrender, as the armors' programming has become corrupted by the shadow energies powering them. The armors fight until destroyed.



Animated Armor

WEAK ANIMATED ARMORS (3)

Pathfinder Monster Core 7, 18

Initiative Perception +4

Development: Once the PCs destroy the armors and make the area safe, they can move their camp here. Inizkar is particularly excited to have such a great vantage point to look at the tower. As the cultists are not returning to this site due to their duties within the cave, the new campsite remains safe for the remainder of the adventure (though you could include further encounters to spice things up a bit if needed).

Reward: Each of the armors is wearing a wooden religious symbol of Camazotz. Among the leftover food is a variety of wine bottles, two of which are still full. The two bottles are worth 5 gp together. The lamps are each a bull's-eye lantern, left behind by the cultists in their drunken stupor as they returned to the cave in the morning. Each lamp contains a pint of oil.

Award the PCs 30 XP for clearing the area and relocating their camp here.

ROAMING DANGERS

In addition to the encounters listed above, the island has a number of roaming animals that the PCs could encounter. These encounters don't have any specific locations where they occur and can take place most anywhere on the island. Use these encounters to fill the areas beyond the paths the PCs travel, to spice up travels across Vil-Azmar, or to provide additional experience if the PCs are shy of reaching 2nd level.

Alternatively, you can randomly determine if one of these encounters occurs. For every hour that the PCs travel, roll a DC 5 flat check. On a failure, a random encounter occurs. You can roll 1d4 to determine which of the following encounters occurs, or you can choose a specific encounter that's particularly fitting for the current moment. Regardless of how you choose an encounter, each encounter should occur only once.

Bat Assault

Low 1

The shadowed sky makes nocturnal creatures more likely to roam.

Creature: A giant bat, drawn both by the shadowed skies and unintentionally by the prayers of the vampiric faithful within En-Gokal below, has taken to flying over the island. It watches from overhead, swooping down to feast on prey. When it notices the PCs, it moves to attack the smallest PC. It continues to fly away and swoop back down to attack. Influenced by the malevolent faith that drew it here, the bat fights to the death.

GIANT BAT

Pathfinder Monster Core 40

Initiative Perception +11

Dinosaur Pack

Moderate 1

The sound of several pattering feet signals a pack of animals.

Creatures: A compsognathus pack roams the island, using hit and run tactics to overwhelm larger prey. When they encounter the PCs, each individual compsognathus darts in and out of the PCs' spaces as they attack. When half of the pack has been slain, the rest run away.

COMPSOGNATHUS (4)

Pathfinder Monster Core 96

Initiative Perception +5

Jaguar Ambush

Low 1

One of Vil-Azmar's greatest predators could stalk the PCs as they travel around the island.

Creature: A stealthy jaguar hides among nearby foliage, looking to pounce on a lone PC when the opportunity arises. The jaguar lies in wait 20 feet away while Avoiding Notice and rolls Stealth for initiative. Once it attacks, the jaguar attempts to finish off its chosen PC quickly, first by pouncing on the target, then grabbing and mauling them. It only changes targets if the target PC manages to break away. Powerful and dangerous though it may be, the jaguar isn't willing to risk its own life to snack on a PC and will flee if reduced to fewer than 10 Hit Points.

JAGUAR

CREATURE 2

Leopard (Pathfinder Monster Core 50)

Initiative Stealth +8 (+11 in undergrowth)

Wasp Attack

Low 1

A buzzing overhead could signal danger.

Creatures: While not native to Vil-Azmar, a giant wasp has made the island its hunting grounds. This wasp seems to have a nest on some other island, but it travels to Vil-Azmar, almost as if to specifically hunt the creatures on this island. The wasp's targets include the PCs, and it attempts to attack the largest PC, as they are able to hold the most eggs. The wasp is motivated by the hunt, which drives it to fight to the death.

WEAK GIANT WASP

CREATURE 2

Pathfinder Monster Core 7, 343

Initiative Perception +6

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Chapter 2: The Caverns of Stolen Blood

For a time, Talmandor's Bounty found peace. After a troubling foundation for the settlement, things began to grow better for the townspeople, and these troubling origins became unfortunate memories left in the past. After a few years, another tragic time struck the town as several people went missing, most of them sailors—even a couple elves from the Mordant Spire—and other travelers along the Arcadian Wake. Every instance of a missing person appeared to occur once a ship docked at Talmandor's Bounty, suggesting something was occurring at the town that was leading to these disappearances.

Early attempts to address the matter were shut down by representatives from House Naran, the primary investor in the settlement, as the merchant house worried that the potential panic among the populace could lead to a loss of profits. The initial and

largest number of disappearances occurred in 4719 AR, but died down soon after, which made it all the easier for House Naran to brush the matter under the rug. Since then, the occasional visitor has gone missing every few months, but the infrequent occurrences haven't been enough to stir up action from the town's leadership. Nearly all of these missing persons were traveling laborers arriving on merchant vessels, and most chalked up the missing persons to wanderlust, defection of duties, or mishaps in the jungle.

The disappearances over the years all tie back to the cult of Camazotz. The cult initially began with a single worshipper: Alzira Mustanir. Alzira was a civilian traveler on a ship headed for Talmandor's Bounty, but she ended up shipwrecked as a terrible storm capsized the vessel she was traveling in. After floating for days

without hope of rescue, out of the darkness she heard a voice call to her one night, offering succor in exchange for her loyalty. Though Alzira at first thought she must be hallucinating, she called out in desperation, offering herself in exchange for aid. It was then that ocean currents carried her to the island Vil-Azmar. When she landed on the beach, she found the carcass of a boar. In her delirious and frenzied state, Alzira tore into the boar's flesh and consumed the meat raw, thus sealing her agreement with the voice.

While she feasted, she could feel Camazotz's presence, and he granted her a portion of divine potential, making her his newest follower and priest. He then offered her more power in exchange for sacrifices. Finding herself intoxicated from the consuming of flesh and the newfound power she received, Alzira agreed, giving herself entirely to the Lord of Stolen Blood. She began to explore the island, guided by Camazotz's influence, which toward the large cave that connected to the ruins of En-Gokal. Once there, she made the cave her home and received another gift from Camazotz in the form of a divine ritual. This ritual allowed Alzira to whisper to others as Camazotz spoke to her.

With these whispers, Alzira lured visitors from Talmandor's Bounty to her cavern on Vil-Azmar. Enthrall individuals would find themselves compelled to travel to Vil-Azmar, though not all succeeded or survived the journey. Those who made it to the island were invited to join Alzira's colony with the promise of great power in exchange for their faith. Most refused the offer and soon found themselves taken as prisoners and eventually became sacrifices to Camazotz. Only the bloodthirsty and ferocious joined the ranks, which has kept the cult small over the years.

OUTSIDE EVENTS

This adventure assumes that the PCs return to their camp and Talmandor's Bounty during the course of their exploration of the caverns. These times away from the caverns are good opportunities for the PCs to encounter other events. Each of these events notes a time when they can occur, but you're free to have them take place anytime you see fit or even replace them with events of your own creation.

Camp Attack

Moderate 2

This event occurs the first time the PCs return to camp after they enter the caverns. As the PCs perform their daily preparations, a light rain begins to fall over Vil-Azmar. This rain, much like the first rainfall after the tower's activation, is infused with occult energies from the Netherworld. While it's unlikely a PC will

think twice about the rain and want to investigate it, a curious PC can identify this magically infused rain with a successful DC 19 Arcana, Nature, or Occultism check. If a PC uses Netherworld Lore to identify the nature of the rain, the DC becomes 17. Identifying the properties of the rain also confirms that this shower is harmless and won't affect the PCs directly in any way. On a critical success, the PC can note that it has a chance to affect the wildlife or even lead to the creation of tormonshilds.

Creatures: Just as the PCs finish up their daily preparations, the rains let up. These rains do, in fact, produce dozens of tormonshilds. The sights and sounds of the PCs' camp attract the creatures and they attack the PCs. Many of these tormonshilds gather together to create a massive swarm. The swarm skitters in and attempts to bite as many of the PCs as possible. In addition to the swarm, a lone tormonshild, slightly larger than those in the swarm, joins in on the attack. It keeps its distance, spitting at the PCs, seemingly with delight. All of the tormonshilds fight to the death, infused with malice from the Netherworld energies.

TORMONSHILD

CREATURE 1

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Initiative Perception +6

TORMONSHILD SWARM

CREATURE 3

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Initiative Perception +8

Keeper of Ancorato

This event occurs while the PCs are traveling between Talmandor's Bounty and Vil-Azmar. During one of these trips, Tlaytin regales the PC with a tale of the Keeper of Ancorato, a legend he heard from the underwater denizens of the city of Talasantri far to the south. According to the tales, there were some Azlanti survivors in the midst of Earthfall. The initial devastation took the lives of most Azlanti immediately, but a scattered few remained alive across the shattered remnants of the continent. It wouldn't take long for these survivors to perish as Earthfall continued, however. The few survivors remaining on the island now known as Ancorato called out for help, hoping that someone could help them escape their inevitable destruction.

The call echoed out across the darkened skies but was lost among the sounds of chaos that persisted. These survivors believed themselves to be doomed and decided to take their ultimate fate into their own hands. Rather than meet their destruction from the fires raining down upon them, they made their way to the rising seas and sought to end their suffering.

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Before they threw themselves to the will of the newly-expanding ocean, one of the survivors decided to call for help one last time. Rather than call out to the skies, they submerged their head beneath the tumultuous waves and called out into the water. After a moment, there was a response. A magnificent spirit in the form of a jellyfish glowing with brilliant light rose up from the water. The jellyfish spoke into the minds of the survivors, offering salvation. The survivors immediately agreed and the spirit used its magic to transform them. They grew gills, and tails and learned to speak with the waves, becoming athamarus, azarketis and merfolk. These survivors then jumped into the ocean, living safely beneath its surface forevermore.

Tlaytin explains that he finds the tale to be beautiful but is aware that it's merely a story. Before Earthfall, the island was part of a mountain range, and Ancorato is a recent name for the place. According to Tlaytin, Talasantri folktales claim that the Keeper of Ancorato promised to return if the island was ever in danger. The fact that the spirit didn't appear during the unrest at Talmandor's Bounty some years back is more than enough for Tlaytin to dismiss the legends. He does note that some of Talasantri's people believe that the spirit guided heroes that helped keep the settlement safe. He leaves it up to the PCs to decide if they believe the tale, but he notes it makes for a great way to pass the time on the trip to and from Talmandor's Bounty.

On some later trip, the PCs have an opportunity to encounter the Keeper of Ancorato.

Creature: The Keeper of Ancorato is real and takes the form of an enormous, resplendent, ethereal jellyfish. They are an ancient spirit guide, a spiritual entity that can create a bond with mortals and tends to watch over communities and impart gifts to those with whom they bond. The Keeper first bonded with mortals during Earthfall, just as the legends claim. Afterward, the Keeper withdrew into the depths of the ocean and slumbered for millennia, as there was no longer anyone to watch over on the island. They slept so deeply for so long that even the arrival of settlers to the island wasn't enough to stir the Keeper from their slumber. Only the activation of the tower and unleashing of Netherworld energies were finally enough to wake them.

The Keeper now swims the water around the island seeking to understand everything that's occurred. They are in a moderate stupor but can still sense something is wrong with the tower and the energies emanating from it. They're also aware that some people from Ancorato seem to be attempting to deal with the tower and its effects. This sense draws the Keeper toward the PCs; the spirit guide attempts to make itself

known to the PCs during one of their trips between Ancorato and Vil-Azmar. The Keeper swims beneath the *Twilight Song* and begins to glow with light to draw the PCs' attention. The PCs have an opportunity to interact with the Keeper and earn its gift as noted in Meeting the Keeper on page 29.

The following stat block represents the Keeper in its weakened state after millennia of slumber. It will take several years before the Keeper returns to its full potential, which rivals the abilities of a demigod. Even in this weakened state, the Keeper is far too dangerous for the PCs to fight. Instead, this stat block is presented for GMs who wish to make use of the Keeper later in the course of the campaign. The Keeper can serve as a helpful ally that can save the PCs if they ever get in over their head and are in desperate need of help. The incorporeal nature of the Keeper allows them to enter En-Gokal from anywhere and arrive to help the PCs. The Keeper can only intervene in this way once, as the effort is too much for the spirit guide, and they require some time away to rest.

This adventure assumes that the PCs speak with the Keeper. If the PCs decide to attack the Keeper (an act that Tlaytin tries to prevent when he realizes the creature's nature), the Keeper simply flees into the ocean depths once more, never to be seen again.

KEEPER OF ANCORATO

CREATURE 10

UNIQUE GARGANTUAN BEAST INCORPOREAL SPIRIT

Perception +18; darkvision, wavesense (imprecise) 120 feet

Languages Fey, Thalassic; truespeech

Skills Athletics +23, Diplomacy +20, Nature +18, Survival +16

Str +7, **Dex** +2, **Con** +5, **Int** +0, **Wis** +2, **Cha** +3

AC 29; **Fort** +21, **Ref** +16, **Will** +18

HP 160; **Immunities** disease, paralyzed, poison, precision;

Resistances all damage 10 (except force, *ghost touch*, or vitality; double resistance vs. non-magical)

Keeper's Ward (aura, primal) 30 feet. All allies within 30 feet of the Keeper gain a +1 status bonus to saves against magical effects. The bonus increases to +2 if the effect originated from an aquatic creature.

Speed fly 20 feet, swim 40 feet

Melee ♦ tentacle +21 (magical, reach 30 feet), **Damage** 3d10+9 force plus Keeper's touch

Primal Innate Spells DC 27; **3rd** *aqueous orb*, *feet to fins* (at will), *hydraulic push*, *mist*, *water breathing* (at will);

Constant (5th) truespeech

Bond with Mortal (mental, primal) **Frequency** once per day;

Effect The Keeper forms a bond with a mortal creature.

While the bond exists, the Keeper increases their current and maximum Hit Points by 20, gains a +2 status bonus to their attack and damage rolls, and can communicate telepathically with the bonded mortal as long as the two

beings are on the same plane. The Keeper can only be bonded with one mortal at a time, and they can take this action again to end the bond or to form a new bond (which also ends the old bond). The bond also ends if the Keeper or the mortal dies.

This bond strengthens the Keeper's connection to the mortal Universe. While bonded, the Keeper gains the amphibious trait, loses the incorporeal and spirit traits, loses their immunities and resistances, and changes their Strikes to deal the appropriate physical damage (typically bludgeoning) instead of force damage.

Bonded Strike ♦♦ **Requirements** The Keeper is currently Bonded with a Mortal; **Effect** The Keeper makes a jaws Strike. If this attack hits, the bonded mortal can spend their reaction to Strike the same target.

Keeper's Touch (primal) The Keeper's touch instills their foes with the icy chill of the ocean depths, sapping away their life. A creature hit by the Keeper's tentacle must attempt a DC 26 Fortitude save.

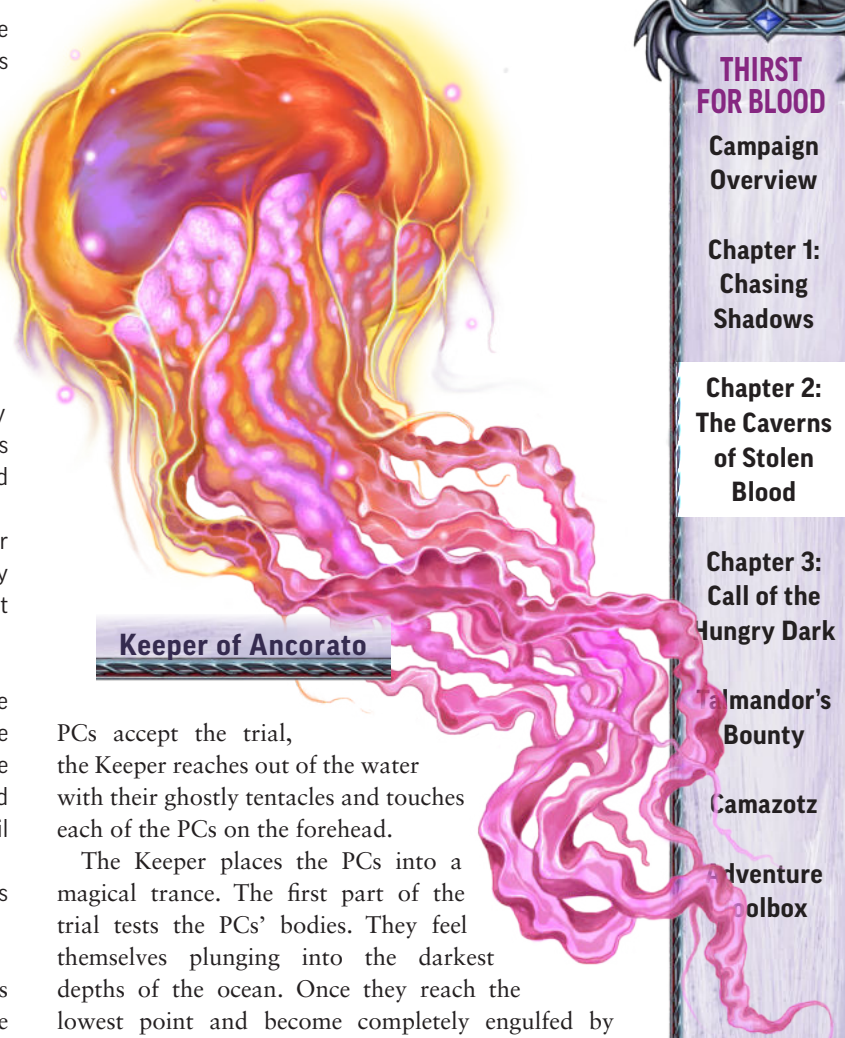
Success The creature is unaffected.

Failure The creature becomes drained 1. If the creature was already drained 1 by the Keeper's touch before attempting the save, a failed save increases the value of the drained condition by 1, to a maximum of drained 4. The drained creature is temporarily immune until the start of the Keeper's next turn.

Critical Failure As failure, but the creature increases drained value by 2.

Meeting the Keeper: Once the Keeper makes themselves known to the PCs, they call out to the party. The Keeper's voice is deep and ethereal, almost immediately putting one at peace. They are interested in the PCs' destination. As long as the PCs are generally polite and pleasant in their responses, the Keeper takes a liking to them. Tlaytin prefers to stay out of the matter and simply observes. The Keeper then asks the PCs if they know anything about the shadow in the sky. They are hoping to learn what caused them to rise from their slumber. Again, as long as the PCs are forthcoming about what they know, the Keeper is pleased, even if the PCs admit they don't know anything about the shadows.

Finally, the Keeper explains that they wish to rid the ocean of the shadows, but doing so on their own would be quite difficult in their current state. They believe that the PCs might be able to help. The Keeper asks to submit the PCs to a trial. If any of the PCs decline, the Keeper admits that they wished to test all of the PCs together and offers the PC a chance to change their mind. If the PC declines again, the Keeper thanks the PCs for sharing what they know and then leaves. If the



Keeper of Ancorato

PCs accept the trial, the Keeper reaches out of the water with their ghostly tentacles and touches each of the PCs on the forehead.

The Keeper places the PCs into a magical trance. The first part of the trial tests the PCs' bodies. They feel themselves plunging into the darkest depths of the ocean. Once they reach the lowest point and become completely engulfed by darkness, they must survive in the depths until the Keeper retrieves them. Their time in the depths is chilling and deals 2d6 cold damage (DC 15 basic Fortitude) to each PC. This test feels like it takes hours, but happens in an instant. As long as a PC doesn't fall unconscious due to the damage, they pass this test. As the test ends, they feel the Keeper's tentacles retrieve them and return them to the boat, after which they recover any Hit Points they lost, as their mind realizes that their time beneath the ocean was merely a vision.

The second part of the trial tests the PCs' minds. They feel themselves become separated from their allies. Darkness surrounds each PC, and a rolling mass of shadowy clouds begins to surround them. They feel overwhelming sorrow weigh on their minds. Soon, they believe themselves to be entirely alone and begin to feel incapable of ever fighting off the darkness that surrounds them. An oppressive misery fills their heart as their body collapses into a worthless pile incapable of anything. The PCs then attempt a DC 16 Will save. On a success, they are able to fight off the profound

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despair and move the dark clouds away from themselves. On a critical success, they are also able to find one of their allies and offer assistance to fight off their own despair. That PC can reroll their Will save and take the higher result; this is a fortune effect. After every PC deals with the shadows of despair, they find themselves on the ship once more. A PC suffers no ill consequences on a failure or critical failure, other than failing this part of the trial.

The final trial has the Keeper request the PCs explain why each of them is a capable figure that could help the Keeper. Allow each PC to explain what they offer in terms of skills that might be able to deal with the shadows from the tower. The PC then attempts a DC 17 skill check of their choice. A combat-focused PC might attempt an Athletics check, a magical PC might attempt an Arcana or Occultism check, and so on. The trial is then over. If a PC succeeded on at least two of the three tests, they complete the trial. If at least half of the party (rounded down) completes the tests, the entire party passes.

If the PCs fail the trial, the Keeper thanks them for trying but then slips beneath the waves; as the Keeper departs, the PCs feel in their hearts that their efforts were found lacking. If the PCs pass the trial, the Keeper offers them a gift if they're willing to make a promise—protect the people of Ancorato and never intentionally allow harm to come to them. The promise becomes an edict and anathema the PCs must follow to retain the Keeper's gift. The promise is lenient enough to recognize when the PCs are attempting to stop harm from coming to Ancorato's people and accounts for the actions of others. In other words, the promise isn't broken if the PCs are in combat and a foe happens to attack a citizen of Ancorato. After making this promise, the Keeper establishes a special bond with the entire party and grants them the gift as noted below. The Keeper then thanks the PCs for being willing to help and leaves.

Reward: If the PCs meet the Keeper, award them 30 XP. If they're able to bond with the Keeper, they also gain the Keeper's gift. This gift takes the form of magical potential that fills each of the PCs for the remainder of the campaign. This potential grants the PCs a constant, primal, 1st-rank *know the way* effect that points them back to Talmandor's Bounty. A PC can Sustain the effect once per minute to learn the direction of another location as if they had cast the spell. In addition, each PC can cast a single primal spell once per week. The PC can choose to either cast 2nd-rank *water breathing* or 3rd-rank *feet to fins*. Breaking their promise to the Keeper causes a PC to lose this gift forever.

Jacobi's Request

This event occurs at least one week after the rain of shadows. Word that the PCs are adventuring beyond the island eventually reaches the people of Talmandor's Bounty. Adventurers aren't a rarity in town, but townspeople generally leave them to their own devices. However, one local has grown a bit desperate and reaches out to the PCs for help.

While the PCs are resting in town, **Jacobi Lumos** (timid male human rancher 1) approaches them in hopes of acquiring their assistance. Jacobi explains that he had paid Romi Bracken to gather aesthetically pleasing pieces of Azlanti scrap. Jacobi was hoping to make use of the scrap to create a gift to propose to his partner Hali on his birthday in a few weeks. Romi was supposed to return to sell his latest wares and give Jacobi the scrap, but Romi hasn't returned since last week. Jacobi is worried that Romi could have gotten hurt, and also about not receiving the scrap in time for his plans.

Jacobi asks the PCs to keep an eye out for Romi while out on their adventures. He mentions that his main priority for the moment is Romi's safety. If the PCs can at least confirm that Romi is okay, Jacobi won't mind waiting for the scrap, even if it means he misses Hali's birthday. He also notes that if the PCs happen to locate any pieces of Azlanti scrap, he'd be willing to pay for it. He has 5 gp he can pay but asks to wait to pay until the PCs deliver any scrap. (A reading of Jacobi's body language makes it clear that he doesn't have much money and is hesitant to spend too much.) Jacobi checks in with the PCs regularly during their returns to Talmandor's bounty and remains worried until he learns about Romi's status.

The PCs don't know it yet, but they won't find any sign of Romi until they venture much deeper into the cavern beneath Vil-Azmar. It's up to the PCs whether or not they want to share that Romi is a cult leader and his fate. If they do explain Romi's standing within the cult, Jacobi is shocked but thankful that the PCs are able to put a stop to his wicked ways. If they prefer to lie, Jacobi generally understands that Romi is busy or hasn't found any scrap just yet. PCs who want to provide scrap for Jacobi can make use of the various parts found in **B13** or **C2**.

Reward: If the PCs are able to give Jacobi an update on Romi, award them 10 XP. If they're able to find some scrap for Jacobi, award them 30 XP. He is extremely grateful for the scrap and tries to give the 5 gp to the PCs, though he holds on to it if the PCs insist.

Sometime later, he returns to the PCs to show them the necklace he made with the scrap and explains his excitement about the upcoming proposal. Several weeks later, Jacobi updates the PCs and notes that Hali agreed to marry him and that "he loved the

necklace you helped make.” Jacobi invites the PCs to their marriage ceremony in a few weeks. If the PCs choose to go, it’s a simple affair that takes place on the beach. Jacobi and Hali exchange vows and have a simple lunchtime meal as a reception. The happy couple thank the PCs again for their help and let them know that they’re grateful to have them as neighbors in Talmandor’s Bounty.

CAMAZOTZ’S CAVERNS

As En-Gokal became partially buried during Earthfall, the collapsing ground shifted nearby landmasses and created the cavern system the cult of Camazotz now calls their home. The various caverns are a mixture of natural formations, artificial caves that the cultists have carved out over the years, and original Azlanti features.

Cavern Features

The cavern includes a number of Azlanti ruins among its more natural formations. The map for this area is found on page 32.

Ceilings: Except where noted, the ceilings in the caverns are 30 feet tall, and the ceilings within the ruins of En-Gokal are 15 feet tall.

Distractions: The cavern is usually filled with noise as the cultists are generally rowdy. Combined with the variety of animal noises that resonate throughout the cavern, any room that contains creatures is noisy, imparting a –2 circumstance penalty to Perception checks to detect creatures via hearing. Additionally, the various animal droppings, guano, and bits of rotting flesh left throughout the caverns give the entire area an overwhelming odor. The constant concoction of smells imparts a –2 circumstance penalty to Perception checks to detect creatures via scent.

Doors: The cavern doesn’t feature any doors. However, the doors within the ruins of En-Gokal are made of magically reinforced stone (Hardness 42, HP 168, BT 84). These doors also feature magical locks that were meant to stand as a last defense against anyone attempting to escape En-Gokal. Unlocking a door requires a successful DC 35 Thievery check to Pick the Lock and a total of 4 successes. A character can attempt a DC 30 Arcana check to disrupt the magic on the locks, which lowers the Thievery DC to 25. Alternatively, succeeding at a check to counteract the wards on a lock (counteract rank 7th, DC 30) also disrupts the magic. The locks are likely well beyond the capabilities of the PCs at this level, but they have an opportunity to find a key to open some of these locks during their exploration (see area **B13**).

Lighting: The cavern is dark throughout, though many of the denizens use torches and other lighting

when they are awake. Before Earthfall, the ruins had magical lighting in place that allowed someone in the room to change the light as they saw fit. After Earthfall, this magic malfunctioned, and now all of the ruins are lit with dim light.

Walls: The cavern walls are natural stone that are generally rough and offer little in the form of handholds. The ruin walls are made of hewn stone.

B1. Cavern Entrance

The cavern entrance opens up to the island here. The sound of screams and fighting echoes from deeper within the cavern, and the overwhelming musty and pungent smell of ammonia hangs in the air. Various scraps of metal appear to hang from the ceiling, reflecting any light they catch and resembling makeshift wind chimes or some other decoration.

The opening here leads further into the cavern. The small chamber along the western wall is full of bones and scraps of flesh leftover from the meals of the chupacabras in **B2**. The secret door in the southeast portion of the entrance isn’t a proper door but a hidden crevice that the PCs can use to reach area **B6**. Noticing this crevice requires a successful DC 18 Perception check. A Small or smaller creature can Squeeze through the crevice automatically. A Medium creature can attempt a DC 15 Acrobatics check to Squeeze through, which takes 1 minute to complete. A Large creature can also Squeeze through with a successful DC 17 Acrobatics check but takes 5 minutes to do so. The crevice is too narrow for any larger creatures to fit through.

Hazard: The metal scraps hanging from the ceiling are in fact part of a simple alarm system the cultists use. A trip wire is set across the cavern entrance, as noted on page 33. The PCs can notice the trip wire with a successful DC 16 Perception check. Dealing with the trip wire is as simple as stepping over it or cautiously cutting the wire, which requires a successful DC 15 Thievery check to Disable a Device.

If the PCs trigger the trap, it pulls on the multitude of strings holding the scraps and creates a loud cacophony of jangling metal. Animals stray into the cavern on occasion and set off the alarm and thus the cultists generally ignore this alarm when they hear it. The chupacabras in area **B2**, however, always rush to the entrance when the alarm goes off.

B2. Chupacabra Pen

Moderate 2

A pair of gated wooden fences, each three feet tall, separate parts of the cavern here. The northeast gate closes off a smaller chamber. Old bedrolls and rotten mats line the floor

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1 SQUARE = 5 FEET



of the chamber, all of which are covered in bones and large spines. The north gate creates a boundary between the cavern entrance and further chambers beyond.

The cultists created these gates to discourage their chupacabra pets from venturing deeper into the cavern.

Creatures: The cultists keep a pair of younger chupacabras as guards. The cultists feed these chupacabras with the various animals they capture in the traps outside. The gate to the chupacabra pen is generally left unlocked, and the chupacabras move in and out of the pen at their leisure, though they prefer to keep the gate closed most of the time as they've found the pen to be a comfortable home.

The chupacabras have grown familiar with most of the cultists and are put off by the PCs. The chupacabras begin to screech and howl upon seeing the intruders. (The cultists are also accustomed to these noises.) Unless the PCs have a significant amount of fresh meat, such as a slaughtered goat, the chupacabras soon leave their pen and attack the party. If the PCs triggered the alarm in the entrance, the chupacabras rush them and immediately attack. Even the sight of food won't stop the chupacabras in this case. Once they begin their attack, the chupacabras fight to the death.

WEAK CHUPACABRAS (2)

CREATURE 2

Pathfinder Monster Core 7, 63

Initiative Perception +7

Hazard: The gate leading further into the cavern also features a trap. In addition to another alarm, the gate is rigged with a simple spike trap that is meant to hold any trespassers in place. Attempting to open the gate sets off the trap. The cultists know that the entire fence can swing out without opening the gate, allowing passage through without setting off the trap. A PC who succeeds at a DC 20 Perception check can notice this to circumvent the trap. The alarm wakes anyone in area **B3** and causes all of the cultists in that room to rush toward the fence.

TRAPPED GATE

HAZARD 1

MECHANICAL **TRAP**


Stealth DC 17 (trained)

Description A hair trigger rings an alarm and launches a small assortment of wooden spikes to impale anyone attempting to open the gate incorrectly.

Disable DC 15 Thievery (trained) to disable the thin trigger that snaps when attempting to open the gate.

AC 16; **Fort** +10, **Ref** +2

Hardness 5; **HP** 20 (BT 10); **Immunities** critical hits, object immunities, precision damage

Impale Trespasser  **Trigger** A creature attempts to open the gate; **Effect** A loud alarm rings and set of wooden spikes swings up from below and over the gate, dealing 3d8 piercing damage to the triggering creature (DC 17 basic Reflex save). If the creature takes damage from the spikes, they also become Grabbed by the gate. The creature can attempt to Escape (DC 17). If the creature succeeded at their basic Reflex save, they gain a +1 circumstance bonus to their checks to Escape, as the spikes didn't fully impale them. If the creature critically failed their basic Reflex save, they take a -2 circumstance penalty to their checks to Escape, as the spikes are embedded particularly deep.

B3. Gathering Chamber

Moderate 2

Blood stains the ground in this large chamber. Various old bedrolls, blankets, and tattered articles of clothing litter the area. A large circle demarcated by a multitude of melted candles occupies the central portion of the room. Bits of flesh and a few knives sit in the circle. Torches along the walls fill the room with dim light. The ground in the western portion of the room gives way to a stretch of worked stone below. A stone door is embedded in the northwest area of this chamber. Tunnels lead out of this chamber to the south and east.

The cultists primarily use this room for sacrifices and feasting. The ritual circle in the center is the slaughtering site for many unfortunate victims. The locked door in the northwestern area leads to area **B14**. The western part of the room connects to a partially exposed sewer system that was part of En-Gokal in the past. The sewer tunnel is still relatively intact and sits 2 feet below the rest of the ground in the cavern. A portion of the tunnel's top has been broken away at the southern end, creating a hole large enough for a Medium creature. The hole drops down 5 feet to area **B4** below.

Creatures: New cultists generally act as servants to the higher-ranking members of the cult. These new cultists are generally at the beck and call of their superiors, performing a variety of tasks. When the tower activated, it also caused the magical locks on the ruin doors throughout the cavern to reactivate, sealing off the cavern from the rest of the cult. For now, these cultists have nothing to do and have taken to passing time by fighting each other.

Before the PCs arrive, two of these cultists are in the center of the room, wrestling with each other. The two other cultists each keep to themselves, napping in the northern and eastern portions of the chamber, respectively. The cultists maintain chaotic sleep schedules; there are usually two cultists fighting in here while the other two sleep. There is a slim chance that

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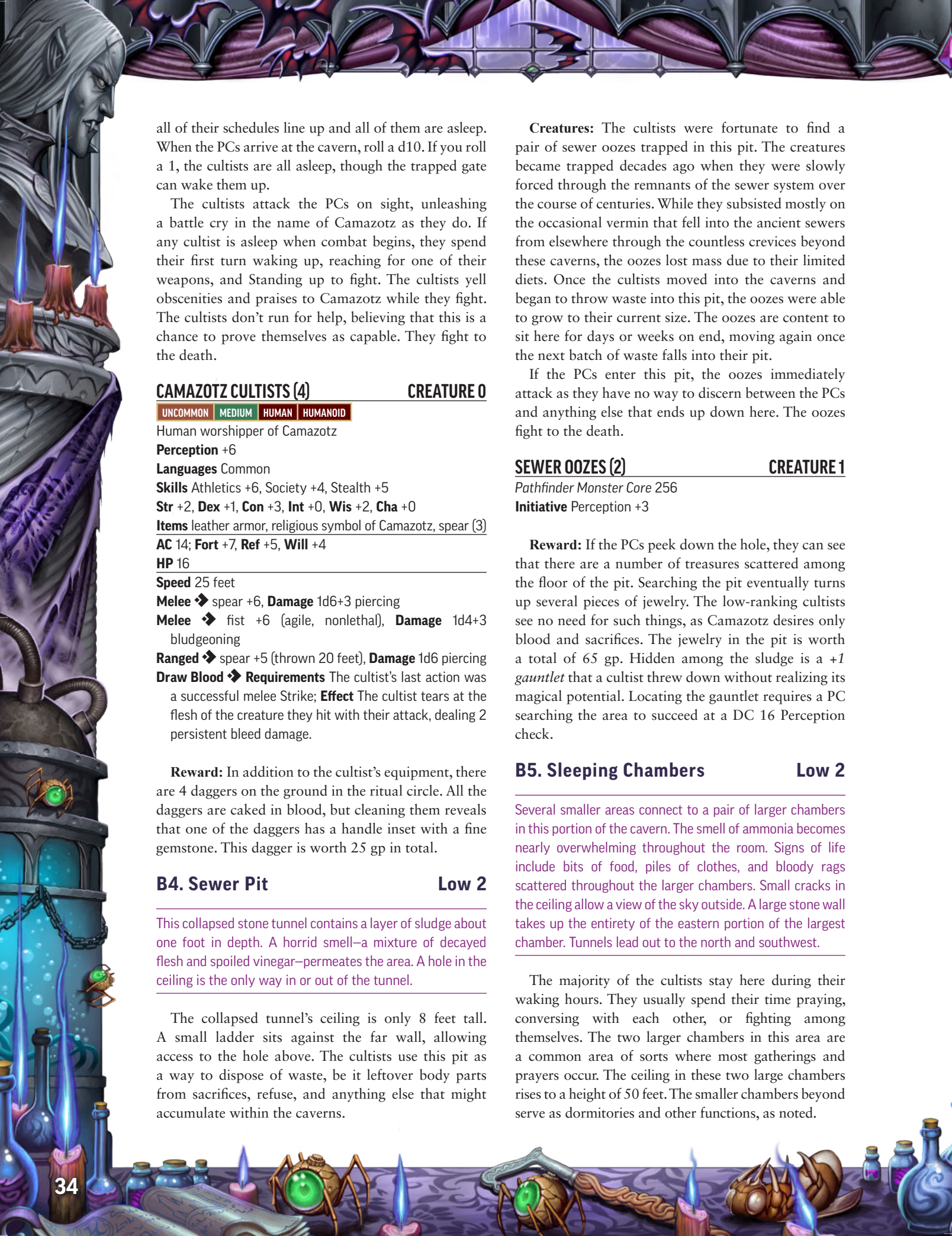
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all of their schedules line up and all of them are asleep. When the PCs arrive at the cavern, roll a d10. If you roll a 1, the cultists are all asleep, though the trapped gate can wake them up.

The cultists attack the PCs on sight, unleashing a battle cry in the name of Camazotz as they do. If any cultist is asleep when combat begins, they spend their first turn waking up, reaching for one of their weapons, and Standing up to fight. The cultists yell obscenities and praises to Camazotz while they fight. The cultists don't run for help, believing that this is a chance to prove themselves as capable. They fight to the death.

CAMAZOTZ CULTISTS (4)

CREATURE 0

UNCOMMON MEDIUM HUMAN HUMANOID

Human worshipper of Camazotz

Perception +6

Languages Common

Skills Athletics +6, Society +4, Stealth +5

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

Items leather armor, religious symbol of Camazotz, spear (3)

AC 14; **Fort** +7, **Ref** +5, **Will** +4

HP 16

Speed 25 feet

Melee ✦ spear +6, **Damage** 1d6+3 piercing

Melee ✦ fist +6 (agile, nonlethal), **Damage** 1d4+3 bludgeoning

Ranged ✦ spear +5 (thrown 20 feet), **Damage** 1d6 piercing

Draw Blood ✦ **Requirements** The cultist's last action was a successful melee Strike; **Effect** The cultist tears at the flesh of the creature they hit with their attack, dealing 2 persistent bleed damage.

Reward: In addition to the cultist's equipment, there are 4 daggers on the ground in the ritual circle. All the daggers are caked in blood, but cleaning them reveals that one of the daggers has a handle inset with a fine gemstone. This dagger is worth 25 gp in total.

B4. Sewer Pit

Low 2

This collapsed stone tunnel contains a layer of sludge about one foot in depth. A horrid smell—a mixture of decayed flesh and spoiled vinegar—permeates the area. A hole in the ceiling is the only way in or out of the tunnel.

The collapsed tunnel's ceiling is only 8 feet tall. A small ladder sits against the far wall, allowing access to the hole above. The cultists use this pit as a way to dispose of waste, be it leftover body parts from sacrifices, refuse, and anything else that might accumulate within the caverns.

Creatures: The cultists were fortunate to find a pair of sewer oozes trapped in this pit. The creatures became trapped decades ago when they were slowly forced through the remnants of the sewer system over the course of centuries. While they subsisted mostly on the occasional vermin that fell into the ancient sewers from elsewhere through the countless crevices beyond these caverns, the oozes lost mass due to their limited diets. Once the cultists moved into the caverns and began to throw waste into this pit, the oozes were able to grow to their current size. The oozes are content to sit here for days or weeks on end, moving again once the next batch of waste falls into their pit.

If the PCs enter this pit, the oozes immediately attack as they have no way to discern between the PCs and anything else that ends up down here. The oozes fight to the death.

SEWER OOZES (2)

CREATURE 1

Pathfinder Monster Core 256

Initiative Perception +3

Reward: If the PCs peek down the hole, they can see that there are a number of treasures scattered among the floor of the pit. Searching the pit eventually turns up several pieces of jewelry. The low-ranking cultists see no need for such things, as Camazotz desires only blood and sacrifices. The jewelry in the pit is worth a total of 65 gp. Hidden among the sludge is a +1 *gauntlet* that a cultist threw down without realizing its magical potential. Locating the gauntlet requires a PC searching the area to succeed at a DC 16 Perception check.

B5. Sleeping Chambers

Low 2

Several smaller areas connect to a pair of larger chambers in this portion of the cavern. The smell of ammonia becomes nearly overwhelming throughout the room. Signs of life include bits of food, piles of clothes, and bloody rags scattered throughout the larger chambers. Small cracks in the ceiling allow a view of the sky outside. A large stone wall takes up the entirety of the eastern portion of the largest chamber. Tunnels lead out to the north and southwest.

The majority of the cultists stay here during their waking hours. They usually spend their time praying, conversing with each other, or fighting among themselves. The two larger chambers in this area are a common area of sorts where most gatherings and prayers occur. The ceiling in these two large chambers rises to a height of 50 feet. The smaller chambers beyond serve as dormitories and other functions, as noted.

B5a: This room is a dormitory for the cultists. Half a dozen bedrolls and sleeping mats lie scattered throughout the room.

B5b: This is a feeding room for the bat swarm that lives in this area. Food scraps litter the floor, and the piles of bat guano mark the room as a gathering place for bats.

B5c: This is another dormitory, specifically for the batkin guards that reside in this part of the caverns. There are a trio of shoddy cots that appear more comfortable than any of the bedrolls and mats in other chambers. A small trap door in the southern portion of the room connects to **B5d** beyond. The trap door is obvious to anyone searching the room.

B5d: This cramped pit serves as a prison. The trap door in **B5c** allows access into this area, requiring someone to drop down into the pit. The ceiling here is only 4 feet high, which means a Medium creature must squat while moving through, thus making the entire pit difficult terrain for Medium creatures. The batkin guards keep failed recruits here as a way to “build up their fear,” which they believe makes the prisoners tastier. There are currently two prisoners here who the PCs can rescue. See the Prisoners section on page 36 for more information on these unfortunate victims.

B5e: This is a hidden storeroom built out of a portion of the En-Gokal ruins. A PC can notice the door carved out of the wall with a successful DC 18 Perception check. The door is unlocked, as the cultists are aware of the storage chamber and occasionally go in to keep things here. The room is bare, save for a small shelf that holds the items stored here (see Reward, page 36). Once inside, the PCs might also notice another secret door with another successful DC 18 Perception check. This door lacks a lock and connects to room **B13** to the north.

Creatures: Higher-ranking cultists sometimes earn the attention of Camazotz and receive his blessing. This blessing typically manifests in the development of bat-like features, transforming that cultist into a beastkin. Beastkin are like wercreatures in that they can enter a hybrid state that mixes their base ancestry with animalistic features, though they lack some of the greater strength typical to a wercreature. The cult’s batkin serve as guards, as their blessing grants them a higher status within the cult.

One of these blessed batkin is always stationed in this area. In addition to the batkin guard, another cultist is present, preferring to avoid fighting with their fellow cultists (though the batkin guard sometimes takes out their aggression on this lone cultist). The guard and cultist each carry a hooded lantern with them during night time hours. Finally, a multitude of bats fly around or hang from the ceiling here. The bats

gather together in area **B5b** during feedings, but are otherwise scattered throughout the entire area.

The creatures in this room maintain a more regular schedule, adhering to the natural cycle of day and night thanks to their view of the sky outside. During the day, the guard and cultist spend their time in the main chambers and retire to the dormitory areas at night. At sunset, the two feed the bats, a process that keeps all creatures in area **B5b** for about 30 minutes.

If the guard or cultist notices an intruder, they’ll raise the alarm and warn their fellow cult member. The cultist then runs to **B3** in an attempt to gather additional cultists to fight off the intruders. Once combat begins, the guard unleashes a battle cry and also whistles a special set of notes that they normally use at feeding time. This stirs the bats into action, and the entire swarm joins the combat 1 round later. During combat, the guard focuses on the PC that appears the strongest and directs the cultist (or cultists, if they’ve joined from the other room) to attack obvious spellcasters. The bat swarm circles around whomever the guard is fighting, attempting to avoid harming the guard whenever possible. All creatures fight to the death.

BATKIN GUARD

CREATURE 1

Page 88

Initiative Perception +6



Camazotz Cultist

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CAMAZOTZ CULTIST

Page 34

Initiative Perception +6

CREATURE 0

VAMPIRE BAT SWARM

Pathfinder Monster Core 40

Initiative Perception +10

CREATURE 1

Prisoners: The ritual the cultists perform fills the mind of victims with strange whispers that compel them to travel toward Vil-Azmar. As they travel, these utterings promise power and strength in exchange for servitude. The victims' minds also receive flashes of images depicting them as great warriors, exceptional spellcasters, or some other vision that fits the individual's desire for power. Once a victim reaches Vil-Azmar and enters the cave, a pair of cultists awaits to receive them and guide them inside. At this point the compulsion wears off, and the cultists offer the victim a choice: join the cult and serve Camazotz in exchange for power or become the latest offering for the Lord of Stolen Blood. While most victims initially accept membership into the cult, learning the details of the initiation rites usually causes them to doubt their dedication, as new recruits must slay another person as a sacrifice. Those who refuse to do so become the cult's prisoners, set to be a sacrifice sometime in the future.

The two prisoners here are the latest failures of the ritual. **Gatubo** (loyal male athamaru sailor 1) and **Nilmari dis Vinassi** (carefree female human tourist 1) found themselves drawn to the cavern a month before the events of the adventure. Both were on board the *Blessed Blade*, a merchant ship traveling along the Arcadian Wake. Gatubo was a member of the crew and Nilmari was intent on visiting Talmandor's Bounty for a long vacation after the recently ruinous end of a relationship. Once they arrived at the cavern, Nilmari was quick to decline membership in the cult as she would rather die than become depraved like the cultists. Gatubo agreed, hoping he could find an opportunity to escape, but soon found himself failing the initiation rites and thrown into prison with Nilmari.

Gatubo and Nilmari are obviously frightened and cowering in a corner, believing their death is at hand. They become confused when the PCs don't immediately attack or take them away, but they believe the whole matter to be some kind of trick. The PCs can allay their fears with a successful DC 16 Diplomacy check to Make an Impression. Alternatively, providing them food drops their guard almost immediately, as the cultists have been particularly stingy with providing much to eat.

Once Gatubo and Nilmari recognize that the PCs don't pose any danger, they break down into tears

and ask for rescue. The two are able to explain who they are and how they ended up here, including the compulsion they felt that brought them to the island in the first place. While they don't fully understand what the cultist's intentions are, they are able to explain that the cult kidnaps people and offers them as sacrifices to their god Camazotz. They also learned that some prisoners are kept here, while others are kept in the "prisons" far deeper in the cavern. The little they heard seemed to suggest that the people kept in the prison are "food for Deg" and the ones kept in the cavern are food for the cultists.

The PCs can lead Gatubo and Nilmari out of the cavern, though the two are in no state to fight. If the PCs take the prisoners to their camp, Inizkar is able to watch over them and feed them while she calls Tlaytin to transport them back to Talmandor's Bounty. If the PCs choose to go with the prisoners for the entire journey, they watch as the two have emotional breakdowns that start as tears from their traumatic experience, eventually becoming tears of joy at their freedom. The two remain close during their journey and for the rest of their time after the adventure, becoming good friends after their time together.

If the PCs miss area **B5d** or choose to ignore the prisoners, the two manage to escape on their own after several days. The guard watching over them would check in on the two every night before sleeping. Gatubo and Nilmari soon realize that something must have occurred after several failed check-ins and choose to escape. Unfortunately, in their weakened state, they are no match for the dangers of the wilderness and the ocean, eventually meeting an untimely death somewhere outdoors on the island.

Reward: Searching the various smaller chambers turns up a number of different treasures. In room **B5a**, the PCs can find a total of 16 gp in assorted coins throughout the room. In room **B5c**, the PCs can attempt a DC 16 Perception check to locate a hidden niche in the wall covered up by a stone. Inside are a variety of rings taken from former victims. One of the guards keeps these rings as trophies of past kills but doesn't realize one of the rings is magical. In addition to a *ring of sigils*, the remaining rings are worth 20 gp in total.

Area **B5e** is the largest stash of treasures by far. Concerned that silver could be used against the wererat members of the cult, the cultists have stolen a number of silver items from the people captured. Some of these include the likes of silver-plated pieces of cutlery or small bits of silver jewelry. Additionally, anyone compelled by the cult's ritual is forced to bring silver items with them as an offering to Camazotz.

There's a total of 40 gp worth of silver items among the collected items here. The PCs can melt down these silver items to use them as raw materials for new silver weapons. Additionally, the shelf holds a low-grade silver morningstar. Finally, a thin, highly-polished iron rod sits on the shelf here. One of the cultists believed it to be silver and placed it among the items here. The rod isn't silver, but it is in fact a *wand of jump*.

If the PCs are able to rescue the prisoners and return them safely to Talmandor's Bounty, award them 30 XP.

B6. Storage Room

This chamber serves as storage for the cult in this part of the cavern. There are several barrels and crates that hold basic supplies such as bedrolls, lantern oil, and torches, as well as a multitude of dried meats hanging from the ceiling. A narrow crevice behind some crates in the southern end of the room connects back to the entrance at area **B1**. A PC can notice the crevice with a successful DC 18 Perception check.

B7. Cavern Tunnels

A long tunnel connects to a small chamber to the north and descends into the darkness to the south. Footprints and signs of recent travel mark the ground along the tunnel.

The cultists have known about the ruins deeper in the caverns for some time. Several months ago, the cult decided to search for more ruins in hopes of finding new areas that might have useful resources. They began to dig out these tunnels, mostly using the labor of the lower-ranking cultists. They eventually discovered more of the structure in areas **B9** through **B11**, but these rooms were not interesting or useful in any way. After finding these rooms, the cultists decided to stop further excavations. With the activation of the tower, the locks to **B14** have reactivated and blocked off access to the rest of the ruins. Luckily for the cult, this tunnel is still intact, and the cultists are hoping to find a way to reconnect with the rest of their group. For now, this tunnel is empty, but shows signs of recent travel. The tunnel descends down from where it connects with **B5b**, eventually reaching a point 20 feet below.

B8. Digging Checkpoint

Low 2

A large chamber has been dug out here and connects with the larger tunnel in the southeast. A few ragged blankets are thrown about on the floor inside the chamber.

The cultists dug out this chamber as a place to take breaks during excavations.

Creatures: Three cultists are currently waiting in this room, unsure of their fates. They arrived at the caverns just a few days before the tower activated. They immediately accepted their role among the greater cult, but they weren't asked to perform any initiation rites. Instead, the rest of the cult had planned to send these three into the next portion of the ruins to be handed off to the dero Deg as food for the cult of Zura that lies even deeper among the ruins. The other cultists promised these recruits that they'd be rewarded for their loyalty to Camazotz. The day the three were to receive their "gift from Camazotz" was also the day that the tower activated and sealed off the cavern from the deeper ruins. When the guards couldn't find a way through to the intake chambers, they told the three to return to the main cavern and wait. They've been waiting here ever since.

After some time to think things through and for their compulsion to wear off, these three cultists have concluded that they are unlikely to receive any gifts and might in fact be the next batch of sacrifices to the Hungry Dark. The three are hoping to find a way to escape, but (rightly) fear that they'll be attacked by other cultists during their attempt.

When they see the PCs, these cultists draw their weapons in self-defense, but they don't immediately attack or call out any kind of battle cry. If the PCs attack, the three cultists fight to the death. If the PCs choose to wait to attack as well or call out in an attempt to parley, these cultists lower their weapons and ask the PCs who they are. Assuming the PCs aren't trying to disguise themselves as fellow cultists, these cultists are willing to listen to the PCs' introductions. The cultists aren't fully ready to trust the PCs just yet, however, and want to know their intentions, mostly to suss out if they're dangerous. The PCs can attempt to make use of Deception, Diplomacy, or Intimidation to convince these cultists to trust them. Most of these checks are against their Will DC of 14.

If the PCs are able to earn their trust, the cultists are quick and desperate to ask the party for help. The cultists introduce themselves as Adamar, Rakkal, and Urist, each a male human sailor. The three explain that they were drawn here by some kind of magical whispers and were promised great power by the god Camazotz. While they were initially excited at the prospect, they soon found themselves questioning the entire thing, and now all of them wish to return home.

The three can tell the PCs a fair amount about the cult. In addition to explaining the magical compulsion that drew them here, they can tell the PCs that the cult is larger than what's currently in the cavern. The three learned that most of the cult resides in an area beyond

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the cavern in a place known as the intake, which seems to be located within some Azlanti ruins. The sailors can describe any area from **B1** to **B11** as well as area **B13**, but they don't know what's beyond the rooms they've seen. They also warn the PCs of the two batkin guards and chupacabra in **B12**.

Adamar notes that the guards sometimes come back to speak with the other cultists in the main chambers of **B3** and **B5**. He says that the guards have noticed that he, Rakkal, and Urist were staying in this room, but so far haven't done anything about it. He also notes that he followed behind these guards one time in hopes of listening in to see if there was any other information they could use to sneak out. According to Adamar, he heard the guards mention something about a different group of cultists. The guards seemed to speak about a vampire god, but not Camazotz. If pressed, Adamar says the name he heard was "Zrr," but he isn't too sure about it. Rakkal and Urist don't recognize the name either. A PC who succeeds at a DC 15 Religion check to Recall Knowledge recognizes that the name is Zura, demon lord of blood, cannibalism, and vampires, who is known as the Vampire Queen. On a critical success, the PC also knows of Zura's edicts (drink blood, seek vampirism, cause your victims to bleed) and anathema (expose vampires for what they are, heal a bleeding wound without drinking from it first).

The last thing that Adamar overheard is that someone named Lady Nalushae will be upset that "receiving the three new bodies will be delayed." This is the first that Rakkal and Urist hear of this, and they scold Adamar for not sharing it with them earlier, but he explains that he was worried it would make the two even more scared for their lives. Adamar is correct and the three's pleas for the PCs to get them out of the caverns grow more incessant at this revelation.

The PCs can lead the group out of the cavern. The three are willing to fight alongside the PCs if needed but will flee if reduced to 5 Hit Points or fewer, preferring to brave the wilderness than spend any more time in the caverns. Inizkar can watch over them and set them up with transport back to Talmandor's Bounty, where the three spend the next several weeks recovering from their experience before eventually finding a means to get transport back home to Varisia. If one of the batkin guards walks past this chamber and sees the prisoners are gone, they assume that the other cultists eventually sacrificed the three to Camazotz and don't question their disappearance.

REGRETFUL CULTISTS (3)

Camazotz cultists (page 34)

Initiative Perception +6

CREATURE 0

Reward: If the PCs are able to win over Adamar, Rakkal, and Urist, award the PCs XP as if they had defeated them in combat. Once the three make it back to Talmandor's Bounty, they are able to return to The Cornucopia and locate some of their left-behind possessions. One of these is a fine fiddle that reached Rakkal after several generations of bequeathal. He gives it to the PCs as thanks the next time the PCs are in Talmandor's Bounty. Unbeknownst to Rakkal, the fiddle is not only high quality, but also a magical *lesser maestro's instrument*.

B9. Rubble Pit

Low 2

This large stone chamber is empty save for the massive pile of rubble in the southwestern portion of the room. The placement of the rubble appears haphazard and inefficient, leaving open space between larger portions. Carved tunnels lead out of this room to the north and the south.

The cultists used this room as a place to hold all of the stone and dirt that they dug out in the production of the tunnel.

Creatures: The recent collapse deeper in the tunnels has displaced a number of creatures, including a large mass of rats. The rats relocated here and hid among the rubble, making the pocket of space between the stones into their new nests. They leave passers-by alone, but if the PCs attempt to search through the rubble or disturb any of the larger rocks, the rats flood out to defend their new home. As the rats have gone several days without eating, they are desperate and fight to the death.

RAT SWARMS (2)

CREATURE 1

Pathfinder Monster Core 288

Initiative Perception +5

B10. Sewer Grate

A depression along the center length of this floor suggests this chamber once had water running through it, but the room is now dry. A set of metal bars at the north and south ends would have allowed the water to continue through this room while catching large debris and preventing a prisoner's escape. A large barrel rests in the northeast corner of the room, and two bedrolls are laid out on the floor in the northern portion of the room. A tunnel connects with a broken part of the wall in the eastern side of the chamber, leading to larger tunnels to the south. The northern bars have been cut away, allowing access to a stone tunnel beyond.

This chamber was originally connected to the En-Gokal's sewer system, but it has been dry since Earthfall. When the cultists began their excavation several months

ago, they eventually reached this room and called off any further digging as they realized that the discovered rooms so far weren't of any real interest.

The bedrolls belong to the two batkin guards attempting to dig through the collapse in **B12**. Rather than return all the way back to the main caverns, the guards grabbed some food and supplies and made this chamber their temporary resting quarters. There is a 25% chance (failure on a DC 6 flat check) that the guards are in this room instead of in **B12** at any given time. In that case, they're likely asleep, and the PCs have a chance to catch the guards unawares.

B11. Landing

This large stone chamber features a variety of graffiti along its walls. To the west, a stone panel and door are set on the wall and appear untouched by the graffiti. A staircase in the eastern portion of the room descends down to a stone tunnel.

This area would connect En-Gokal's sewer with the greater outer wall of the prison. Prison staff during the time of Azlant would sometimes have to go down into the sewer to dispose of refuse or handle other matters and expressed their distaste with the task through messages and images they painted on the wall here. The practice soon blossomed into a fun way of passing the time for some.

The panel on the wall is a magical device connected to the locked door. The outer wall had one of these devices for each of the towering statues to allow higher-ranking guards and staff to enter the towers independently. Important individuals had a unique magical code they could input to enter specific towers without the need for a key. The panel is untouched by the graffiti due to the fact that the guards knew it would lead to a world of trouble if anything came close to affecting the panel.

Unbeknownst to most of the guards and prison staff, these panels had an unintentional override that allowed anyone to bypass any and all panels to all watchtowers. When the magic was first designed, the Azlanti crafters included a "default" code they could use to test the panels' functionality. The crafters never removed these capabilities, however, and eventually that knowledge reached a small group of prisoners within En-Gokal. With this knowledge in hand, the group cooked up an escape plan, and the ability to enter the watchtower was the last step in their plan. Over several months, the group dug out tunnels, bribed staff, and worked to create a path to the outer wall. They eventually reached this chamber and hid reminders for the code among

the graffiti to aid them with making use of the panel. Unfortunately for the prisoners, Earthfall occurred one day before their attempted escape, and they all perished within the prison.

Door Panel: The door leads to area **B14** and is locked like all the other doors, but the panel described above allows the PCs to override the lock and get inside. The panel is a stone slab that features nine unique runes and a large amount of extra space between the runes and the edges of the slab (see the Panel Lock illustration on page 41). Touching the panel causes it to glow with light directly beneath the contact point. The PCs can "drag" this light to touch the runes and cause the runes to light up. As the light moves around, it leaves a trail showing where it's been. Once contact ends, the light and its trail disappear. The PCs can also touch the runes directly, which causes the runes to glow a unique color. If the PCs enter an incorrect code—which is very likely—the entire panel flashes with a dark red light and then all light disappears.

If the PCs study the panel, they can recognize that it's connected to the door with a successful DC 18 Arcana check. Castings of *detect magic* and *read aura* can also discern the magical nature of the door and the panel, though the connection might be less obvious. The bonus from *read aura* also applies to the Arcana check to identify the connection between the door and the panel.

While they're most likely unaware of it, the override requires the PCs to enter a specific code configuration on the panel. Once they succeed at inputting the override, it unlocks all of the doors in **B14**. This override requires the PCs to drag the light and touch every rune once with exactly four connected lines without breaking contact with the panel. One possible solution is shown on the Panel Lock on page 41, though the PCs might draw their lines in a different arrangement. The PCs can try as many times as they like. The panel system would normally send notification to other guards and prison staff about an attempted break-in after three failed attempts, but the magical system to do so was damaged during Earthfall. The panel allows for continued entries even after the three failures to avoid giving away the fact that an alarm was raised.

Panel Clues: Determining that the panel has an override takes a bit of work. The most direct clues are the graffiti on the wall near the panel. While most of the writing on the walls is in Azlanti, there are two sets of messages written in Draconic and Thalassic respectively. Anyone who can read these languages can see the phrases "all runes, continuous mark" and "four lines" written in both languages, which hint at the override.

If someone speaks Azlanti, they see an overwhelming number of messages ranging from complaints about

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guard duty to playful ribbing of other guards to attempts at deep philosophical thoughts, plus a number of different names and proclamations that a given person was at this site. One message stands out near the panel, however, which reads “boss says we can go if we” and then features a stylized arrow. The arrow is in fact a shape that occurs when entering the override and also hints at the possible solution.

Beyond that, a PC can study the magic and mechanics that empower the panel and door. A character that succeeds at a DC 18 check with either Arcana or Thievery determines more about the panel’s function. Using Arcana, a character can learn that the panel allows for a way to unlock the door by entering a predetermined configuration. Using Thievery, a character can learn that the underlying magic of the panel allows for a way to enter a default configuration that should work regardless of any other programmed configurations. On a critical success with either check, the PC determines that there is some kind of override code that makes use of every single rune exactly once.

Other Ways In: It’s possible the PCs are unable to determine the exact nature of the panel or the way to determine the override code. There are still other ways for PCs to open the door. The simplest way is to find the key to the room hidden in **B13**.

Beyond that, tinkering with the panel and the door’s magic can help the PCs get in. A PC who has identified the connection between the panel and the door is aware that disrupting the panel could make the door weaker. A PC can attempt to disrupt the magic empowering the door by interfering with the panel’s magical connection to the door. Doing so takes 10 minutes of time and a successful DC 19 Arcana, Nature, Occultism, or Religion check. Once successful, the empowering magic on the door dwindles, leaving it as a mundane stone door (Hardness 14, HP 56, BT 28). Most notably, without the magic to help keep the door reinforced and in place, it becomes easier to break. A PC who succeeds at a DC 20 Athletics check can Force Open the door. The door’s size allows for a second PC to Aid without issue.

Alternatively, tinkering with the panel’s magic allows the PCs to create their own code to allow them access into the room. A PC who is aware that the panel uses code configurations to allow access is aware of the possibility of creating new codes. Doing so takes 10 minutes of time and a successful DC 20 Thievery check to Disable a Device. Once successful, the panel enters another default state, and a PC can attempt a DC 20 Arcana, Nature, Occultism, or Religion check to modify the state to one that receives a new code configuration. In this state, the PCs can create a code of their own, making

it as simple or as complex as they like. Immediately after entering this code, the panel reverts to its original state and accepts the code without issue.

Secret Door: If the PCs search the southern portion of the room, either for clues or for anything else, they might notice the secret door built into the wall and obscured by an interpretation of Jaidi, ancient Azlanti god of agriculture, hard work, and self-sufficiency. A PC who succeeds at a DC 18 Perception check sees the outline of the door. This door doesn’t have a lock and connects to room **B13** to the south.

Reward: Award the PCs 30 XP for getting past the locked door here, whether they determine the code for the panel or find some other way through.

B12. Excavation Site

Moderate 2

A stone tunnel runs straight, eventually connecting with a stone chamber to the south and terminating at a collapse to the north. The western wall of the tunnel has fallen away, revealing a large cavern. Several excavating tools stand along the northern portion of the cavern, and scraps of food litter the floor.

This tunnel was the last portion of the ruins that cultists discovered during their excavation beyond the caverns. The tunnel was relatively intact and connected to **B16** beyond, which the cult was already well aware of at the time they began their excavations. Realizing all of their work had simply circled them back to ruins they’d already discovered and made use of caused a lot of frustration that ultimately ended further digs.

When the tower activated, it shook the cavern, causing the cavern wall at the north end of this tunnel to collapse and seal off access to **B16**. The cultists are doing their best to dig through the wall, but they are also not in any hurry to do so, so the process is taking longer than it needs to at the moment. If the PCs decide to attempt to dig through the wall and remove the rubble, it takes four people 1d4 days of downtime to do so.

Creatures: The only members of the cult immediately concerned with clearing this rubble are two batkin guards who hope they’ll receive a reward for their efforts. Joining them is another chupacabra who has taken a liking to these two guards, mostly due to their history of overfeeding the beast. They spend most of the day clearing rubble here, but they retreat to **B10** to rest after a hard day’s work. At their current rate, it will take them over a week to clear the area.

If the PCs reach this area while the guards are working, the chupacabra is likely the first to take notice of them. It howls and runs into the fray to attack the PCs. The guards let out a battle cry as they

drop their tools and switch to their weapons. They attempt to surround the weakest-looking PC first in hopes of reducing the group's numbers to even out the battlefield. The guards and chupacabra fight to the death.

BATKIN GUARDS (2) CREATURE 1

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Initiative Perception +6

WEAK CHUPACABRA CREATURE 2

Pathfinder Monster Core 7, 63

Initiative Perception +7

Reward: In addition to a pair of picks and shovels, the guards found a small piece of lapis lazuli worth 10 gp among the rubble. The gem is currently on the ground next to the tools.



B13. Azlanti Storage

Moderate 2

This partially collapsed stone chamber houses several iron shelves holding a variety of metal parts. A pair of metal humanoid statues stand at the southern end of the room. A door leads out to the south, and a hall leads to a door at the north end of the chamber.

Maintenance staff used this as storage for various spare parts for the multitude of pieces of technology used throughout En-Gokal. The prison policy was to keep these specific types of storage rooms hidden and generally inaccessible in case a prisoner was able to escape their containment. A prisoner reaching this room could prove disastrous, as access to these parts could allow the prisoner to override security systems or even cobble together new devices to aid with their escape.

Azlanti engravings on the shelves note the associated device for the assorted parts. These include things like “door panels,” “dormitory rotation wheels,” “light fixtures,” and more. Most of these parts are of little use to the PCs in this state as the associated devices are long destroyed. Even with all of the parts here, the PCs wouldn’t have enough to reconstruct a complete Azlanti device. There are some parts that might still be of use to them, however (see Jacobi’s Request, page 30).

Creatures: Two animated statues were placed here while they were waiting to be repaired and returned to En-Gokal as supplementary guards. With the tower’s activation and empowering of various devices, these animated statues also became active. They resort to their default programming, attacking anyone who

enters the room. The statues continue to pursue the PCs if they leave the room and fight until destroyed.

WEAK ANIMATED STATUES (2)

CREATURE 2

Pathfinder Monster Core 7, 19

Initiative Perception +7

Reward: The various parts are generally of no use to the PCs, but there are two assortments of parts that might catch the PCs’ attention. If they can read Azlanti, they’ll most likely be drawn to the labels for “skeleton key” and “Amaznenium interface.” PCs who can’t read Azlanti might still be able to determine something of interest by searching the shelves and attempting a DC 19 Crafting check. On a success, a PC notices that the parts on these respective shelves appear to connect to the doors

of the Azlanti ruins and the Azlanti engine.

The “skeleton key” is in fact referring to blank keys that have yet to be calibrated to specific doors. The shelf has a single blank key that the PCs can use for the doors to B14. A PC who succeeds at a DC 18 Arcana check can determine the magical nature of the blank key and use that knowledge to forcibly reprogram the lock on doors to B14. This process takes 1 minute, during which the PC holds the key to the door to calibrate it. Afterward, the key is ready to use on any of the doors to B14, as they all share the same lock configuration. If the PCs prefer, they can still use the override panel in B11 to enter B14 after calibrating the key.

These keys are simple metal rods the length of a human palm. When placing the key against the door’s edge, a thin portion of the rod automatically slides out and unfolds itself several times as it slips into the space between the door and the wall. After a moment, the magically-guided flat portions deactivate the lock and allow the door to open.

The interface shelf has several parts that connect to an Azlanti engine. The most notable piece is a pin panel, a large metal slate with dozens of rows of small, metal pins. When active, individual pins can vary their height and cause the panel to form certain images, which may be animated. All of the pieces required to connect the pin panel to the engine are here, and doing so requires 1 day of downtime. The pieces connect in obvious ways and there isn’t any check involved with getting everything in place.

THIRST FOR BLOOD

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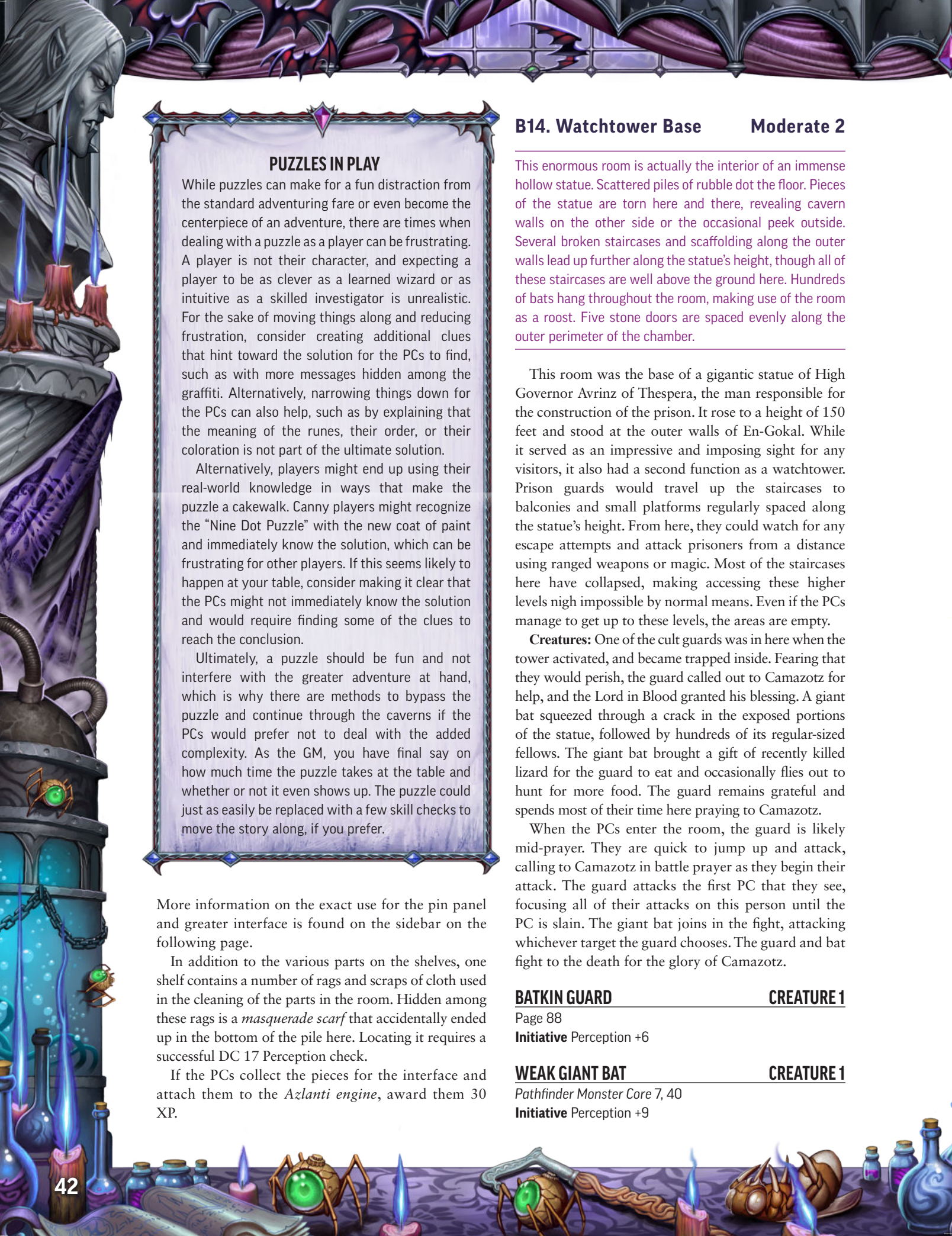
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PUZZLES IN PLAY

While puzzles can make for a fun distraction from the standard adventuring fare or even become the centerpiece of an adventure, there are times when dealing with a puzzle as a player can be frustrating. A player is not their character, and expecting a player to be as clever as a learned wizard or as intuitive as a skilled investigator is unrealistic. For the sake of moving things along and reducing frustration, consider creating additional clues that hint toward the solution for the PCs to find, such as with more messages hidden among the graffiti. Alternatively, narrowing things down for the PCs can also help, such as by explaining that the meaning of the runes, their order, or their coloration is not part of the ultimate solution.

Alternatively, players might end up using their real-world knowledge in ways that make the puzzle a cakewalk. Canny players might recognize the “Nine Dot Puzzle” with the new coat of paint and immediately know the solution, which can be frustrating for other players. If this seems likely to happen at your table, consider making it clear that the PCs might not immediately know the solution and would require finding some of the clues to reach the conclusion.

Ultimately, a puzzle should be fun and not interfere with the greater adventure at hand, which is why there are methods to bypass the puzzle and continue through the caverns if the PCs would prefer not to deal with the added complexity. As the GM, you have final say on how much time the puzzle takes at the table and whether or not it even shows up. The puzzle could just as easily be replaced with a few skill checks to move the story along, if you prefer.

More information on the exact use for the pin panel and greater interface is found on the sidebar on the following page.

In addition to the various parts on the shelves, one shelf contains a number of rags and scraps of cloth used in the cleaning of the parts in the room. Hidden among these rags is a *masquerade scarf* that accidentally ended up in the bottom of the pile here. Locating it requires a successful DC 17 Perception check.

If the PCs collect the pieces for the interface and attach them to the *Azlant engine*, award them 30 XP.

B14. Watchtower Base

Moderate 2

This enormous room is actually the interior of an immense hollow statue. Scattered piles of rubble dot the floor. Pieces of the statue are torn here and there, revealing cavern walls on the other side or the occasional peek outside. Several broken staircases and scaffolding along the outer walls lead up further along the statue's height, though all of these staircases are well above the ground here. Hundreds of bats hang throughout the room, making use of the room as a roost. Five stone doors are spaced evenly along the outer perimeter of the chamber.

This room was the base of a gigantic statue of High Governor Avrinz of Thespera, the man responsible for the construction of the prison. It rose to a height of 150 feet and stood at the outer walls of En-Gokal. While it served as an impressive and imposing sight for any visitors, it also had a second function as a watchtower. Prison guards would travel up the staircases to balconies and small platforms regularly spaced along the statue's height. From here, they could watch for any escape attempts and attack prisoners from a distance using ranged weapons or magic. Most of the staircases here have collapsed, making accessing these higher levels nigh impossible by normal means. Even if the PCs manage to get up to these levels, the areas are empty.

Creatures: One of the cult guards was in here when the tower activated, and became trapped inside. Fearing that they would perish, the guard called out to Camazotz for help, and the Lord in Blood granted his blessing. A giant bat squeezed through a crack in the exposed portions of the statue, followed by hundreds of its regular-sized fellows. The giant bat brought a gift of recently killed lizard for the guard to eat and occasionally flies out to hunt for more food. The guard remains grateful and spends most of their time here praying to Camazotz.

When the PCs enter the room, the guard is likely mid-prayer. They are quick to jump up and attack, calling to Camazotz in battle prayer as they begin their attack. The guard attacks the first PC that they see, focusing all of their attacks on this person until the PC is slain. The giant bat joins in the fight, attacking whichever target the guard chooses. The guard and bat fight to the death for the glory of Camazotz.

BATKIN GUARD

CREATURE 1

Page 88

Initiative Perception +6

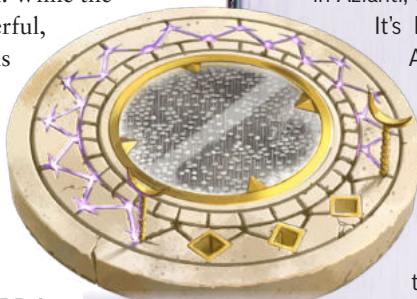
WEAK GIANT BAT

CREATURE 1

Pathfinder Monster Core 7, 40

Initiative Perception +9

Hazard: The hundreds of bats that arrived here have the divine guidance of Camazotz influencing them. The Hungry Dark's power causes the bats to move in coordinated offensives and do so without harming his followers. Specifically, the swarm doesn't harm the guard or the giant bat. Additionally, they are able to share Camazotz's blessing with the guard and bat by sharing blood with them. While the divine influence on the bats is powerful, they are still animals. Disrupting this connection or scaring the swarm enough for instinct to kick in causes the swarm to disperse, never to return. Alternatively, slaughtering enough of the bats also brings an end to the swarm.



CAMAZOTZ'S SWARM

HAZARD 1

COMPLEX ENVIRONMENTAL

Stealth +7 (trained)

Description A massive swarm of bats flies throughout the room, hampering vision, attacking foes, and magically restoring Camazotz's followers.

Disable DC 17 Nature (trained) to disperse the swarm or DC 15 Religion (trained) to disrupt Camazotz's connection, which disperses the swarm

AC 19; **Fort** +10, **Ref** +11

HP 26; **Immunities** critical hits, precision damage

Swarming Descent ⤿ (divine, emotion, fear, mental) **Trigger**

A creature that's not a worshipper of Camazotz enters the room; **Effect** The hundreds of bats descend down into the room in a terrifying, shrieking mass. The swarm occupies a 30-foot burst on the floor of the room. All enemies within this area must attempt a DC 17 Will save. On a failure, a creature becomes frightened 1 (frightened 2 on a critical failure). The swarm then rolls initiative.

Routine (2 actions) The swarm uses its first action to move up to 30 feet to envelop as many enemies as possible within its 30-foot burst space. All enemies in the swarm's space become dazzled while within the swarm. It then uses its second action to bite all enemies, dealing 1d6+3 piercing damage (DC 17 basic Reflex save) to all enemies in the space.

Restore Follower ⤿ (divine) **Requirements** An ally is in the swarm's space; **Trigger** The swarm dealt damage to an enemy; **Effect** The swarm takes some of the blood it drank from an enemy and feeds it to an ally in its space. The ally restores Hit Points equal to the highest damage the swarm dealt to an enemy this turn.

Reset The swarm disperses and returns to roost throughout the room 1 minute after all enemies leave the room. The swarm recovers 5 Hit Points per day thanks the power of Camazotz.

AZLANTI PIN PANEL

Once the pin panel and the rest of the interface is installed, it immediately activates, forming a masculine face in the pin panel. This is a magical intelligence powered by the *Azlanti engine*. Speaking in Azlanti, the face introduces itself as Vazterri.

It's likely that none of the PCs speak Azlanti, but Tlaytin knows some rudimentary bits of the language and is able to introduce himself and the PCs. After some broken back and forth with Vazterri, Tlaytin is able to explain that the intelligence is a magical assistant that can help the PCs understand the

Azlanti engine, as well as add additional parts to it. After just a few days of interacting with Vazterri, the intelligence

is able to understand more Common and eventually becomes fluent after a few weeks of conversations.

At his installation, Vazterri notes that he currently doesn't have much he can offer in the way of help, but he can teach Azlanti to the PCs and anyone else willing to learn. He also has some basic knowledge about Azlant as he knew it during his time. As an Azlanti intelligence, there are hundreds of theoretical parts and modules that the PCs could attach to the engine to expand Vazterri's capabilities, but this is all the functionality available to the PCs for now.

PCs who wish to learn Azlanti from Vazterri can do so over the span of 4 weeks of downtime. While there will always be more to learn to become fully fluent, this time is enough to get the foundations of reading, writing, and speaking the language. By spending another 2 weeks of downtime, the PCs can become trained in Azlanti Lore. If they are already trained, this additional downtime doesn't provide additional benefits.

Reward: A few weapons left over from the days of Azlant lie among the rubble. Searching all of these piles takes 1 hour. Some of these weapons have rotted away or are broken beyond repair, but the intact weapons include three longswords, three longbows, two daggers, two tridents, and a +1 *light hammer*.

B15. Service Access

The door to this chamber is locked, like all of the other doors in B14. The staff of En-Gokal would use this

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room as an alternative access to the sewer and service tunnels beneath the prison. They used the metal hatch in the center of the room to access a ladder down to **B16**. Unfortunately for the cult, they had decided that they didn't need to make use of this access as they could move through **B11** to eventually reach **B16**. The cultists ended up closing the hatch and locking it with a set of built-in clasps. Once the doors to **B14** locked, the cultists had no way to get into this room from either side. The metal trap door is obvious to anyone that comes into this room, and unlocking it is a simple process that doesn't require a check. A metal ladder descends 20 feet down.

B16. Service Tunnel

Moderate 2

A long stone tunnel runs east to west. A set of metal ladders leads up to round access hatches at the western and southern ends. The tunnel is partially collapsed at the eastern end but continues on into the darkness.

This was one of the main service tunnels connecting the various parts of the outer wall and the watchtowers of the prison. Other than obvious signs of people moving through this tunnel, it lacks any distinguishing features.

The metal ladder to the west is under area **B17** and leads to the access hatch there, while the ladder to the south is under area **B15**. The PCs can follow the tunnel northeast to eventually reach the intake section of the prison and the rest of the cult. This tunnel continues for 500 feet before reaching area **C1**. Along the way, the tunnel has partial collapses and opens to other small caverns, which you can use as additional encounter sites

if the PCs need some more XP to reach 3rd level. More information on the intake is found in Chapter 3.

Creatures: Concerned that there hasn't been any response since the tower's activation, the cultists sent some members from the intake to the caverns to investigate. They arrived shortly before the PCs reached the cavern and have spent the majority of their time reporting back to the intake and then trying to find a way through. They have finally begun trying to dig through the collapse in eastern portion to access **B12**, but without proper tools, these cultists would take weeks to get through.

This group of cultists includes a pair of standard cultists and a cultist warrior. These warriors are at a higher standing above the cult guards. Once a cultist has earned a higher place among the cult, the highest-ranking members of the cult bites the rising cultist, exposing them to the curse of the werecreature. If the curse takes, the cultist is congratulated and receives a place among the cult's higher ranks. If the cultist resists the curse and doesn't become a werecreature, that cultist is seen as a traitor to the will of Camazotz and slain immediately.

When the PCs reach this area, the warrior is hanging back, overseeing the two lower-ranking cultists as they dig out the collapse by hand. Like other cultists, all of them let out a battle cry in honor of Camazotz at the start of combat. The warrior focuses on an obviously powerful PC like a barbarian or fighter, while the other cultists do their best to surround the warrior's target. The warrior fights to the death, but the cultists try to flee back to the intake if reduced to 5 Hit Points or fewer.

CAMAZOTZ CULTISTS (2)

CREATURE 0

Page 34

Initiative Perception +6

WEAK WEREBAT WARRIOR

CREATURE 2

Page 89, *Pathfinder Monster Core* 7

Initiative Perception +8

Reward: Award the PCs 80 XP when they reach this part of the cavern and continue on toward the intake.

B17. Guard Dormitory

Several metal bed frames stand along the northern and southern walls of this large stone chamber. A large wooden table and several chairs occupy the central portion of the room. A set of doors leads out of the room to the west, and a hatch on the floor in the eastern portion of the room grants access to a ladder down.

This chamber served as a dormitory for the various guards stationed at the nearby watchtower and other portions of the prison outer wall. The guards abandoned this site as Earthfall occurred. The cultists briefly searched this room early on in their exploration of the cavern, but they quickly abandoned it after encountering the undead in area **B18**. The cultists now avoid this room entirely. As a result, the PCs can use this room as a place to rest during their adventures. The hatch to **B16** also locks from the inside, making the room all the more secure. The door to area **B18** is locked once again due to the energy from the tower, but the door can be unlocked from inside the room without issue (or with the key).

Reward: Among the footlockers are several armaments that the guards left behind. In total, there are two longswords, two rapiers, three shortbows, and a light hammer. There are also two steel shields and a pair of breastplates. One of the footlockers also holds a former guard's most prized possession, a low-grade silver shortsword.

B18. Collapsed Hall

Moderate 2

This stone hallway is collapsed at the northern and southern ends. Several skeletons and corpses lie scattered along the floor. Some appear to have been crushed by the collapse, while others appear relatively intact. Dried blood smears the western wall, with some of the blood used to write short messages. A double door leads out of the hall to the east.

The collapsed ends of this hall are fully buried beneath the island. They were originally underground service tunnels from the outer walls to the prison proper. They no longer connect to other halls or chambers beyond. The blood on the wall are the final messages from the room's inhabitants. These messages are all written in Azlanti. Phrases like "strong earthquake," "door locked," "send help," sit alongside messages left for loved ones.

Creatures: As Earthfall struck, the few guards resting in the dormitory attempted to make their escape into this hallway. The burial of the outer wall was sudden, killing many of these guards in the collapse. The remaining guards lived out their agonizing final days in darkness, unaware of what occurred outside. Their distress caused them to rise as undead. They now sit in wait along the walls, waiting patiently for a rescue that will never come.

When the PCs enter this room, the undead all rise to greet them, calling out gratitude in broken Azlanti. Their undead instincts quickly kick in, however, and

they lunge to attack. The zombies lumber forward, attacking the nearest PC. The skeleton guards keep to the far end of the room, using their shortbows to harry any PCs in the frontline, switching to their scimitars once the PCs close the distance. The skeletal warden charges forward, trying its best to prevent the PCs from venturing further into the room. All of the undead fight until destroyed.

SKELETAL WARDEN

CREATURE 2

Skeletal champion (*Pathfinder Monster Core* 312)

Initiative Perception +8

SKELETON GUARDS (2)

CREATURE -1

Pathfinder Monster Core 312

Initiative Perception +2

ZOMBIE SHAMBLERS (2)

CREATURE -1

Pathfinder Monster Core 356

Initiative Perception +0



Skeletal Warden

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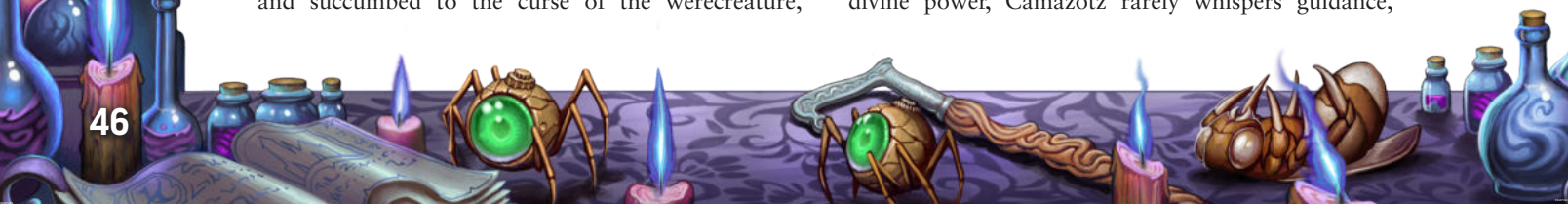
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As the young but growing cult of Camazotz explored the cavern, they eventually discovered the ancient Azlanti ruins of En-Gokal. Alzira, the cult's leader at the time, was intrigued. She pushed her followers to enter the ruins and see what else they could uncover. The cult soon reached what once was the prisoner intake and visitation area of En-Gokal. This large area had a number of strange Azlanti devices and also plenty of space for the growing faction. Alzira and her cult claimed this new area in the name of Camazotz.

For a time, things were good, but it all changed after the cult added a new member to its ranks: Romi Bracken. One of the wererat members attacked Romi while he'd been out on one of his salvaging expeditions. Left for dead, Romi miraculously survived and succumbed to the curse of the werereature,

transforming him into a wererat. Much like with Alzira, Romi heard the call of Camazotz, which drew Romi to the cult's lair. The group soon welcomed him, as his wererat nature was immediately apparent. Romi quickly rose through the ranks thanks to his wererat gift and ruthless determination.

Unknown to both Alzira and Romi, Camazotz willed this occurrence, believing that the two would be forced to clash for dominance. Eventually, one would slay the other and prove to be the worthiest leader. Instead, Romi's influence simply grew until he found himself in a place of leadership that cowed Alzira into submission, a development that severely displeased Camazotz. Since then, the Master of Black Wings has abandoned Alzira. While he still provides her with divine power, Camazotz rarely whispers guidance,



encouragement, and demands to her as he did when he first granted her power, a development that's caused Alzira severe anguish.

Romi led the cult for several years, delighting in his power and using his werebat abilities to travel across the islands of the region to search for more Azlanti ruins and maintain his persona as a scavenger. For a time, things were good and stable, then a small earthquake occurred in 4724 AR. The earthquake caused a collapse that opened up the tunnel leading out from the prison intake into the further depths of the prison. The cult was unable to access the rest of En-Gokal before this event, so they were quick to explore further. Romi took the lead and became the first to meet with Deg, the dero engineer working with Nizca toward the goal of blotting out the sun. While the initial standoff was tense, Romi's street sense kept him from attacking, and he eventually found himself learning about the other groups long inhabiting the ruin's depths.

An alliance soon followed. Romi met with Nizca, and the vampire explained their plan to activate the prison's beacon and blot out the sun. Romi relished the idea that under perpetual night, the cult could run free to attack whomever and whenever they pleased, so Romi offered his services and that of the cult's toward this cause. They eventually came to an agreement that the cult would use their ritual, access to the surface, and relative freedom to walk in the day to collect victims to send to vampires in the ruin's depths. In exchange, Deg and his dero followers would send some of the Azlanti relics they collected deeper within the prison to Romi as payment. This exchange would free Romi up from having to scavenge on his own.

OUTSIDE EVENTS

These events are meant to occur when the PCs return to Talmandor's Bounty or when they travel to or from the intake area. All these events occur after the PCs discover the intake area.

Azlanti Guardians

Severe 3

This event occurs while the PCs spend time in Talmandor's Bounty. Whether they realize it or not, the PCs have encountered a number of different devices that were restored when the device in En-Gokal's tower released a surge of magical energies. Most of them are Azlanti in origin, including the *Amaznenium* in town. Some of the other devices that have been reactivated soon make their way toward Talmandor's Bounty.

Creatures: Followers of Amaznen would invent devices of all manner and occasionally make use of construct guards of their own design to protect these inventions. Unknown to the PCs, the *Amaznenium* in

Talmandor's Bounty was connected to a group of such guardians. The original manufacturer of this particular *Azlanti engine* also created several constructs—a mix of clockworks, magic, and other systems—to defend the engine. These constructs were swallowed by the ocean and became trapped beneath the waves during Earthfall, but they reactivated when the tower unleashed its shadow energies. They've been spending the past several weeks digging themselves out and walking toward Talmandor's Bounty to return to their duty of guarding the *Amaznenium*.

While the PCs are in town, the constructs arrive, causing a panic. The constructs' programming was damaged in Earthfall, and they treat any obstacle as a threat, though they do recognize when someone is fleeing and leave these people alone. The townspeople are scared, and the few guards who engage find themselves outmatched. The PCs are the best bet for stopping them.

In combat, the constructs attack the nearest creature. They generally have no strategy beyond responding to whomever most recently struck them. If the PCs try to see what the constructs are doing, they can try to convince the townspeople to keep their distance (a DC 16 Diplomacy or Intimidation check). Once left alone, the constructs continue marching toward the *Azlanti engine* and eventually circle the device. They maintain watch over the device from then on, attacking anyone that comes within 10 feet of the engine. The PCs might find that a suitable resolution, but if they ever need to get at the *Azlanti engine*, they'll need to destroy the constructs.

ANIMATED ARMOR (4)

CREATURE 2

Pathfinder Monster Core 18

Initiative Perception +6

Treasure: The constructs are made up of a number of different parts, including some that can slot into the *Azlanti engine*. If a PC studies the remnants of the destroyed guardians and succeeds at a DC 16 Crafting check, they can recognize that the parts would connect to the *Azlanti engine* in some way. If the PCs have the pin panel installed into the engine (see the sidebar on page 43), Vazterri can recognize this possibility automatically. The PCs then have to install these parts, which requires a successful DC 18 Crafting check and 1 day of downtime. Vazterri can Aid with this process, granting an automatic +2 circumstance bonus to the check. Once installed, the engine has the capacity to help with enhancing armaments through the use of magical runes, as noted in the "Azlanti Forge" sidebar on page 48.

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AZLANTI FORGE

One of the more common functions of *Azlanti engines* involves the powering of devices that aid with etching magical runes into armor and weapons. With the parts from the guardians installed, the PCs have the means to make the etching and transfer of runes much easier. The *Azlanti engine* has all of the capabilities of a standard forge and is considered a workshop for the purposes of crafting armor, shields, and weapons, though not for other types of items. You still need the appropriate tools to Craft armor, shields, and weapons at the Azlanti forge.

Etching a rune typically takes 1 day, and you must have the formula to etch it. Transferring a rune typically takes 1 day as well. When using the Azlanti forge to etch or transfer a rune, you can do so in half the usual time. This allows you to etch or transfer two runes with 1 day of downtime, though you can take more time to reduce costs for these as normal. Additionally, the power of the Azlanti forge makes the transferring of runes possible without additional costs. When using the Azlanti forge to transfer a rune, there's no cost to transfer the rune, whether it's being transferred to a *runestone* or to another item. The Azlanti forge has no effect on the DCs for Crafting checks or any other aspects of Crafting, such as any special Crafting Requirements.

Inizkar's Research

This event occurs the first time the PCs return to their camp after reaching the intake. Inizkar explains to the PCs that she has been observing the tower and believes she's gathered all the information she can on the matter. She thinks it might be time to call the expedition complete, but she wants to run her findings past the PCs first. Inizkar reminds them that, as fellow members of the expedition, the PCs should at least read through her notes so she can accurately name them as contributors to her research when reporting back to Andoran.

The PCs can read through Inizkar's journal, which details all of the events leading to this expedition, including the research grant from Andoran, the rain of shadow in Talmandor's Bounty, and the change of plans to visit Vil-Azmar. Her notes detail various observations of the tower and include events like rainfalls and bursts of shadow. Inizkar ultimately concludes that a magical event caused an ancient Azlanti device to reactivate,

generating magical shadows that affect the local climate. Inizkar believes that the tower was originally some Azlanti weather device designed to create rainfall that has since malfunctioned and caused the magically infused storms. The journal also notes that these conclusions are based on the external observations of the tower and could be challenged and updated with more information.

PCs who read through the journal have a chance to find some inconsistencies and leaps of logic in her conclusions. Inizkar isn't a spellcaster, so it makes sense that she reaches some of these conclusions since she lacks the capacity to detect magical effects and a greater familiarity with magic. A PC who succeeds at a DC 16 Arcana check can confirm that whatever is causing the tower to create these shadows wasn't a one-time effect but is being sustained somehow. A PC who succeeds at a DC 16 Netherworld Lore or DC 18 Occultism check can verify the shadows aren't common magical shadows and instead are created by tapping into energies from the Netherworld. Finally, a PC who succeeds at a DC 20 Nature check can posit another theory regarding the shadows and storms. Rather than using these effects to create rain, there's a chance the shadows are being used to blot out the sky for some purpose, and the rain is simply a side effect. If the intent was simply rain, the tower wouldn't need to continually produce shadows. This last detail is also a leap of logic but ultimately points to Nizca's ultimate goal, even if the PCs are unaware of it at the moment.

Inizkar marks the expedition a success and is extremely grateful for the PCs' insights. As long as the PCs make at least one correction, they've successfully cleared up her notes and contributed to her research. With the expedition complete, Inizkar packs up her belongings, but she's willing to leave the camp behind if the PCs wish to continue using it. The PCs might want to call off their search of the cavern, but Inizkar insists the PCs continue. In part, she believes that the PCs' work is more important at this point since they can investigate the cult and possibly find the source of the shadows. Additionally, Inizkar hoped that the PCs could track down an Azlanti relic for her to send to Andoran as part of her research.

The Azlanti relic is one of the requirements that Andoran placed as part of the condition for providing her grant. Inizkar is concerned about what Andoran plans to do with any relics she sends. While she's in favor of advancing science and technology with her work, she fears that any relics she provides could be used for less-than-scrupulous intent. She asks that the PCs find a very simple piece of Azlanti technology that would fulfill the requirement but effectively be useless.

The most obvious piece they can give Inizkar is one of the skeleton keys they find during their exploration. The keys are configured for very specific types of Azlanti doors and are relatively useless without the means of recreating those doors. The PCs can also find a variety of Azlanti scraps during their search, and these scraps include occasional trinkets that fulfill the requirement. Inizkar isn't picky about what she sends to Andoran and trusts the PCs' judgment in the matter.

Reward: If the PCs are able to help clear up Inizkar's notes, award them 30 XP. If they provide Inizkar with an Azlanti "relic" to send to Andoran, award them another 30 XP.

Missing Townspeople

This event occurs the first time the PCs visit Talmandor's Bounty after reaching the intake. It's become increasingly clear to the people of Talmandor's Bounty that something else is wrong. While the random shadows are distressing enough, the townspeople eventually grow accustomed to their new sky. The more worrying detail is the number of missing people.

When the PCs return to town, a messenger contacts them explaining that governor Ramona Avandth wants to meet with them immediately. The messenger doesn't know why Ramona is reaching out to the PCs but can assure them they aren't in any kind of trouble.

When the PCs meet with Ramona, she quickly introduces herself and gets to brass tacks. She explains that several townspeople and many more visitors have gone missing in the past weeks. A few of these missing townspeople include Romi Bracken and Havilah Bakkus, who Ramona believes the PCs might have met or at least know of in passing.

If the PCs already helped some people from the caverns, namely Gatubo and Nilhari in area **B5**, or the regretful cultists in area **B8**, then Ramona already knows about the cult. Otherwise, the PCs can share the existence of the cult with her. Regardless of how she learns about the cult of Camazotz, she's severely concerned about their existence. Unfortunately, Ramona can't spare any forces to deal with the cult at the moment, partly so she can keep Talmandor's Bounty safe and partly because of red tape caused by House Naran's intrusions in everyday processes.

Assuming the PCs are willing to help, Ramona simply asks for the PCs to do their best to find the missing people. She's aware of at least six townspeople missing. They include Romi and Havilah, plus four others. She doesn't know how many sailors and other travelers have gone missing, but she asks the PCs for help with locating these people as well. Ramona can offer 15 gp per PC as a reward for their help.

Reward: If the PCs rescue the missing people located in area **C8**, Ramona awards the PCs with the agreed-upon amount of gold. Additionally, some of the locals come together to give the PCs a few extra gifts or discounts at their businesses as thanks for returning the missing people. Some of Talmandor Bounty's citizens pool their resources to give the PCs an *everlight crystal*. The captain of the *Blessed Blade*, one of the merchant ships that makes regular visits to Talmandor's Bounty, also meets with the PCs the next time they're in town. She notes that she's been in communication with some of the other captains who work the Arcadian Wake. The captains present the PCs with a *white spun cloud* (*Pathfinder Rage of Elements* 76) as thanks for their help in rescuing the various missing crew members.

EN-GOKAL INTAKE

This part of the prison was the first place new inmates saw. En-Gokal's staff would receive and process new arrivals and eventually move them to the appropriate place within the prison. By mere coincidence, the cult of Camazotz also refers to this area as the intake, for they now use it as the place where they prepare entranced locals, either to become sacrifices to Camazotz or food for the vampires beyond.

Intake Features

The intake is made up entirely of Azlanti ruins and features a number of Azlanti quirks. The map for this area is found on page 52.

Ceilings: Except where noted, the ceilings throughout the intake are 20 feet tall.

Distractions: Much like in the caverns, the cultists in this area make plenty of noise. Sounds of fighting, screaming, and more echo throughout. Additionally, many of the cult's prisoners are generally making noise, either sounds of pain and anguish or pleas for release. All of this noise imparts a -2 circumstance penalty to Perception checks to detect creatures via hearing.

Doors: The doors in the intake are all made of magically reinforced stone (Hardness 42, HP 168, BT 84). Much like the doors in the previous area, these doors also feature magical locks. Thanks to the work of Deg and his dero assistants, the cult has the means to deal with these doors. Each batkin guard and werebat in the area carries a skeleton key. The active guard groups exchange their respective keys with each other between shifts. Except where noted, these keys work on any door in the area. Unlocking a door without a key requires a successful DC 20 Thievery check to Pick the Lock and requires a total of 2 successes. A character can attempt a DC 18 Arcana check to disrupt the magic on the locks, which on a success lowers the Thievery DC

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BLENDING IN

The PCs might possibly consider disguising themselves as cultists. This tactic works better in the intake than it did in the cavern system, as the cultists in the latter were keenly aware of every member who remained after the tower's activation. If the PCs want to try to blend in as cultists, the most important detail is wearing a religious symbol of Camazotz. These symbols are plentiful, as the PCs can gather one from any other cultist they encounter. Each PC must have a symbol if the disguise is to work. Beyond that, the PCs can wear most anything since the cultists in the intake can't know for sure if the PCs are existing members or new recruits drawn by Alzira's ritual.

Rather than attempt a check to Impersonate a cultist, selling themselves as cult members is more about talking the talk. The PCs must successfully Lie to other cultists they encounter. While the PCs can Lie with Deception as normal, they can also Lie about their dedication to Camazotz with Camazotz Lore or Religion. If the PCs travel as a party, a single PC can Lie on behalf of the entire group. When dealing with multiple cultists at once, the PCs attempt their Deception check against the highest Perception DC among the group of cultists. This DC increases by 1 for every additional cultist beyond the first, up to a maximum increase of 4.

If the PCs learned more about the cult from Gatubo and Nilmari in area **B5** (or Adamar, Rakkal, and Urist in area **B8**), this knowledge helps sell the Lie. In this case, the PCs gain a +2 circumstance bonus to these checks, or a +4 circumstance bonus if they learned about the cult from both groups.

to 16. Alternatively, succeeding at a check to counteract the wards on a lock (counteract rank 3rd, DC 18) also disrupts the magic.

Lighting: The magically treated stone walls also have a built-in light function. Speaking the phrases "light rise" or "light dim" in Azlanti in a given room causes the light level in the room to increase or lower respectively, moving between darkness, dim light, and bright light, or vice versa. Alternatively, a creature can place their hand on the wall of a room and "draw" the Azlanti rune for light or dark, respectively, to produce the same effect. This feature was put in place for times when Azlanti guards wanted to change the lighting

without waking others. The cult generally keeps most of the areas lit with dim light. These light features were intentionally made different in specific parts of the intake and are noted as such in the descriptions of those locations.

Walls: The stone walls of the intake are all magically reinforced (Hardness 42, HP 168, BT 84). The gaps between stone blocks are wide enough for a typical person's fingers to fit, which makes climbing these walls possible but somewhat difficult. The DC to Climb these walls is 20.

C1. Cavern Tunnel

A natural tunnel connects to a stone structure to the north, with a pair of large stone doors providing access. One of the doors remains ajar, kept open with a piece of stone serving as a simple doorstep. The tunnel continues for some distance to the south. A small cavern connects with the tunnel to the east. The horrid smell of waste and worse wafts into the tunnel from the cavern.

This tunnel continues on for 500 feet to the south before connecting with area **B16**. The cult leaves the door to area **C2** open at all times, and the cultists immediately become suspicious if anyone attempts to close it or if they see the door is closed. In that case, the patrol group from area **C2** notifies one of the patrols from area **C3** about a possible situation and then proceeds to area **C1** to investigate.

The small cavern to the east has become the cult's latrine. The cult dug a large hole in the eastern portion for this purpose, and the cavern is otherwise empty.

C2. Intake Entrance

Moderate 3

This large chamber is littered with old furniture. Several short tables and chairs stand against the perimeter. A large, stone counter at the center of the room features a single wooden bowl resting atop it. Signs of life, including scraps of food, old books, and more, have been scattered all throughout. Stone doors lead out of the room in all four cardinal directions.

This area served as an entryway and lobby for the intake during the time of ancient Azlant. The counter in the center was a standing desk where prison guards would begin the initial steps of processing new prisoners. This part of the prison was also the most accessible to the outside world and had a secondary function as a visitation area. The chambers to the east and west originally served as meeting rooms for prisoners to meet with their counsel, loved ones, or

other people of note. These meeting rooms now serve as Romi's and Alzira's bedrooms, as detailed below. All of the cultists know to leave these two chambers alone. There's a 20% chance (DC 17 flat check) that either Romi or Alzira are in their respective bedrooms. In that case, they join any combat that breaks out in the room (see their statistics on page 92 or page 58 respectively). Romi and Alzira spend up to 8 hours in their room, but they make sure to never retreat to their rooms simultaneously; one of the two always remains awake to command the cultists within the intake.

The cult normally uses this area as a common room. Cultists would gather here to feast, fight, or generally pass the time. Since the activation of the tower, the cult has been a bit more preoccupied with other things and has left this room alone for the most part.

C2a: This is Romi's bedroom. A simple cot in the northwest corner has extra bedroll layers to serve as additional cushioning. A small crate in the northeast corner holds a number of Romi's belongings, some of which might be of interest to the PCs, as noted in the Treasure section on page 53. The room is otherwise empty, as Romi removed the table and seating from here months ago.

C2b: This is Alzira's bedroom. She sleeps on a bedroll placed atop several straw mats lined along the eastern wall. A table in the northwest corner of the room is covered with scrolls, tomes, and writing utensils. She uses the table as a desk and sits here using one of the leftover chairs. The remaining chairs remain piled into the corner to the south. What few belongings Alzira keeps she stores in a small footlocker next to her sleeping area.

Creatures: The cult keeps a group of defenders posted in this room at all times. With the recent developments within En-Gokal, Romi feels that keeping the area secure is a higher priority. The defenders posted here change throughout the day, and the given group that will be in here can vary. When the PCs reach the intake, roll 1d6. A result of either 1–2, 3–4, or 5–6 determines whether guard group 1, 2, or 3 is present here. The guard groups rotate out in order every 8 hours. If the PCs leave and return, you can either do the work of tracking time to determine which group is here when they return or roll 1d6 again to randomly decide.

Regardless of the group posted in this area, the defenders are generally bored and pass the time by playing games, reading, or some other leisurely activity. Romi has prohibited fighting between the members of the different groups since he doesn't want the defenders to be distracted if something were to crop up. Things only change in here during the hand

off between guard groups. The two groups spend 5 minutes chatting during this time before completing the switch, so it's possible the PCs could encounter two groups of defenders at once, which could prove a particularly dangerous prospect.

If a fight breaks out, the defenders do their best to raise the alarm with the other defenders in area C3. They then let out a battle cry and engage the PCs. The defenders tend to surround the PC that looks most obviously powerful and whittle down the party one member at a time. The defenders fight to the death.

If the PCs slay, defeat, or otherwise get rid of one of these groups, the area goes into alert once the time to rotate guards occurs (see the "Intake on Alert" sidebar on page 54). It takes 1 day for the cult to swap in one of the guard groups from area C3 into the rotation for guard duty in this room. If the cult's numbers begin to run low, only two groups remain here while the rest roam the remainder of the intake. In this case, rotations occur every 12 hours. In desperate times, a single group remains here instead, converting the room into a new bedroom so they're always inside.

Guard Group 1

One group is made up of a pair of some of the cult's most powerful warriors. They take their duties seriously and refuse to do anything but keep watch.

WEREBAT WARRIORS (2)

CREATURE 3

Page 89

Initiative Perception +10

Guard Group 2

A wererat leads another group of defenders. The three cultists are a bit more relaxed and prefer to play cards with each other while on duty. As a result, these three cultists take a –2 circumstance penalty to Perception checks and initiative rolls.

WEREBAT WARRIOR

CREATURE 3

Page 89

Initiative Perception +10

CAMAZOTZ CULTISTS (3)

CREATURE 0

Page 34

Initiative Perception +6

Guard Group 3

The third group is a collection of several cultists who are rising in prominence. Unlike other cultists in the area, these cultists carry a single skeleton key among them. They haven't earned Camazotz's blessing just yet, but they're eager to prove themselves. As a result,

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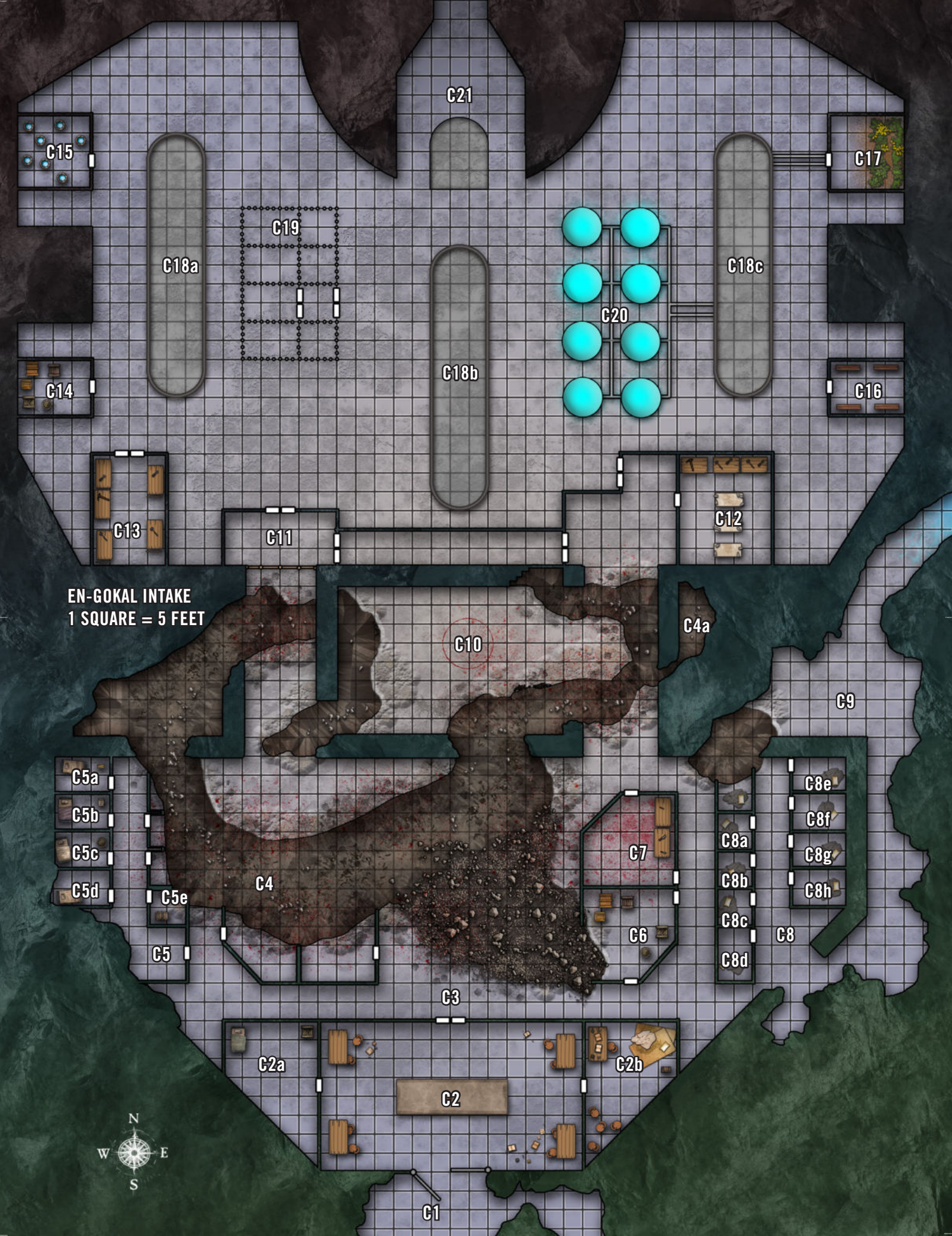
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they're less cohesive as a group since each member tries to stand out as an individual. In combat, each cultist neglects teamwork and attempts to engage with a PC in a one-on-one fight.

ELITE CAMAZOTZ CULTISTS (3)

CREATURE 1

Page 34, *Pathfinder Monster Core 6*

Initiative Perception +8

Treasure: The scattered belongings in the common room are of little value, as most of them are standard playing cards, books, and the like. The bowl on the counter is the "fight bowl" that the cultists set up and has a small scrap of paper labeling it as such. Since the defenders in this room try to adhere to Romi's demand that there be no fighting between each other, they set this bowl as a reminder of that mandate. Anytime one of the defenders strikes another or otherwise begins to fight, the remaining defenders constrain that guard and force them to pay a gold piece into the bowl. This occurs more often with the guard groups featuring the cultists, as the werabats are more disciplined. So far, the bowl has collected a total of 16 gp. The defenders plan to eventually use the gold to buy a pair of cows from Talmandor's Bounty to produce a great feast for the cult.

The crate in Romi's room contains a bit of Azlanti clutter that he's looking to sell once he returns to Talmandor's Bounty. The various parts and pieces here are worth a total of 65 gp when sold to the right people in town, which might take some time for the PCs to find. If the PCs didn't locate the secret storage in area B13, some of the pieces also meet Jacobi's needs for an engagement gift (see Jacobi's Request on page 30). The pieces that Jacobi is looking for don't detract from the total value of the items.

Some of the parts that Romi has here can connect to the *Azlanti engine* in Talmandor's Bounty (page 18). A PC looking through the crate can recognize the parts that would be useful to connect to the device with a successful DC 18 Crafting check. The parts include metal blades, stonecutting tools, and strange pressing devices. Installing one of these pieces takes 1 day of downtime but doesn't otherwise require any kind of check. Once installed, the PCs gain access to *repairing aeon stones* (page 81) and can begin Crafting them. The installed parts count as having the formula for the stones for the purposes of Crafting checks. If the Azlanti pin panel is installed in the engine, Vazterri can explain the new function of the device. Otherwise, the PCs will have to experiment with the device to understand this new function. These parts also don't detract from the total value of the rest of the parts.

Alzira's room has a few treasures of its own, among which is her journal. Alzira began to log her feelings after Romi became leader of the cult. Once Romi took over, she heard Camazotz's whisper less and less, and began to fear that her lord was abandoning her. The journal begins with an entry detailing these feelings. The uneasy and somewhat rambling entry includes the tale of how Alzira survived her shipwreck, earned Camazotz's attention, and eventually established the cult as a reason as to why Camazotz's abandonment is unfair. It continues to explain everything the cult is doing and how she hopes to regain Camazotz's favor again by eventually reclaiming leadership through winning over cultists to her side and ultimately slaying Romi. If the PCs are aware of Alzira's desire, they can make use of it when speaking with her in area C10.

In addition to her journal, Alzira keeps a scroll of prayers and Camazotz's teachings that she penned herself. The scroll grants a +1 item bonus to Camazotz Lore checks and other checks related to details about Camazotz, such as if the PCs attempt to Lie about their adoration of the god. Finally, the tomes on the table are a collection of ancient Azlanti texts on magical techniques. Most of them have been torn up or defaced by Alzira in her frustration since they don't provide the means of earning Camazotz's favor that she seeks. The only segment among the tomes that remains intact discuss the practice of sanguimancy, the art of using blood to empower magic and create unique magical effects. Alzira has several scrolls kept within this section of the book that note the art as something that could put her in Camazotz's good graces once more. The scrolls include a translation of the Azlanti teachings, allowing anyone who studies them to learn how to become a sanguimancer. This grants the PCs access to the sanguimancer archetype (page 84). One final note from Alzira expresses frustration at being unable to fully master the technique, but she vows to continue her studies so she can grow in her magical potential and eventually become a sanguimancer.

C3. Ruin Halls

Low 3

An enormous pile of rubble occupies a large portion of the central area in these ruins. The rubble blocks access to areas beyond. Halls continue to the east and west, where doors set into the walls connect to a variety of chambers. A door to the south leads to a different portion of the ruins. The sounds of intense screams and violent delight echo throughout this area.

These halls connect to the rest of the ruins. The collapse fully blocks passage beyond and would take weeks to

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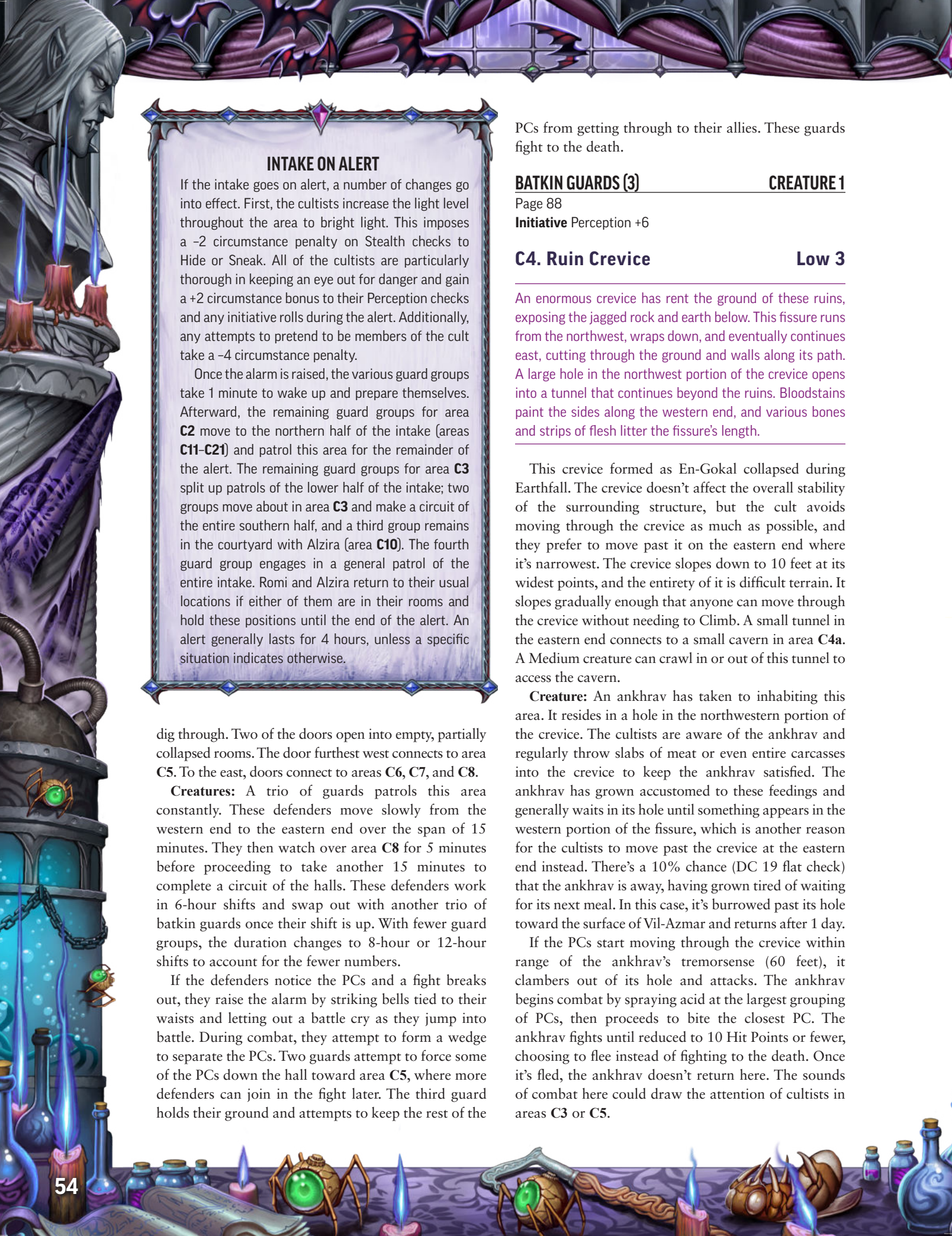
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INTAKE ON ALERT

If the intake goes on alert, a number of changes go into effect. First, the cultists increase the light level throughout the area to bright light. This imposes a -2 circumstance penalty on Stealth checks to Hide or Sneak. All of the cultists are particularly thorough in keeping an eye out for danger and gain a +2 circumstance bonus to their Perception checks and any initiative rolls during the alert. Additionally, any attempts to pretend to be members of the cult take a -4 circumstance penalty.

Once the alarm is raised, the various guard groups take 1 minute to wake up and prepare themselves. Afterward, the remaining guard groups for area **C2** move to the northern half of the intake (areas **C11-C21**) and patrol this area for the remainder of the alert. The remaining guard groups for area **C3** split up patrols of the lower half of the intake; two groups move about in area **C3** and make a circuit of the entire southern half, and a third group remains in the courtyard with Alzira (area **C10**). The fourth guard group engages in a general patrol of the entire intake. Romi and Alzira return to their usual locations if either of them are in their rooms and hold these positions until the end of the alert. An alert generally lasts for 4 hours, unless a specific situation indicates otherwise.

dig through. Two of the doors open into empty, partially collapsed rooms. The door furthest west connects to area **C5**. To the east, doors connect to areas **C6**, **C7**, and **C8**.

Creatures: A trio of guards patrols this area constantly. These defenders move slowly from the western end to the eastern end over the span of 15 minutes. They then watch over area **C8** for 5 minutes before proceeding to take another 15 minutes to complete a circuit of the halls. These defenders work in 6-hour shifts and swap out with another trio of batkin guards once their shift is up. With fewer guard groups, the duration changes to 8-hour or 12-hour shifts to account for the fewer numbers.

If the defenders notice the PCs and a fight breaks out, they raise the alarm by striking bells tied to their waists and letting out a battle cry as they jump into battle. During combat, they attempt to form a wedge to separate the PCs. Two guards attempt to force some of the PCs down the hall toward area **C5**, where more defenders can join in the fight later. The third guard holds their ground and attempts to keep the rest of the

PCs from getting through to their allies. These guards fight to the death.

BATKIN GUARDS (3)

CREATURE 1

Page 88

Initiative Perception +6

C4. Ruin Crevice

Low 3

An enormous crevice has rent the ground of these ruins, exposing the jagged rock and earth below. This fissure runs from the northwest, wraps down, and eventually continues east, cutting through the ground and walls along its path. A large hole in the northwest portion of the crevice opens into a tunnel that continues beyond the ruins. Bloodstains paint the sides along the western end, and various bones and strips of flesh litter the fissure's length.

This crevice formed as En-Gokal collapsed during Earthfall. The crevice doesn't affect the overall stability of the surrounding structure, but the cult avoids moving through the crevice as much as possible, and they prefer to move past it on the eastern end where it's narrowest. The crevice slopes down to 10 feet at its widest points, and the entirety of it is difficult terrain. It slopes gradually enough that anyone can move through the crevice without needing to Climb. A small tunnel in the eastern end connects to a small cavern in area **C4a**. A Medium creature can crawl in or out of this tunnel to access the cavern.

Creature: An ankhra has taken to inhabiting this area. It resides in a hole in the northwestern portion of the crevice. The cultists are aware of the ankhra and regularly throw slabs of meat or even entire carcasses into the crevice to keep the ankhra satisfied. The ankhra has grown accustomed to these feedings and generally waits in its hole until something appears in the western portion of the fissure, which is another reason for the cultists to move past the crevice at the eastern end instead. There's a 10% chance (DC 19 flat check) that the ankhra is away, having grown tired of waiting for its next meal. In this case, it's burrowed past its hole toward the surface of Vil-Azmar and returns after 1 day.

If the PCs start moving through the crevice within range of the ankhra's tremorsense (60 feet), it clambers out of its hole and attacks. The ankhra begins combat by spraying acid at the largest grouping of PCs, then proceeds to bite the closest PC. The ankhra fights until reduced to 10 Hit Points or fewer, choosing to flee instead of fighting to the death. Once it's fled, the ankhra doesn't return here. The sounds of combat here could draw the attention of cultists in areas **C3** or **C5**.

ANKHRAV

Pathfinder Monster Core 20

Initiative Perception +7

CREATURE 3

Treasure: In the initial days of the ankhra's arrival, it grabbed whichever cultists or unfortunate victim happened to be nearby and carried them off into the crevice to become its next meal. Once it was done, it would toss the remainder of the corpse into the tunnel that connects with area **C4a**. If a PC enters this area, they find several mostly consumed corpses. Among the corpses are two former adventurers who found themselves drawn to the caverns by Alzira's ritual during the past years. The two decided to join the cult and made their way to the intake but soon became the next meal for the ankhra as they moved through the fissure. The adventurers' deaths were the catalyst for the cult choosing to feed the ankhra themselves.

One of these corpses carries a *staff of fire*, a *scroll of invisibility*, a *scroll of mist*, a *scroll of sleep*, a *lesser healing potion*, and 4 gp. The other corpse carries a +1 *rapier*, a *minor reinforcing buckler*, a *wayfinder*, and 12 gp. Locating these bodies and their treasures within this cavern takes 10 minutes of searching.

C5. Dormitories

Low 3

Obvious signs of life and movement run the length of this short hallway. Four doors are built into the walls on either side of the hall, all of which stand open. Violent screaming and off-putting chatter ring out from the exposed chambers. A hole in the hall's northern end connects to the rest of the ruins beyond, and a larger open area in the southern end features another door that leads out of the hall. Pitons from which hang short, metal rods tied to a length of rope have been driven into the wall in this southern area.

This area once served as a series of offices that Azlanti prison staff used to bring in individual prisoners during the processing phase of intake. Each office held a desk and a few chairs, but few of these furnishings have persisted over the span of time. The area now functions as a dormitory for the majority of the cult's members. The rooms have a variety of bedrolls and mattresses laid out on the floor, plus a few pieces of additional furniture or personal items. Each one holds five cultists comfortably, and the cultists have claimed a given room as theirs and return to that room whenever they aren't working or serving as guards. Three of these rooms are partially collapsed due to the crevice in area **C4** and remain empty.

Creatures: Most of the cultists reside here at any given time. If the PCs enter this area, it's possible they draw the attention of the entire cult, which could be an overwhelming number of combatants. This adventure assumes the PCs manage to avoid this possibility, but more information on just how many cultists are located in the intake is found in the sidebar "The Cult at a Glance" on page 56. If the PCs fight with the ankhra in area **C4** and are within 30 feet of the dormitories, the sounds of fighting draw the attention of some of the cultists (but not all of the cultists within the dormitory area). These cultists don't think to raise the alarm and fight to the death.

CAMAZOTZ CULTISTS (4)

CREATURE 0

Page 34

Initiative Perception +6

Treasure: The two metal rods hanging in the southern end of the room are two spare skeleton keys that the cult uses to lock and unlock doors throughout the intake. These skeleton keys are much like the one found in area **B13**, except they're configured to work only on the doors in the intake area. The cult leaves them here in case other members ever need to make use of a key. The PCs could grab these keys and potentially lock the cultists into their rooms from the outside. The cultists don't keep keys with them because the rest of the cult's keys are with the guard patrols, and the cultists don't have means of opening their doors from the inside. Once locked in, the muffled cries of the trapped cultists are drowned out by the other sounds throughout the intake and don't draw the attention of the rest of the cult.

In addition to the keys, two of the rooms contain additional treasures. The batkin guards that reside in area **C5c** line the floor of their chamber with a variety of rugs and furs. Among them is a *coyote cloak* that the defenders didn't realize was magical. A character can locate the cloak here with a successful DC 17 Perception check. The werabats in area **C5e** keep spare bits of food and snacks inside a *spacious pouch* they stole from a sailor months back; the pouch remains in the furthest corner of that room.

C6. Storage

This chamber holds a number of crates of food and other supplies. One of the walls is nothing but tightly packed debris from a previous collapse. Several animal carcasses hang from the ceiling here. The cult uses the carcasses to feed themselves and provide just enough food to the prisoners in area **C8** to keep them alive. Beyond the supplies here, there's nothing of note.

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THE CULT AT A GLANCE

In addition to the 15 members located in the caverns in Chapter 2, the cult has a total of 29 members in the intake plus Romi and Alzira. Eight of these members act as guards for area **C2** (three werebat warriors, two cultists, and three elite cultists). Another dozen members are the defenders that patrol area **C3** (four groups of three batkin guards). Two additional batkin guards work with Alzira in area **C10**, and another two werebats tend to the “garden” in area **C17**. Finally, four additional cultists reside in the intake, attending to random errands and other duties as needed. This means there are usually between about 15 to 20 cultists residing in the dormitories at a given time. While these members would normally be more scattered and free to do as they wished, Romi’s recent demands have brought some order to the cult’s everyday duties, much to the chagrin of some members.

It’s entirely possible that the PCs cut the cult down bit by bit, taking out groups of defenders here and there and slowly reducing the cult’s numbers to almost nothing. If they succeed in doing so, the PCs deal a major blow to the cult and complicate the operations of Lady Nalushae and Nizca in the ruins beyond. Once the PCs have dispatched half of the cult’s members, Romi declares a constant state of alert, which might make it more difficult for the PCs to move about, as noted in the “Intake on Alert” sidebar on page 54. At this point, Alzira returns to performing her ritual daily, but she’s able to realistically add only one more person to the cult’s ranks per day. The cult can’t reasonably recover its numbers once Alzira is dead.

C7. Abattoir

Caked blood stains cover the entire floor, and the rancid smell of freshly butchered meat hangs in the air. Two tables stand along the eastern wall, each holding several cutting tools. Doors lead out of the room to the north and southeast.

The cult uses this area to slaughter some of the animals they catch with their traps out on Vil-Azmar. Other times, requests from Lady Nalushae require the cult to prepare a grisly gift better suited for her follower’s cannibalistic desires.

Treasure: Among the knives and butchery tools here is a +1 *dagger* that the cult didn’t realize was magical in nature. It is currently stained in blood but otherwise functions as a weapon with an elegant handle.

C8. Holding Cells

Muffled screams and sobbing emanate from the multiple rooms in this hall. A collapsed portion in the northern wall continues on into a cavern, and an opening in the southern end also connects the hall to a cavern. Another passage continues off to the southeast.

This area was also a set of offices during the height of Azlant. The cult now uses these rooms as cells for their prisoners, with each room containing only a pair of old bedrolls. The cult locks the doors to the rooms from the outside using their skeleton keys. They intentionally keep the lighting inside the cells dark to cause more anguish for the prisoners.

Prisoners: In total, there are 14 prisoners kept among the cells here, with some cells holding two prisoners at once. Most are sailors drawn here by Alzira’s ritual or kidnapped. A few of them are citizens of Talmandor’s Bounty. The most notable prisoner is in area **C8h**: **Havilah Bakkus** (upstanding male halfling student 1), Inizkar’s former assistant. While he believed Havilah had run off to another island for a trip, he was in fact one of the cult’s victims.

Havilah is brave and has been listening for anything he could use to help him escape. While he hadn’t found anything that made his freedom possible, he learned a fair amount about the cult during his time here, which he shares with the PCs once it’s safe to do so. Havilah has deduced that he and the other prisoners are meant to be food for more cultists elsewhere in the ruins. (He’s unaware that the cult of Zura is a separate cult.) According to the defenders, these prisoners get handed off to Deg to be led to the cult, but sometimes Deg requests a prisoner for “experimentation” instead of for feeding. Havilah believes something else might be going on as well; he also knows that a few vampires exist within the intake somewhere, as some of the defenders were disturbed at having to take prisoners to them and watch the feeding occur. Finally, he’s heard some of the defenders discussing changing their allegiance to someone named Alzira rather than following Romi. These defenders seem frustrated with the current goings-on and believe that Alzira will be able to “push out the vampires” and allow the cult of Camazotz to become the “greatest predators of the island.”

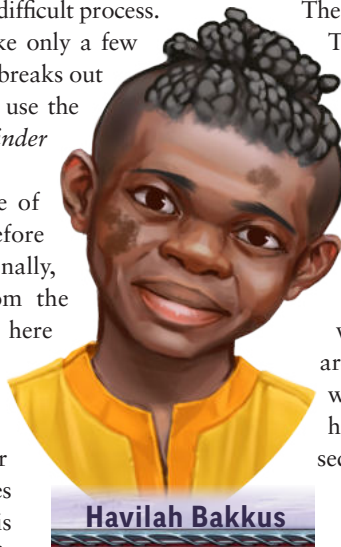
If the PCs acquire a skeleton key or are able to pick the locks to these cells, they can liberate the prisoners

and help return them to Talmandor's Bounty. The prisoners are in no state to fight, and the PCs would need to escort them to Talmandor's Bounty. This process can take some time, and having multiple prisoners in tow at once could make sneaking out a difficult process. It's probably easiest for the PCs to take only a few prisoners with them at a time. If a fight breaks out while the PCs have a prisoner in tow, use the statistics for a prisoner found in *Pathfinder NPC Core* to represent them.

It's possible that the cult sends one of these prisoners deeper into En-Gokal before the PCs can liberate them all. Additionally, the cult receives more prisoners from the sedachthies, so the number of prisoners here can change over the course of the PCs' time in this area.

Treasure: One of the sailors the PCs rescues provides the PC with a silver bracelet as thanks. The bracelet features an engraving of the lunar cycle and is worth 10 gp. Havilah also gives the PCs a gift as thanks. He wears a religious symbol of Shelyn that he hands to the PCs. As he does, the symbol's true nature as a *shining symbol* becomes obvious. Havilah insists that the PCs take the gift.

Reward: In addition to the other gifts they receive from the citizens of Talmandor's Bounty (see Missing Townspeople on page 49), award the PCs 30 XP if they're able to liberate Havilah and another 80 XP if they're able to free all of the prisoners.



Havilah Bakkus

for their services. The sedachthies are unaware that the relics are mostly scrap, so they feel they're coming out on top in the deal since they sometimes kidnap extra victims to keep for themselves.

The sedachthies are here only some of the time.

There's a 50% chance (DC 11 flat check) that the sedachthies are present when the PCs first enter the area, as the sedachthies sometimes search for more victims to kidnap. The sedachthies return every 3 days with 1d4–1 (minimum 1) victims and wait for a cultist to walk into area C8. The sedachthies then grab the attention of a cultist and hand off the victims. If they see the PCs, the sedachthies aren't initially hostile since they don't know who is or isn't a cultist. Most cultists don't have a means of communicating with the sedachthies, and both groups tend to leave each other alone.

If a PC happens to speak Thalassic, the revelation surprises the sedachthies, who are immediately intrigued. The sedachthies are willing to speak with the PCs and begin the conversation with an indifferent attitude. The sedachthies initially believe the PCs to be cultists as well and don't question why the PCs are here or speaking with them. If the PCs impress the sedachthies, the trio are rather forthcoming, explaining their deal with Romi ("your bat boss") and their part in kidnapping sailors for the cult.

After speaking with the sedachthies, it becomes clear the trio aren't particularly astute. The PCs gain a +2 circumstance bonus to Deception checks when dealing with the sedachthies. The PCs might take advantage by ending or altering the sedachthies' deal "on behalf" of the cult. Beyond attacking other cult members or each other, the sedachthies are open to any new orders, including ending the agreement and leaving for good.

If the PCs can't communicate with the sedachthies, the trio leaves them alone initially, but repeated intrusions into the area cause the sedachthies to grow frustrated and attack. The sedachthies also attack if they see other cultists fighting the PCs, as the sedachthies are quick to realize the PCs must be intruders or traitors of some kind. In combat, the sedachthies try to surround a single PC and make use of Shared Feast to take down the target as quickly as possible. They hurl their spears at foes who harry them from a distance. A sedachthy will flee if reduced to 10 Hit Points or fewer. In this case, the sedachthy doesn't return. Whether they are all slain, flee, or are otherwise convinced to stop kidnapping, getting rid of the sedachthies proves to be a serious blow to the cult's resources.

C9. Ocean Tunnel

Moderate 3

The ruins open to a cavernous area. Openings in the western and southern end lead back toward the ruins. A wide tunnel in the northern end of the area descends into darkness from which the sounds of lapping water echo.

This tunnel leads out of the ruins, through Vil-Azmar, and eventually connects to the ocean beyond. The cultists believe that the tunnel eventually becomes entirely submerged, but it rises enough to keep a pocket of air above the water throughout most of its length.

Creatures: After Romi met Lady Nalushae and set up the agreement to provide her with bodies, he soon realized that Alzira's ritual wouldn't provide victims at the necessary rate to maintain the agreement. During one of his expeditions, Romi made contact with a group of sedachthies and brokered a deal. He would use his werebat abilities to scout the area and notify the sedachthies of nearby vessels, and he would also provide them with some Azlanti "relics" in exchange

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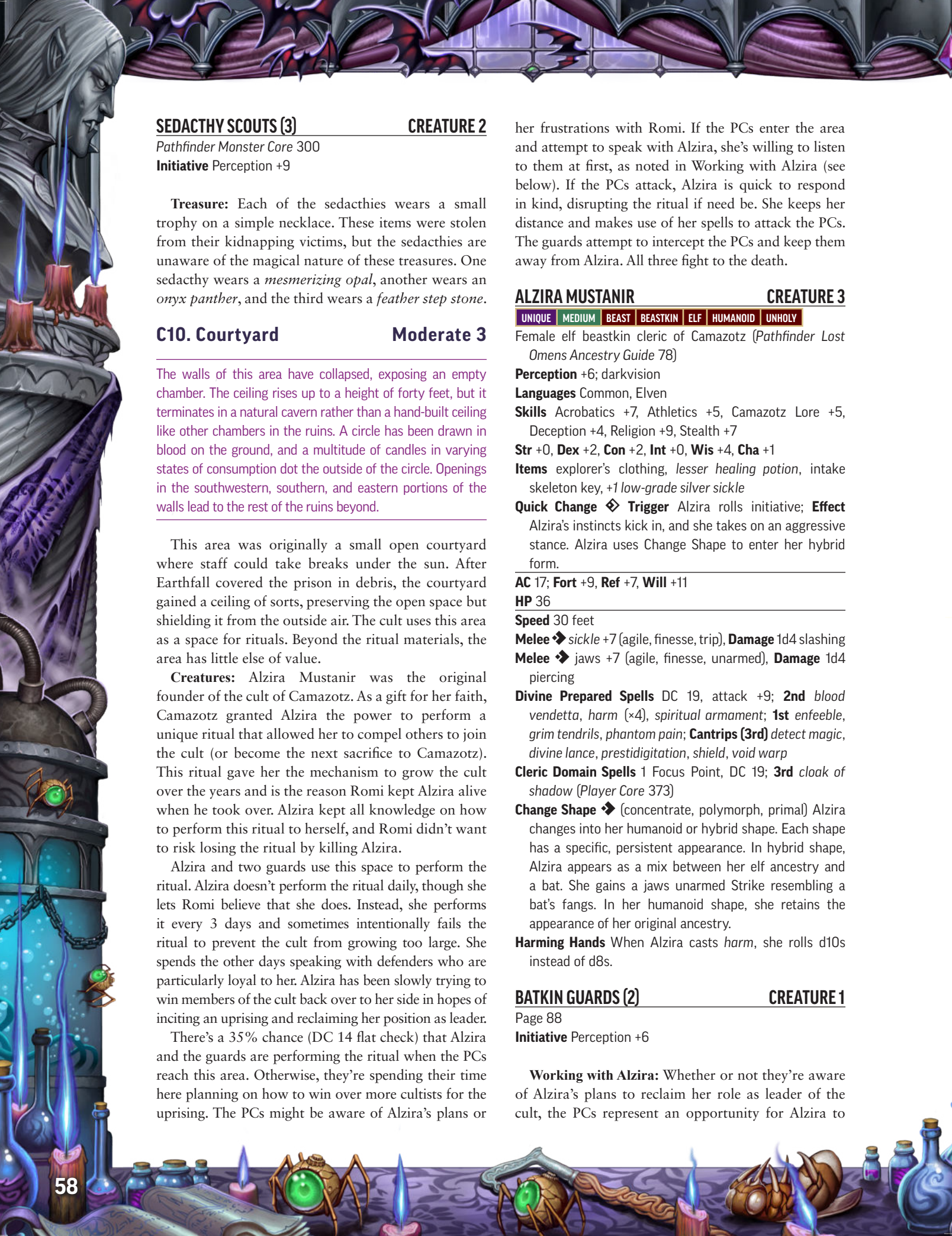
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SEDACTHY SCOUTS (3)

CREATURE 2

Pathfinder Monster Core 300

Initiative Perception +9

Treasure: Each of the sedacthies wears a small trophy on a simple necklace. These items were stolen from their kidnapping victims, but the sedacthies are unaware of the magical nature of these treasures. One sedacthy wears a *mesmerizing opal*, another wears an *onyx panther*, and the third wears a *feather step stone*.

C10. Courtyard

Moderate 3

The walls of this area have collapsed, exposing an empty chamber. The ceiling rises up to a height of forty feet, but it terminates in a natural cavern rather than a hand-built ceiling like other chambers in the ruins. A circle has been drawn in blood on the ground, and a multitude of candles in varying states of consumption dot the outside of the circle. Openings in the southwestern, southern, and eastern portions of the walls lead to the rest of the ruins beyond.

This area was originally a small open courtyard where staff could take breaks under the sun. After Earthfall covered the prison in debris, the courtyard gained a ceiling of sorts, preserving the open space but shielding it from the outside air. The cult uses this area as a space for rituals. Beyond the ritual materials, the area has little else of value.

Creatures: Alzira Mustanir was the original founder of the cult of Camazotz. As a gift for her faith, Camazotz granted Alzira the power to perform a unique ritual that allowed her to compel others to join the cult (or become the next sacrifice to Camazotz). This ritual gave her the mechanism to grow the cult over the years and is the reason Romi kept Alzira alive when he took over. Alzira kept all knowledge on how to perform this ritual to herself, and Romi didn't want to risk losing the ritual by killing Alzira.

Alzira and two guards use this space to perform the ritual. Alzira doesn't perform the ritual daily, though she lets Romi believe that she does. Instead, she performs it every 3 days and sometimes intentionally fails the ritual to prevent the cult from growing too large. She spends the other days speaking with defenders who are particularly loyal to her. Alzira has been slowly trying to win members of the cult back over to her side in hopes of inciting an uprising and reclaiming her position as leader.

There's a 35% chance (DC 14 flat check) that Alzira and the guards are performing the ritual when the PCs reach this area. Otherwise, they're spending their time here planning on how to win over more cultists for the uprising. The PCs might be aware of Alzira's plans or

her frustrations with Romi. If the PCs enter the area and attempt to speak with Alzira, she's willing to listen to them at first, as noted in Working with Alzira (see below). If the PCs attack, Alzira is quick to respond in kind, disrupting the ritual if need be. She keeps her distance and makes use of her spells to attack the PCs. The guards attempt to intercept the PCs and keep them away from Alzira. All three fight to the death.

ALZIRA MUSTANIR

CREATURE 3

UNIQUE **MEDIUM** **BEAST** **BEASTKIN** **ELF** **HUMANOID** **UNHOLY**

Female elf beastkin cleric of Camazotz (*Pathfinder Lost Omens Ancestry Guide* 78)

Perception +6; darkvision

Languages Common, Elven

Skills Acrobatics +7, Athletics +5, Camazotz Lore +5, Deception +4, Religion +9, Stealth +7

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

Items explorer's clothing, *lesser healing potion*, intake skeleton key, +1 *low-grade silver sickle*

Quick Change **◆ Trigger** Alzira rolls initiative; **Effect** Alzira's instincts kick in, and she takes on an aggressive stance. Alzira uses Change Shape to enter her hybrid form.

AC 17; **Fort** +9, **Ref** +7, **Will** +11

HP 36

Speed 30 feet

Melee **◆ sickle** +7 (agile, finesse, trip), **Damage** 1d4 slashing

Melee **◆ jaws** +7 (agile, finesse, unarmed), **Damage** 1d4 piercing

Divine Prepared Spells DC 19, attack +9; **2nd** *blood vendetta*, *harm* (×4), *spiritual armament*; **1st** *enfeeble*, *grim tendrils*, *phantom pain*; **Cantrips (3rd)** *detect magic*, *divine lance*, *prestidigitation*, *shield*, *void warp*

Cleric Domain Spells 1 Focus Point, DC 19; **3rd** *cloak of shadow* (*Player Core* 373)

Change Shape **◆** (concentrate, polymorph, primal) Alzira changes into her humanoid or hybrid shape. Each shape has a specific, persistent appearance. In hybrid shape, Alzira appears as a mix between her elf ancestry and a bat. She gains a jaws unarmed Strike resembling a bat's fangs. In her humanoid shape, she retains the appearance of her original ancestry.

Harming Hands When Alzira casts *harm*, she rolls d10s instead of d8s.

BATKIN GUARDS (2)

CREATURE 1

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Initiative Perception +6

Working with Alzira: Whether or not they're aware of Alzira's plans to reclaim her role as leader of the cult, the PCs represent an opportunity for Alzira to

further her goals. If the PCs reach the courtyard and don't immediately attack, Alzira demands to know the PCs' identities and reason for being in the intake. As long as the response isn't along the lines of slaying the cult, Alzira is intrigued and offers a proposition to the PCs. She explains the history of the cult and her role as founder, though she omits her knowledge of the ritual. She recounts how Romi joined the cult and eventually took over. Alzira notes that she and the PCs could work together to take down Romi. In exchange for their help, Alzira states that she would have her newly reclaimed cult leave the intake and allow the PCs to move about freely through the area.

The PCs might initially distrust Alzira. PCs who Sense Motive to determine whether Alzira is lying automatically recognize that she means every word, including her intent to uphold her end of the bargain. If the PCs consider working with her but are unconvinced, Alzira even offers her plan to the PCs. She explains that she's won about half of the cultists in the intake to her side, but the numbers aren't quite there for her to feel comfortable enough to enact her plan at the moment. With the PCs on her side, the scales tip far enough for her to play her hand. Alzira's followers would strike while she and the PCs attacked Romi. With Romi slain, most of the remaining cultists loyal to Romi would either flee or submit, leaving a scattered few for slaughter or sacrifice.

The PCs are under no obligation to work with Alzira. If it's clear they won't work with her, she commands her defenders to attack. If the PCs choose to work with Alzira, she is pleased and offers the PCs an opportunity to prepare themselves. She shares the layout of the rest of the intake, including noting what other creatures reside throughout the area. Alzira can have the cultists loyal to her move prisoners around in area C8 to clear out area C8e so the PCs have a place to rest; she even teaches the PCs how to manipulate the room's light levels to make it more comfortable. The PCs can use this opportunity to liberate the prisoners without repercussion if they bring it up with Alzira.

She's also willing to wait for the PCs to leave for Talmandor's Bounty and recuperate, but she notes that if they don't return within 2 days, she'll assume the PCs are traitors and kill them on sight when they return. If the PCs decide to leave for Talmandor's Bounty, Alzira gives them a pass phrase ("Blood of darkness, I hunger for your call") that marks them as someone loyal to her cause and allows the PCs to move past the defenders without raising the alarm. When the PCs are ready, they can let Alzira know, and she proceeds to enact her plan, which is detailed in the "Alzira's Uprising" sidebar on page 66.

Reward: If the PCs manage to set up an alliance with Alzira, award them XP as if they defeated her and the defenders in battle, plus an additional 30 XP for their maneuvering to work with Alzira.

C11. Hound Pens

Low 3

A small fence separates an open area from the crevice below and the ruins beyond. The enclosed space shows signs of animal life, with droppings and bits of mostly consumed meat scattered about. The fence has no obvious gate, but doors in the northern and eastern walls lead to areas beyond.

This area was originally a hallway that led further into the intake, but the cultists converted it into a pen for their own use. The lights here are intentionally kept dim to help make it more comfortable for the cult's pets.



Alzira Mustanir

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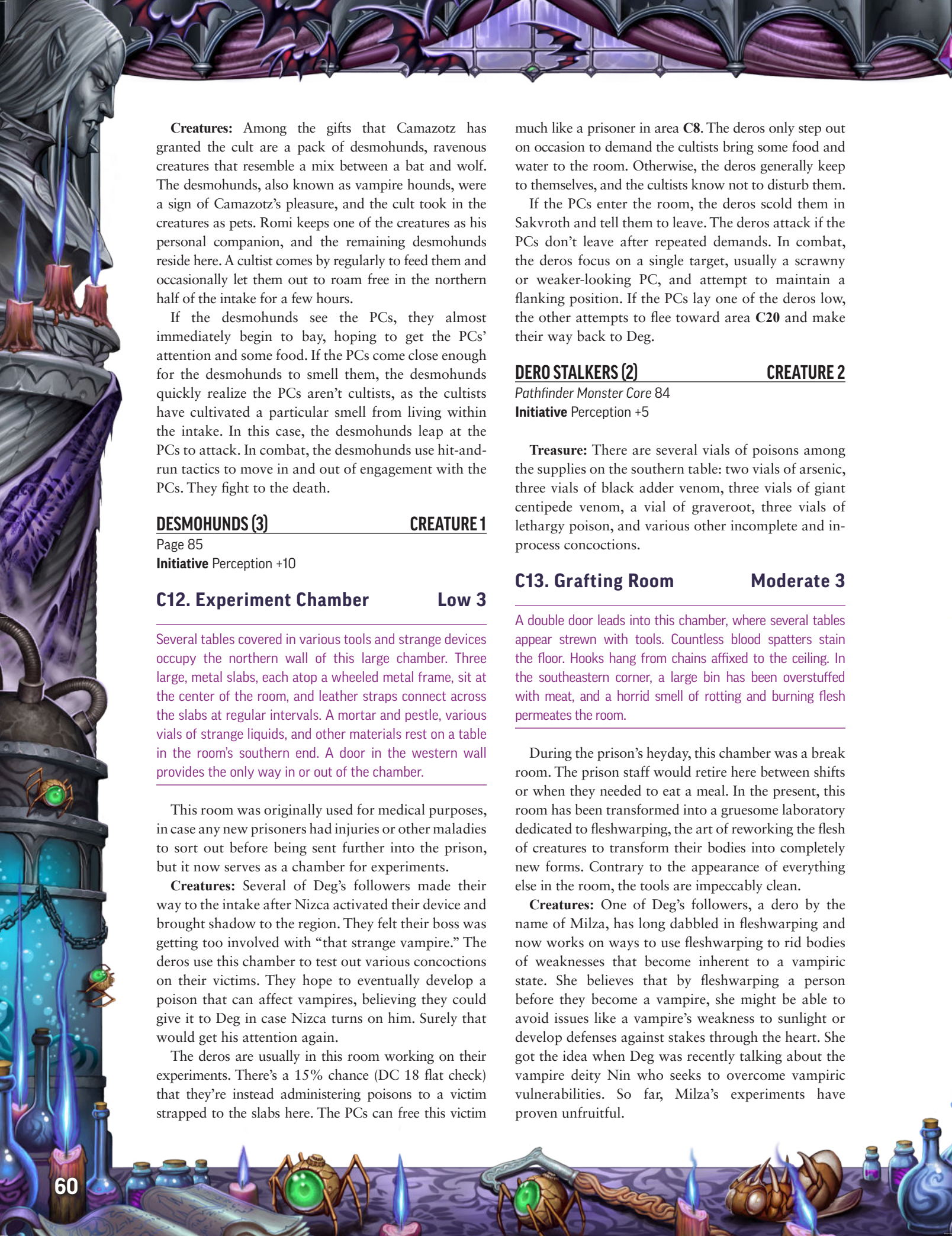
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Creatures: Among the gifts that Camazotz has granted the cult are a pack of desmohunds, ravenous creatures that resemble a mix between a bat and wolf. The desmohunds, also known as vampire hounds, were a sign of Camazotz's pleasure, and the cult took in the creatures as pets. Romi keeps one of the creatures as his personal companion, and the remaining desmohunds reside here. A cultist comes by regularly to feed them and occasionally let them out to roam free in the northern half of the intake for a few hours.

If the desmohunds see the PCs, they almost immediately begin to bay, hoping to get the PCs' attention and some food. If the PCs come close enough for the desmohunds to smell them, the desmohunds quickly realize the PCs aren't cultists, as the cultists have cultivated a particular smell from living within the intake. In this case, the desmohunds leap at the PCs to attack. In combat, the desmohunds use hit-and-run tactics to move in and out of engagement with the PCs. They fight to the death.

DESMOHUNDS (3)

CREATURE 1

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Initiative Perception +10

C12. Experiment Chamber

Low 3

Several tables covered in various tools and strange devices occupy the northern wall of this large chamber. Three large, metal slabs, each atop a wheeled metal frame, sit at the center of the room, and leather straps connect across the slabs at regular intervals. A mortar and pestle, various vials of strange liquids, and other materials rest on a table in the room's southern end. A door in the western wall provides the only way in or out of the chamber.

This room was originally used for medical purposes, in case any new prisoners had injuries or other maladies to sort out before being sent further into the prison, but it now serves as a chamber for experiments.

Creatures: Several of Deg's followers made their way to the intake after Nizca activated their device and brought shadow to the region. They felt their boss was getting too involved with "that strange vampire." The deros use this chamber to test out various concoctions on their victims. They hope to eventually develop a poison that can affect vampires, believing they could give it to Deg in case Nizca turns on him. Surely that would get his attention again.

The deros are usually in this room working on their experiments. There's a 15% chance (DC 18 flat check) that they're instead administering poisons to a victim strapped to the slabs here. The PCs can free this victim

much like a prisoner in area C8. The deros only step out on occasion to demand the cultists bring some food and water to the room. Otherwise, the deros generally keep to themselves, and the cultists know not to disturb them.

If the PCs enter the room, the deros scold them in Sakvroth and tell them to leave. The deros attack if the PCs don't leave after repeated demands. In combat, the deros focus on a single target, usually a scrawny or weaker-looking PC, and attempt to maintain a flanking position. If the PCs lay one of the deros low, the other attempts to flee toward area C20 and make their way back to Deg.

DERO STALKERS (2)

CREATURE 2

Pathfinder Monster Core 84

Initiative Perception +5

Treasure: There are several vials of poisons among the supplies on the southern table: two vials of arsenic, three vials of black adder venom, three vials of giant centipede venom, a vial of graveroot, three vials of lethargy poison, and various other incomplete and in-process concoctions.

C13. Grafting Room

Moderate 3

A double door leads into this chamber, where several tables appear strewn with tools. Countless blood spatters stain the floor. Hooks hang from chains affixed to the ceiling. In the southeastern corner, a large bin has been overstuffed with meat, and a horrid smell of rotting and burning flesh permeates the room.

During the prison's heyday, this chamber was a break room. The prison staff would retire here between shifts or when they needed to eat a meal. In the present, this room has been transformed into a gruesome laboratory dedicated to fleshwarping, the art of reworking the flesh of creatures to transform their bodies into completely new forms. Contrary to the appearance of everything else in the room, the tools are impeccably clean.

Creatures: One of Deg's followers, a dero by the name of Milza, has long dabbled in fleshwarping and now works on ways to use fleshwarping to rid bodies of weaknesses that become inherent to a vampiric state. She believes that by fleshwarping a person before they become a vampire, she might be able to avoid issues like a vampire's weakness to sunlight or develop defenses against stakes through the heart. She got the idea when Deg was recently talking about the vampire deity Nin who seeks to overcome vampiric vulnerabilities. So far, Milza's experiments have proven unfruitful.

Milza conducts all of her experiments on a human servant formerly known as Wulray. The constant fleshwarping has transformed Wulray into a grothlut who's lost his entire identity. He remains instinctually loyal to Milza, however, and she continues her experiments on his now-transformed body.

If the PCs enter this area, Milza is surprised at their intrusion. The cultists know to leave her alone, and Milza hasn't spoken with any of them in weeks. Milza silently beckons the PCs inside when they open the door to the room. Once they've all entered, she attacks, causing Wulray to fly into a frenzy and attack. Milza has grown accustomed to Wulray's Piteous Moan and is immune to the grothlut's ability. The two fight to the death.



Milza

MILZA

CREATURE 3

Female dero strangler (*Pathfinder Monster Core* 84)

Initiative Perception +6

WULRAY

CREATURE 3

Grothlut (*Pathfinder Monster Core* 152)

Initiative Perception +5

C14. Storeroom

While constructing En-Gokal, Azlanti architects left this room and several other rooms (areas C15–C17) intentionally empty in case there were any plans to expand the prison or a need for additional rooms that hadn't been accounted for in initial plans. This room serves as additional storage for the cult, holding food and other supplies, but is otherwise empty.

C15. Water Room

Large rain barrels, most of which are filled with water, take up most of the space in this room. The cult sends a handful of members out into Vil-Azmar to collect water from the island's main stream every few weeks, and the barrels are the fruits of these labors. Beyond the water barrels, this room has nothing else of note.

C16. Parts Storage

Several makeshift shelves stand along the eastern wall of this chamber. The shelves hold a variety of Azlanti parts and scrap that Deg sent to Romi in exchange for victims.

Treasure: Most of the parts here have little value. If the PCs take some time to search the parts and succeed at a DC 18 Crafting check, they recognize

that some can connect with the *Azlanti engine* in Talmandor's Bounty. Installing these pieces takes 1 day of downtime but doesn't otherwise require any kind of check. Once installed, the PCs gain access to *formulating aeon stones* (page 81) and can begin

Crafting them. The installed parts count as having the formula for the stones for the purposes of Crafting checks. If the Azlanti pin panel is installed, Vazterri can explain the new function of the device. Otherwise, the PCs will have to experiment to understand this new function.

C17. Garden

Low 3

A pair of bronze panels strapped to the ceiling emanates bright light that fills this chamber. To the east lies a small garden plot with several flowers growing in it. The only way in and out of the area is a door in the western wall.

Deep within En-Gokal lies the "Prison Palace," a cavern that included an underground farm to help keep the prison more self-sufficient. Some of Azlant's greatest inventors created an artificial sun that allowed the prisoners to grow crops even in these subterranean conditions. Today, the people of the depths known as Underheaven continue to make use of the *clockwork sun* that gives life. More information on Underheaven and the artificial sun can be found in *Pathfinder Adventure Path #214: The Broken Palace*.

Deg attempted to replicate the power of the *clockwork sun*, but the best he could come up with on his own were replicas in the form of bronze plates that use magic to create sunlight. Unfortunately, these panels relied on external power sources, and Deg never managed to fully recreate the magitechnology that powers the *clockwork sun*. He eventually abandoned his attempts at this project, but Romi found the possibility of the panels intriguing. Romi asked Deg to share what few panels he had, and together the two connected them to the control rooms in the intake. With the panels empowered and placed in this room, Romi hoped to create a garden that could be used to help feed the cult.

Creatures: Two werebat warriors watch over the garden. Romi declared the room a sacred place, and the two guard it fiercely with their lives. These defenders swap shifts every day with some of the other werebat warriors in area C2. If the PCs enter the area, the warriors immediately attack since Romi is the only

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one allowed inside. In combat, the warriors do their best to force the PCs out of the room and keep them out. The warriors fight to the death.

WEREBAT WARRIORS (2)

CREATURE 3

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Initiative Perception +10

Treasure: Once Romi and Deg installed the panels in this room, the cult tore away some of the stone floor to make space for the garden plot. To their surprise, the cultists found some sprouting plants in the plot when they came back the next day. These new sprouts were gifts from Camazotz—a rare set of plants known as *moonkeep flowers*. There are a total of three *moonkeep lilies* and six *moonkeep orchids* growing here. If anyone picks these flowers, they don't regrow. If the PCs return here after dealing with the cult of Camazotz and reaching 9th level, they find that the magic of the plot has caused a single *moonkeep hyacinth* to grow here. More information on *moonkeep flowers* can be found on page 82.

In addition to the flowers, the PCs can also claim the panels as treasure. Dismounting the panels from the ceiling disconnects them from their power source and immediately shuts off the light they produce. The panels are complex devices. Without Romi and Deg's help, the PCs will be unable to remount them and restore their light, an outcome that becomes obvious to anyone trained in Crafting that studies the panels. With a successful DC 19 Crafting check, the PCs can remove useful parts from the panel. The PCs can install these parts into the *Azlanti engine* by spending 1 day of downtime. This grants the engine the ability to create new light sources for the PCs. Once per day, the PCs can run a gemstone worth at least 6 gp through this new section of the engine. After 1 minute, the stone exits out of the other end of the device and immediately glows with light, as the engine casts *everlight* onto the stone. All light sources created in this way glow with simple white light. Like with other additions to the engine, Vazterri can explain the new function of the device. Otherwise, the PCs will have to experiment to understand this new function.

C18. Control Rooms

This large chamber resembles the top half of a long cylinder with rounded ends and appears to be made of several overlapping metal panels. There are no obvious ways in or out of the room.

During the prison's active days, the guards and prison staff used these rooms to monitor activity in the intake as well as to stay in communication with other parts of the prison. Getting into the control rooms is relatively simple. If the PCs place their hand on the wall panels for a few seconds, the panel moves aside and allows access in or out of the room. Typically, the control rooms would only allow access to specific individuals, but the parameters were lost during Earthfall, so the control rooms now recognize anyone as a valid individual. While this method of entering the control rooms isn't immediately apparent, the PCs can learn about the access by watching Romi or Alzira access the chambers. Alzira also shares this information with the PCs if they've become allies. Finally, there are obvious handprints, some bloody and filthy, along the outer panel.

Each chamber has a different current function as noted below.

C18a: This control room keeps status reports on various parts of the prison. Several magitech control panels and pin panels are built into stone daises throughout the room. Some have labels in Azlanti noting their function, such as "Cell Block Status" and "Guard Reports." One stone panel is clearly a map of the intake, with thousands of tiny metallic points built into its surface. These points glow with light at various spots along the map. After watching these lights for a few moments, it becomes clear that the lights represent people within the intake. These lights function in real time, and some appear to move about the map. The PCs are also represented via these lights, but their lights appear as red rather than white like the cultists and prisoners.

Unbeknownst to the PCs, the intake has built-in security functions in place that keep track of them. These functions were also in place during the prison's active days. The map would keep track of every guard, prisoner, and visitor in the intake. Part of the prisoner processing included registering the prisoner within this system. Any unregistered person would activate the prison's security systems if they ventured past the intake and proceeded further into the prison. Due to malfunctions in the system, it doesn't see people coming into the intake from within deeper parts of the prison as intruders or runaway prisoners.

The reason the PCs show up as red lights is because they aren't "registered" to the intake at the moment. Since Earthfall, the intake's security system has been malfunctioning and resets once a week. When it resets, it takes a log of every person currently in the intake and adds them to its registry, as it assumes these people are meant to be here and logs them by default. The

PCs have no way of knowing this, however, and unless they stay in the intake for an entire week, they always miss the reset period and avoid becoming registered in the system.

Ultimately, this panel doesn't provide much information to the PCs beyond the whereabouts of other people in the intake. Even if they can read Azlanti, they won't be able to discern enough information from the map to know that they are "unregistered individuals" and could set off security systems deeper within the prison. They also lack the means to register themselves in the system. For now, this panel is just a subtle bit of foreshadowing for the lockdown that occurs at the beginning of "The Broken Palace."

C18b: This control room is a dedicated means of communication with Nizca. Most of the control panels in this room are nonfunctional. One pin panel is labeled "Control Tower" and is the only functional piece in the room. Even without the ability to read the labels, this panel can draw the PCs' attention since it's the only one still obviously functional due to the low humming and occasional whirring it produces.

Two large slabs on either side of the pin panel have shallow indents where a human hand fits comfortably. Once a PC places their hands in these indents, the pin panel begins to undulate, resembling the calm waves of the sea. After a moment, the panel stops, the pins press all of the way in, and then they form into the shape of a humanoid face. This figure is Nizca, who's received the contact request on a similar panel located within the Ebon Tower, where they're working on empowering the *shadow beacon* that will blot out the sun. Nizca and Romi occasionally make use of this pin panel to communicate, and being contacted wasn't expected on Nizca's end.

The face in the panel on the PCs' end appears somewhat vague. The pin panel can't replicate specific features, so Nizca's face appears androgynous and without much detail. The one detail that comes through clearly is Nizca's vampiric fangs. Once communication is established, Nizca is surprised to see a different face than Romi's. (Although the pin panel lacks great detail, Nizca can still tell it's a different face coming through.) Nizca asks the PC about Romi's whereabouts in Common. Nizca's voice through the pin panel is comprehensible but sounds like constant metallic plinking and ringing. Regardless of what the PC says about Romi, Nizca is immediately intrigued.



They do their best to keep the PC talking to learn just what's going on.

Nizca is willing to discuss a few matters with the PC, including that they need the cult to send more victims their way (a detail they assume the PCs have already learned about), that Nizca is a vampire (a detail that they know would be obvious to anyone), and that work on harvesting more shadow energy continues smoothly (a detail Nizca incorrectly assumes the PCs know about). During this time, Nizca attempts to learn the PC's identity, their relation to Romi, and whether or not the PC is a friend or foe. Once it becomes clear the PC is working to put a stop to the cult of Camazotz or if the PC acts stubbornly and refuses to share anything with Nizca, they decide to end the communication. The last thing the

PCs hear is Nizca say, "Deg, put an end to this device." A few seconds later, Nizca's face disappears from the pin panel, and it returns to undulating as it attempts to contact the tower again, something that will never occur for the rest of the campaign.

C18c: Most of the devices in here have been torn away. Romi attempted to use this room as a power source. He hoped that by connecting the stasis cells in area C20 with the magic and devices in here, he would find a way to safely open up the cells without harming the inhabitants. Unfortunately, his plan failed, and now most of this room is a mess of exposed paneling, metal parts, and other scrap. The only successful connection he made was to the light panels in area C17. Currently, there's nothing of obvious worth in this room, though some of the parts might be helpful with deactivating the stasis cell in area C20, as noted on page 65.

Reward: Award the PCs 30 XP if they make contact with Nizca.

C19. Temporary Prison

Low 3

Several barred prison cells occupy this portion of the ruins. Two of the cells have been obviously destroyed, but the rest remain intact.

This area of the intake was meant to hold new prisoners after processing before being taken deeper into the prison. Much like during the height of Azlant, the cult uses these prisons in a similar fashion. They place a victim in here for a few hours before someone from deeper in the prison can come collect them. The cells are empty when the PCs first arrive at the intake,

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but one of the prisoners in area **C8** might be moved here during the PCs' exploration of the area, at the GM's discretion.

Creatures: Two deros keep an eye over the prison area. The deros rotate out every day when two new deros arrive to take watch, and the current deros take the prisoner into the prison's deeper regions. The deros are under strict orders to not interfere with the cult, which includes avoiding becoming part of any conflicts. The cult of Camazotz has a reputation for falling into infighting, which the deros know to avoid. They even keep away if they see the PCs fighting with cultists, as they're unsure as to who is or isn't a cultist.

If deros come for the next victim to deliver and find that there isn't one, they take an hour to search the intake for Romi or Alzira. If they can't find either, the deros leave the intake and report that the cult has abandoned their posts and failed their agreement. There isn't an initial response from the vampires, for they've become busy with other matters, but at your discretion, they might send some vampire servants (page 67) or vampire servitors (*Monster Core* 336) to investigate further later.

If the PCs approach the deros, they draw their weapons and yell in Sakvroth for the PCs to stay at a distance. The deros attack if the PCs continue to approach. If the PCs can communicate with the deros, the deros are intrigued and do their best to learn about the newcomers. If it becomes clear to them that the PCs aren't cultists, the deros try to find a way to slip away and venture into En-Gokal. They then report that the cult has been compromised and cut off ties, which has a similar result to reporting the cult has abandoned their post, as described above.

In combat, the deros try to hit targets with lethargy poison from a distance before switching to their clubs. In melee, they try to flank the nearest enemy and create an opening toward area **C21**. Once reduced to 10 Hit Points or fewer, a dero attempts to flee.

DERO STALKERS (2)

CREATURE 2

Pathfinder Monster Core 84

Initiative Perception +5

C20. Stasis Cells

Severe 3

Several large, cylindrical containers stand atop a metallic base. Thin, metallic lines run out from these bases, connect with each other, and eventually link to one of the chambers nearby. Tarps cover all but one of the containers. The exposed container is made almost entirely from glass, save for the base and a metallic cap at the top. The container appears empty, but the inside of the glass glows with a dim, pale light.

The most dangerous prisoners that came to En-Gokal were placed into stasis cells. These cells were typically reserved for creatures with innate magical abilities, a penchant for mental control, or even alghollthu threats. The magical devices emit a powerful temporal effect that keeps the prisoner within in a state of suspended time. This state can keep the prisoner locked away indefinitely, as the temporal effect prevents aging and effectively "locks" the prisoner to the exact point in time in which they entered. A prisoner placed into a stasis cell during the time of ancient Azlant would be the exact same age and feel as if no time had passed when released in the modern day.

The guards would process prisoners and then place them within a stasis cell to transport them deeper into the prison. From the control room in area **C18c**, they could activate or deactivate a stasis cell as well as make it ready for transport. Unfortunately, full controls over these cells have been destroyed due to Romi's failed attempts to learn how to make use of the control panels.

Currently, all of the stasis cells are empty, save for one. Looking beneath the tarps reveals that the cell in the northeast corner contains a prisoner.

Creatures: One of the covered cells holds a single prisoner that was received for processing but never transported into the prison, as Earthfall occurred before it could happen. The prisoner was Noltari Muros, a vampire and a worshipper of Camazotz. Noltari fled from Arcadia to Azlant in hopes of avoiding Razatlani vampire hunters. He hid for several years among the people of Azlant, feeding off of them when necessary but generally maintaining a low profile. After some time, he grew confident again and attempted to recruit others to the worship of Camazotz. This fledgling cult would prove to be the end of Noltari, however, as the cult quickly drew the attention of Azlanti authorities. Not long after, they apprehended Noltari and sent him to En-Gokal for imprisonment. He was set to be sent to the lower cell blocks the day after his processing but became trapped here after Earthfall. Unlike many other stasis cells deeper in the prison, Noltari's stasis cell never opened. The earthquakes that would occasionally break these cells open were more powerful beneath the surface. As the intake is closer to the surface, the earthquakes' effects were less powerful, and Noltari remained trapped even as other vampires found freedom.

Noltari is the reason that Camazotz has taken such an interest in the cult. As a vampire, Noltari is already more powerful than every other member. The god hoped that his new cult could liberate the vampire and grant Noltari control over the other cultists. With a vampire as their leader, the cult would be powerful

and could spread the will of Camazotz far. Camazotz whispered this possibility to Alzira, but she saw Noltari as a competitor to her leadership and so never made large strides toward his liberation. She chose to have the cult cover the stasis cells to avoid being reminded of Noltari's existence.

When Romi took over the cult, he also learned about the existence of Noltari. Romi found Noltari fascinating and saw the vampire as an opportunity to make himself more powerful. Already a werebat, Romi believed that turning himself into a vampire would elevate him well beyond anyone in the cult and even beyond Noltari. Combining the two would transform him into the ultimate predator and be a form that would earn Camazotz's greatest favors yet. Once he made contact with Deg, Romi was able to maintain Noltari's existence a secret since he sold the lie that all of the cells were empty after showing just one to the deros. Romi has failed to release Noltari so far and doesn't realize he lacks the means to do so at the moment, though the PCs might be able to help with this as noted in Releasing Noltari (see right).

If the PCs manage to release Noltari and attempt to face him in combat, the PCs are rather outmatched, though the fight isn't completely hopeless. Working together, they might be able to defeat the vampire, but Noltari is anything but a slouch. Due to the nature of the stasis, he's immediately capable of fighting because he's just as healthy and alert as he was at the moment of his imprisonment. A complication with communicating with him is that he doesn't know Common, so the PCs would need to speak Aklo, Azlanti, Necril, or Razatlani. In combat, he attempts to *dominate* the PC with the feeblest appearance or anyone who's obviously a spellcaster. He then leaps into combat and attempts to drink the blood of anyone who engages him in melee. Noltari makes use of his vampiric abilities as best as he can to make space when needed, either by climbing past obstacles or transforming into a bat to fly away. If reduced to 0 Hit Points, Noltari attempts to fly toward the caverns in his mist form. Once there, it's a simple matter for him to escape into the sky above Vil-Azmar, where he could manage to escape even during the day due to the shadowed sky. Getting further from the island would be an additional challenge he'd have to overcome. In this case, he returns at your discretion to seek revenge against the PCs, though he might have built up a gathering of servitors in the intervening time.

NOLTARI MUROS

CREATURE 6

Vampire count (Pathfinder Monster Core 336)

Initiative Perception +17

Languages Aklo, Azlanti, Necril, Razatlani

Releasing Noltari: There's a chance that the PCs end up speaking with Romi in area C21 and learn of his plans to release Noltari. If they decided to work with Romi and help him release the vampire, the PCs can take some time to study the cell to try to learn how it works. One thing that becomes immediately clear is this particular cell is damaged, something that occurred during Earthfall, making it particularly fragile as a result.

The PCs who study the cell for several hours can attempt a DC 20 Arcana or Crafting check, or a DC 18 Azlanti Lore check to determine what they know about the cell. With a success, they determine that they can open the cell with a specialized key that would have the same effect of ending the stasis through the control panels in area C18c. Attempting to open the stasis cell in any other way would cause the magic to fail and immediately destroy Noltari as a temporal collapse displaces parts of his body across the entirety of the millennia he's remained trapped in the cell. Luckily, with the knowledge they have, the PCs can configure a new key to open the device. Doing so requires the PCs create a new key. If the PCs get a critical success on their check, they gain a +4 circumstance bonus to their check to develop a key since they have a better understanding of the cell.

Creating the key requires the PCs gather the correct parts to configure it. These parts are all located within area C18c. Gathering the correct parts requires a character to succeed at a DC 18 Arcana or Crafting check, or a DC 16 Azlanti Lore check. The possible bonus to develop the key described above applies to this check. With the parts in hand, the PCs must also acquire a skeleton key to reconfigure. The PCs can make use of a skeleton key from the ruins area of the cavern, one of the skeleton keys from the defenders in the intake, or Romi's skeleton key. To reconfigure the key, the PCs must install the parts into the *Azlanti engine* back in Talmandor's bounty. Once installed, a character must attempt one final DC 17 Crafting check. If the pin panel is installed into the engine, Vazterri can take charge of the reconfiguration and bypass the need for a check.

With the key in hand, the PCs can unlock the cell. They can choose to properly unlock the cell and release Noltari, or they can activate the built-in fail-safe and cause the cell to fail, destroying Noltari as noted above. Once released, Noltari immediately recognizes Romi as a fellow follower of Camazotz and withholds attacking. Romi takes the opportunity to explain the situation and Noltari decides to play along for the moment. The two thank the PCs as they make their way deeper into prison. Eventually, Romi becomes a vampire as he wishes and then

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ALZIRA'S UPRISING

Once the time comes for the uprising, Alzira commands her loyalists to attack the remaining cultists. The entire intake breaks out into fighting as half of the cult attacks the other half. The adventure assumes these fights happen in the background and the PCs don't engage with them. Alzira joins the PCs in the attack on Romi in area **C21**. She isn't one for words and immediately attacks. She does her best to aid the PCs from a distance while harrying Romi and the vampire servants with spells. If the PCs and Alzira succeed in defeating Romi, it doesn't take long before the rest of the fighting ends. The cult becomes reduced to Alzira and about a dozen members that survive the fight.

True to her word, Alzira allows the PCs to move freely past the intake toward the rest of the prison. Her and the remaining cultists take one day to prepare to leave the ruins. The PCs are free to move on during this time. Unfortunately, just as the cult is about to leave, Camazotz speaks to Alzira once more, and she becomes enraptured by the thought of winning his favor again. She decides to attack the PCs with a pair of werebat warriors, fighting to the death in hopes of proving herself to Camazotz. In this case, the remaining cultists fall to infighting once again after Alzira's death, and eventually the cult is no more.

If the PCs decide to proceed through the prison while the uprising occurs, they find Alzira and the cult gone upon their return. What Alzira plans to do next is up to the GM at this point, but she likely grows in power, possibly becoming a sanguinancer and continuing to make use of her ritual to grow the cult.

betrays Noltari and destroys him. A vampiric Romi can appear later in the campaign and offer the PCs a chance to join him or meet the same fate as Noltari. Such a development is beyond the scope of this adventure but could lead to a particularly interesting wrinkle in the course of the campaign!

Reward: If the PCs end up destroying Noltari, award the PCs 80 XP.

C21. Prison Access

Severe 3

A wide ramp descends into a stone hall that leads further into the ruins.

Once an inmate was fully processed and ready to be taken into the prison, they would be escorted (or wheeled in the case of stasis cells) down this ramp toward their ultimate destination. The area is currently empty save for the creatures who spend time here. The tunnel beyond continues for hundreds of feet to the upper cellblock. More information on this tunnel and the cellblock is found in "The Broken Palace."

Creatures: Romi keeps to himself down in the lower portion of the access most of the time. He's been generally unfulfilled as of late since he's kept out of most of Lady Nalushae's and Nizca's plots, which leaves him feeling more like a lackey than the leader he sees himself as. When not helping out with the exchange of victims or resting in his room, Romi quietly plots here for a way to force himself into Nizca's plan and earn a greater role. His only companion is Chwan, his loyal vampire hound. Lady Nalushae sent two vampire servants to act as Romi's personal assistants but also to spy on him on her behalf (an ulterior motive that Romi sniffed out almost immediately).

Once Romi meets the PCs, he's amused because he remembers meeting them when they were first running errands for Inizkar. He doesn't immediately attack, though he does drop any hope for diplomacy if the PCs strike first. Assuming the PCs are willing to listen to him, Romi invites them into the cult. He explains that as members of the cult, they'll have the opportunity to become werebats and gain the favor of Camazotz. He also notes that the cult is working with vampiric allies deeper within the prison, so they could become vampires instead if they play their cards right.

If the PCs wish to join the cult, Romi asks them to prove themselves by slaying Alzira. Even though she has the means of performing the ritual to draw people here, Romi believes she's outlasted her usefulness. If they've already dispatched Alzira, Romi is pleased and welcomes them into the cult. What exactly occurs in this scenario is beyond the scope of this adventure, but as Romi would want to venture further into the prison and take a greater role in Nizca's plans, there's a good chance the PCs continue through the prison, though with a different goal in mind.

If the PCs express that they wish to stop the vampiric machinations deeper within the prison, Romi agrees that it's a noble cause. He promises to help the PCs on the condition they can help him slay the two vampire servants, whom he then immediately attacks. Assuming the PCs aid him, Romi remains true to his word afterward. He explains that he can join the PCs as they venture deeper and serve as their ally. Romi means what he says, but he ultimately plans to betray the PCs during an opportunity that can earn him

greater power. In this situation, he explains that the PCs can gather another ally: Noltari. Romi just needs help releasing the vampire from the stasis cell.

Most likely, the PCs won't want to help Romi in any way. While mildly upset by this development, Romi isn't surprised. He sics Chwan on the PCs, and the vampire servants leap into the fray. During combat, one of the servants attempts to focus on Romi's target to make use of their sneak attack. The other servant tries to flank with Chwan if possible or otherwise focuses on a spellcaster to target with Drink Blood. Chwan keeps attacking whichever target Romi demands. Romi focuses on any obvious worshippers of other gods. His fanatic faith in Camazotz is such that he abhors the thought of anyone worshipping a different deity. Romi tries to flank with others, but he makes use of his ability to tumble behind and create openings whenever he needs. He uses his sword's Drink Life ability early in the fight to gain an advantage. Everyone fights to the death.

ROMI BRACKEN CREATURE 4

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Initiative Perception +9

CHWAN CREATURE 1

Desmohund (Page 85)

Initiative Perception +10

VAMPIRE SERVANTS (2) CREATURE 2

MEDIUM UNDEAD UNHOLY VAMPIRE

Variant vampire servitor (*Pathfinder Monster Core* 336)

Perception +9; darkvision

Languages Azlanti, Common

Skills Acrobatics +8, Athletics +6, Intimidation +5, Stealth +8

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

AC 17; **Fort** +6, **Ref** +10, **Will** +8

HP 25, coffin restoration (*Monster Core* 334), fast healing 5 (*Monster Core* 359), void healing (*Monster Core* 360);

Immunities death effects, disease, paralyzed, poison, sleep; **Resistances** physical 5 (except silver)

Vampire Vulnerabilities (*Monster Core* 334)

Speed 25 feet, climb 25 feet

Melee ♦ claw +9 (agile), **Damage** 1d6+3 slashing plus Grab (*Monster Core* 359)

Drink Blood ♦ (divine) When Drinking Blood, the servitor regains 5 HP (*Monster Core* 335).

Sneak Attack The servant deals 1d6 extra precision damage to off-guard creatures.

Treasure: In addition to his equipment, Romi wields a *blood-drinker blade* (page 82), which is a particularly dangerous weapon he received from Camazotz.

CONCLUDING THE ADVENTURE

With Romi out of the picture and the rest of the prison accessible, the PCs have completed everything they can in this adventure. They might have some loose ends to tie up with the people of Talmandor's Bounty, but at this point, they've gone well beyond the expectations of their initial expedition. Inizkar has learned everything she can from studying the tower from Vil-Azmar, even if the PCs weren't able to check her research. She (and Mister Oats if he's still at the camp) returns to Talmandor's Bounty after calling Tlaytin and enters an even more supportive role, researching things for the PCs as needed. If the PCs rescued Havilah, Inizkar is delighted (and somewhat distraught that she never considered something had gone wrong), and she thanks the PCs profusely for helping him. Tlaytin continues to offer the PCs a way between Talmandor's Bounty and Vil-Azmar.

Once they're ready, the PCs can continue to explore the depths of En-Gokal. Even if they hadn't originally planned to delve into the ruins and put an end to the vampiric machinations of the cults within the prison, the PCs now find themselves wrapped up in the entire matter. They should be well aware that more malevolent creatures await them further beyond and that people who'd been sent into these depths might need rescuing. At this point, the PCs are the most capable heroes in Talmandor's Bounty, and it's up to them to delve deeper and put an end to Nizca's plot!



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Talmador's Bounty

Occasionally when a gamble pays off, success becomes its own kind of problem. Such is the case with Talmador's Bounty, an Andoren colony on the island of Ancorato. A decade ago, the Republic of Andoran entered into a business relationship with two powerful merchant houses, House Naran and House Vaylen, who formed the Bountiful Venture Company. This company's purpose was to manage the trust funding the Ancorato expedition, insulate all partners from financial loss, and provide the two merchant houses with a measure of anonymity. After 8 years of hard work, the company's gamble has paid off. Despite a fraught first year of paranormal perils brought on by a rogue alghollthu and its shapeshifting minions, Talmador's Bounty has become self-sufficient and profitable, and now facilitates trade between the continents of Avistan and Arcadia. The colony remains a financial risk in the minds of its investors, however. Unknown to many, one of its two founding houses now threatens the community's current stability.

House Naran operates the oldest and most successful bank in Andoran, where it manages a large number of accounts for the Lumber Consortium, a powerful criminal cartel that operates under the guise of a legitimate lumber supply organization. Recently, the Consortium learned the identity of the backers of Talmador's Bounty, and they're unhappy House Naran invested in a potential, albeit distant, competitor. The Lumber Consortium is pressuring House Naran to sell them their interests, at a loss if necessary. In response, House Naran seeks to squeeze as much profit from the colony as possible, well ahead of the scheduled payout to its partners, all while keeping the Andoren government and House Vaylen in the dark. For her part, the colony's governor, Ramona Avandth, wants to adhere to the existing payment schedule and reserve profits for potential future crises. As a result, House Naran is seeking to unseat the settlement's respected leader by any means necessary.

GOVERNMENT

Talmador's Bounty is in an unusual position. Officially, it's an Andoren client state, but technically, the island's governance is administered jointly by Andoran and the Bountiful Venture Company.

Andoran shares regional authority with House Naran and House Vaylen, but if the settlement were to go bankrupt, all remaining assets would revert to the Andoran government. While taxes are collected by the settlement's leadership and distributed among the three investors, the local governor has the authority to hold a "reasonable" (and undefined) sum in escrow for developing and maintaining the colony, as well as for emergencies. It's worth noting that the journey between Ancorato and Avistan is a 6-week voyage by sea, allowing the governor to negotiate trade deals on the island long before news of her activities reaches Andoran's shores.

Ramona Avandth has been the appointed governor of Ancorato on behalf of the Bountiful Venture Company for the past 8 years. For all intents and purposes, she's the mayor of Talmador's Bounty, although once the settlement expands, her role is expected to become more regional, at which time a formal election for mayor will be held.

Two years ago, when Ramona refused to deviate from the settlement charter and render accelerated repayments to the Bountiful Venture Company, an outraged House Naran interpreted her decision as insubordination and drafted a warrant for her arrest. Eagle Knights arrived a month later to escort the governor to Andoran to stand trial for treason and embezzlement. Despite pressure applied by House Naran behind the scenes, Ramona was found innocent of all charges and allowed to return to office. The Bountiful Venture Company responded by sending representatives to Talmador's Bounty to conduct oversight, although thus far their authority has been restricted to auditing the colony's ledgers.

NOTABLE PERSONALITIES

Belindra Abasendelium (mercurial female elf cleric of Calistria 5) is the proprietor of the extremely popular tavern known as the Sea Nymph's Delight. Soon after her arrival in Talmador's Bounty, Belindra emerged as a prominent businesswoman. Depending on the circumstances, she can be charming and warm or brusque and business-like. She brooks no nonsense, especially if it threatens her establishment or her reputation as an valuable member of the community. Although she's swift to dismiss suggestions that she's

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TALMANDOR'S BOUNTY

SETTLEMENT 4

TOWN

A small but important trading port between two continents, located on an island above the sunken ruins of one of humanity's greatest and most advanced civilizations.

Government Governor (appointed leader)

Population 865 (60% humans, 9% aiuvirin, 8% halflings, 7% dromaar, 6% elves, 5% dwarfs, 5% others)

Languages Common, Dwarven, Elven, Halfling, Thalassic (rare)

Religions Abadar, Besmara, Calistria, Cayden Cailean, Erastil, Gozreh

Threats dangerous wildlife, hostile intelligent sea creatures, malfunctioning Azlanti constructs, pirates, sinister seekers of ancient Azlanti magic and technology

Valuable Trading Port Talmandor's Bounty has a small population, but its settlement level reflects its economy and value to multiple parties. Ships traveling between Arcadia and Avistan regularly visit the port to trade, replenish provisions, and make mid-journey repairs. Raw materials, worked goods, and rare antiquities all move through the port. This trade is supplemented by the settlement's robust natural and agricultural resources.

Ramona Avandth (seasoned female human governor 8) Long-term leader who has navigated the settlement through good times and bad, including one major crisis.

Josia Scaleheart (conflicted female dwarven cleric of Abadar 3) A newly transferred cleric appointed to replace the previous priest, who testified on behalf of the governor during her recent trial.

with another unusual settler, **Anya Sandstrider** (course female human ranger 4). A Shoanti hunter of the Lyrune-Quah, Anya was exiled from the Cinderlands after she interfered in an honor duel. Harcourt and Anya brought out the best in each other, and the two were eventually married. Today, the couple have two small children and operate a lucrative horse ranch. Recently, one of Harcourt's older brothers, **Calbert Carrollby** (overbearing male human aristocrat 3), arrived with his 18-year-old daughter **Summer** (skilled female human equestrian 1) to claim his younger brother's ranch as part of the Carrollby family holdings. Harcourt rebuffed his brother's efforts, but Summer has asked to stay on at the ranch regardless, a decision that has frustrated her father even further.

Josia Scaleheart (conflicted female dwarven cleric of Abadar 3) has been a resident of Talmandor's Bounty for a year and a half, ever since she was assigned there by her church's hierarchy in Andoran. Josia arrived with a mandate to root out accounting irregularities, but thus far she's found no evidence of such. Now she wonders if her posting was politically motivated, a result of collusion between the Church of Abadar and House Naran.

Luetin Calewick (ornery male human blacksmith 5) is the town's blacksmith and a perennial bachelor. Although occasionally belligerent, Luetin is hardworking and regarded as a valuable asset to the community. He's among the group of original settlers who stand to make a profit from the colony. Recently, Verner Tracewell has fueled the man's fears that he might be cheated out of his money, causing the outspoken blacksmith to become a source of aggravation for the governor. What's worse, Luetin continues to resent Harcourt Carrollby, whom he believes "stole" Anya Sandstrider's affections.

Nijenann Abasendelium (pragmatic male elf wizard 5) is Belindra's brother. Nijenann is a cold, precise, and occasionally sarcastic wizard who runs the Bath House. Nijenann's employees find him distant but otherwise report that he pays well and treats them fairly. He enjoys living near his only family, and the Bath House's steady flow of income—as well as the hefty fees he collects from consultations on arcane matters—have made him one of the wealthiest people in the colony.

Ramona Avandth (seasoned female human governor 8) is the governor of the settled portion of Ancorato. Her tireless efforts on behalf of the burgeoning community mean that most people in town regard House Naran's recent allegations as absurd. Navigating the island's challenges has made Ramona smart, determined, and practical, although these demands have left her little

an information broker, Belindra knows many of the colony's secrets, especially those regarding its more politically minded visitors.

Harcourt Carrollby (charming male human fighter 4) is the head of a household full of notable personalities. Harcourt arrived on the island with the original settlers as the entitled third son of a wealthy Andoren family. Although the Carrollby matriarch sent Harcourt to Ancorato under the pretense of expanding the family fortune, her actual motivation was to circumvent a brewing rivalry between Harcourt and his older brothers, her primary heirs. Nevertheless, Harcourt thrived on Ancorato, thanks in part to his relationship

room for a personal life, something she admits is a source of sadness for her.

Romi Bracken (cunning male human wererat antiquities dealer 5) makes his living scavenging the Azlanti ruins scattered around the island. He spends most of his time in the wilderness, but when in town he's always willing to help his neighbors by appraising the many unusual objects discovered on the island. To all appearances, he's a friendly, unassuming man, but secretly Romi is in league with a cult of werabats devoted to Camazotz, the Lord of Stolen Blood. Unbeknownst to the other colonists, Romi has been kidnapping sailors and trading them to the vampires who inhabit the nearby island of Vil-Azmar.

Skorga (loyal male athamaru harbormaster 2) is one of the colony's two harbormasters. Skorga oversees the water port and is both a shipwright and diplomat, serving as a liaison between the land-dwelling citizens of Talmandor's Bounty and the local athamaru shoal, as well as other undersea peoples. As an employee of the colony, Skorga has taken the Andoren oath of citizenship, a pledge he regards most seriously.

Verner Tracewell (grasping male human expert 2) has been on the island just over a year. A representative of the Bountiful Venture Company, specifically House Naran, Verner's official role is to observe the colony's management and report his findings to his superiors in Andoran. Unofficially, he has been tasked with undermining confidence in the governor's leadership so that the colony charter can be amended to House Naran's satisfaction. In this, Verner enjoys at least one strong piece of leverage: colonists who arrived on the first two ships from Andoran are entitled to a free land grant and a small share of the colony's profits. While the land grants are not in dispute, the distribution of profits won't occur until the Bountiful Venture Company's loan is repaid in full. Verner is quick to remind the colonists of Ramona's decision to delay these profits, insinuating that the governor stands between them and a hefty windfall.

TALMANDOR'S BOUNTY AT A GLANCE

Talmandor's Bounty is an industrious community where most citizens go about their affairs like clockwork. With no regional or national authority to rescue them in hard times, the colonists must make sure that crops are planted, livestock reared, and repairs completed on rigorous schedule. No one who wants a job in town lacks one, and idleness is generally frowned upon.

While Talmandor's Bounty conducts most of its business with ships from distant lands, seafaring merchants aren't its only trading partners. Athamarus

and strix visit Talmandor's Bounty regularly, and their presence in town is no cause for surprise or concern. While strix visitors usually limit their interactions to trade, athamarus and other ocean-dwellers work and socialize in the town's harbor. The submerged ramps of the water port could even accommodate a wheeled conveyance for merfolk, although this has yet to happen.

Not everything is sunny in Talmandor's Bounty, however. During its very first year, the colony was beset by a group of shapeshifters who kidnapped citizens and stole their identities to stage further abductions. Thanks to the efforts of brave adventurers, the shapeshifters were defeated, but the colony's original settlers remain traumatized by the event. Unexplained absences, seemingly misremembered details, and the arrival of strangers all raise the suspicions of these settlers, who prefer life in town to be routine and predictable.

NOTABLE LOCATIONS

Despite its success, Talmandor's Bounty's biggest challenge is its geographical isolation. Supplies that arrive to the colony via ship must compete for cargo space with goods shipped between Avistan and Arcadia. It simply isn't efficient to transport anything to the colony that can be produced locally. In addition to the establishments detailed below, Talmandor's Bounty has a baker, cooper, glassblower, sawmill, and any number of other trades and cottage industries.

1. Shipyard: Three wide berths have been cut into the island's shoreline for the purpose of shipbuilding and repairs. The shipyard is a recent addition to the town, and currently the berths hold two vessels in different states of completion. Athamaru and non-amphibian shipwrights work here side-by-side, and both groups accept apprentices of all ancestries.

2. Kilmarr's Carpentry: Kilmarr's does it all. The people of Talmandor's Bounty can come here for furniture or additions to their homes. Kilmarr tries to stay away from working on ships but pitches in when asked.

3. Graveyard: The town's graveyard sits atop a complex of abandoned ankhav tunnels. Some of these tunnels have been repurposed as barrows, while others have been hastily collapsed, making the entire area a tripping hazard for the unwary.

4. Calewick Ironworks: The senior blacksmith, of Talmandor's Bounty, Luetin Calewick, operates this smithy. The forge itself is made of stone and mortar, but the attached building is wood and serves double duty as Luetin's home. The smithy is located

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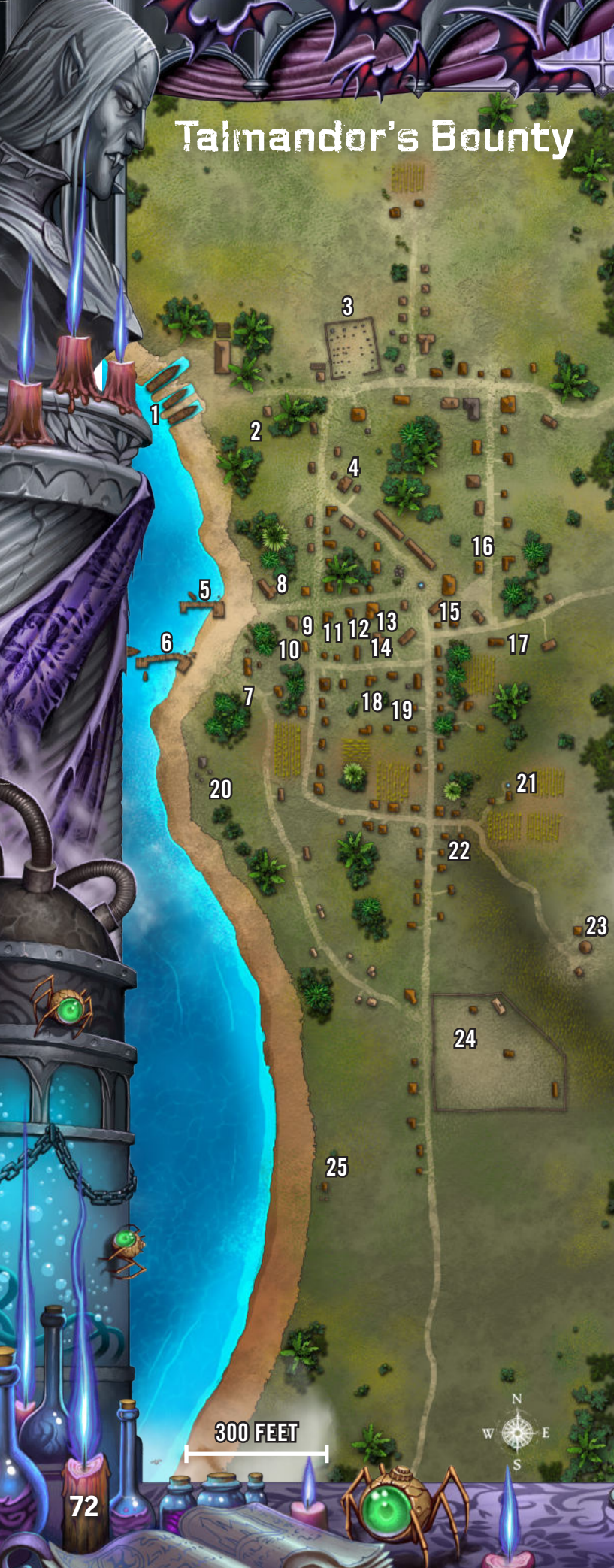
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conveniently half-way between the harbor and the shops to the east.

5. Sailor's Port: The counterpart to the water port, the sailor's port is used by ships seeking to provision and off-load cargo in Talmandor's Bounty. **Eugenie Umbrala** (diligent male human harbormaster 2) oversees this half of the harbor.

6. Water Port: Athamarus from a neighboring shoal began trading with Talmandor's Bounty shortly after the colonists arrived on Ancorato. Eventually, a handful of the amphibious folk found employment repairing damaged ships. The water port, as it's been dubbed, features an undersea walkway that parallels the pier above. This stone walkway allows materials to be moved underwater, either by hand or in simple wheeled carts. Athamaru fisherfolk also deliver their catches here, off-loading the fish into wheelbarrows directly onto the pier.

7. Sailor's Dormitory: The colony's original settlers occupied this spartan building while waiting for their houses to be constructed. Lined with rows of bunks and lockers bolted to the floor, the building now provides cheap housing for sailors who prefer to sleep away from their ship.

8. The Cornucopia: This spacious inn offers clean rooms, as well as morning and evening meals, to the settlement's many visitors. While poorer sailors are often referred to cheaper accommodations, their captains usually stay here. The Cornucopia's common room is always bustling and is the first place the colony's residents go when seeking to send a letter or package to the mainland.

9. Bath House: This facility offers visitors to the colony a place to wash and, if necessary, get a haircut and shave. In addition to the living staff, the Bath House's proprietor, Nijenann Abasendelium, employs *phantasmal minion* and spells of his own devising to maintain cleanliness and efficiency.

10. Grichum's General Store: Providing supplies to the people of Talmandor's Bounty since 4718, Grichum's has a little bit of everything, and he loves getting new and interesting items from the various sailors who come to port here.

11. The Kraken & Pike: Located near the harbor, the Kraken & Pike caters to sailors and travelers who don't demand fine dining. The owner, **Hal "Lefty" Croggins** (boisterous male dromaar bartender 3), maintains order with his trademark black pike and does a brisk trade in local ales, as well as a small stock of imported spirits. A few years ago, the Kraken & Pike was the epicenter of an infamous street fight, still referred to as the Wellspring Riots after the well in the nearby town square.



12. Hasker Loomhouse: Hasker imports some textiles but has been experimenting with local plants for a new source of hardy fiber.

13. Original Chapel: This chapel was once shared by the followers of Erastil and Abadar, until the Church of Abadar financed their own temple down the street. While the chapel is still devoted primarily to the Horned God, it also contains shrines to Cayden Cailean and Gozreh. The chapel's priest, **Eamon Caranth** (friendly male aiuvarin cleric of Erastil 3), conducts regular services and offers spiritual support to those in need. Some say the chapel also houses an invisible spirit that offers advice in the form of knocks in response to yes-or-no questions. Eamon concedes that a poltergeist once haunted the building but insists the spirit was laid to rest in the colony's first year. The entity doesn't manifest when the priest is present, and its agenda remains unclear. Nevertheless, the mystery thrills the colony's younger residents.

14. Temple of Abadar: This newly built temple of Abadar also serves as the colony's bank. Its priests mediate business transactions between locals and visitors alike. The building features a vault where the colony's taxes are secured before transport back to Andoran.

15. Governor's House: One of the original buildings, this well-built structure serves as the home for Talmandor's Bounty's governor.

16. Government House: Another of the original buildings from the settlement's founding, this is where much of the administration of Talmandor's Bounty takes place.

17. The Sea Nymph's Delight: The colony's attitude toward the Sea Nymph's Delight has evolved over the years. While the original settlers were unsure of the tavern at first, Belindra Abasendelium and her staff have operated the establishment without incident since its doors first opened, and today the community regards the place with pride. In addition to a parlor, common room, bar, and rooms available to rent by clientele, the building also features a shrine to Calistria, although Belindra maintains that the Sea Nymph's Delight is a business, not a temple. No fighting is tolerated on the premises, a rule enforced by an ancient clockwork soldier of Azlanti design that Belindra keeps hidden in a discrete closet. Nicknamed the Gentleman, the soldier is technically on loan from the governor, with the understanding that Ramona or the sheriff may come to collect the clockwork should the colony come under threat.

18. Ropemaker's Shop: This unsightly stone building once served as the colony's first smithy. In the settlement's early days, a band of goblins

briefly commandeered the building before a group of adventurers drove them off. Today, a handful of these goblins have returned to assist the building's new owner, **Raegin Intraede** (patient female human ropemaker 1), in exchange for regular food and good wages. Although Common is their second language, the goblins are knowledgeable about many of the unsettled parts of the island.

19. Nitvar's Candles: This simple candle shop has been in operation since nearly the founding of the settlement.

20. Shrine to Gozreh: Talmandor's Bounty lives or dies by the whims of the sea and weather. As such, veneration of Gozreh is popular in town. Even those who worship other faiths pay their respects regularly.

21. Levin Farm: While the Levin family didn't survive the settlement's first year, this farm still bears their name. It's not an unusual property except for the well, which connects to a series of underground caves once inhabited by strange aberrations.

22. Romi's Curiosities: With its sturdy locks and iron-barred windows, the security at Romi's Curiosities belies the building's otherwise unassuming appearance. The need for this additional security has a well-accepted explanation, however, as the building's proprietor, Romi Bracken, only opens his doors one day a week. The rest of the time, Romi is off exploring the island's many ruins. While Romi's comings and goings are eccentric, they're predictable, and locals have grown accustomed to them. Most of Romi's offerings are odd but ultimately worthless trinkets, although he occasionally unearths a real treasure. The sale of these treasures keeps Romi comfortable until his next valuable find. Besides the curious, Romi's clientele includes adventurers, spellcasters, and scholars of Azlanti lore.

23. Inizkar's Observatory: Constructed at the behest of Inizkar two years ago, this observatory stands atop a hill overlooking Levin Farm. The observatory's telescope provides an excellent view of the skies above Talmandor's Bounty and can be used to spot incoming ships hours before they're sighted from the island's shore.

24. Carrollby Horse Ranch: Carrollby Ranch is the only place on the island where a horse can be purchased, and as such their prices are exorbitant. In addition to breeding horses, the Carrolls have recently begun attempts to domesticate the island's boars.

25. Tohki's Tannery: Set far enough from the rest of town to minimize complaints of foul odors, this tannery provides all manner of leather goods to Talmandor's Bounty. Even with its distance, the shifting breezes coming off the Arcadian Ocean often bring the unpleasant smells from Tohki's into town.

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Stories tell of a simple vampire bat, hungrier than his kin, who lived in a cavern deep underground. This bat would lash out at his siblings, killing them not only to drink their blood, but limit the blood he had to share. As the bat grew in size and strength, his kindred came to see him as a threat to their very existence. In a terrifying frenzy of tooth and claw, they banded together and tore the rapacious bat apart, but the bat's spirit, having grown powerful from all his depredations, survived. He journeyed to the demiplane of Xibalba and, rather than meeting his end at the hands of the realm's sahkils, was shepherded to safety by the Lord of Night and Fear, who named the bat's soul Camazotz and allowed him to remain in the demiplane.

For some time, Camazotz fed with impunity upon the inhabitants of Xibalba, growing in power as he hunted night after long night. After countless feasts, Camazotz found the means to venture beyond the Land of Dread. His travels eventually took him to the Outer Rifts, where he drew the attention of the realm's demonic residents. These demons were amused by the little creature who hid among the shadows and began to use him as a messenger. For centuries, Camazotz delivered missives to the mortal followers of the demon lords, often receiving more blood than even he could drink as a reward. Other times, Camazotz's payment came in the form of a unique victim to hunt, a prize the bat found even more satisfying. His final payment was Molvasius, an empyreal lord who had found themselves imprisoned in the Outer Rifts. Camazotz's hunt for Molvasius lasted nine full years, and when he finally captured them, Molvasius's fear made their blood taste that much sweeter. His belly swollen with the blood of an empyreal lord, Camazotz was finally reborn as the Master of Black Wings, the Lord of Stolen Blood, and the Hungry Dark.

PERSONIFICATION AND REALM

Camazotz's head is that of a terrifying bat set upon a gigantic, humanoid frame. While his body is covered in coarse, dark fur, his humanoid features are lithe and muscular, suggestive of his skill as a predator. Camazotz's hands have fingers that extend into spindly claws, and the leathery wings spreading

"I will bite down
and tear the flesh open with my strength,
look up to the night sky, my home,
and call to you, great Lord of Stolen Blood.
For this is a meal we share together.
Then, once more, I tear
and drink and drink and drink."
—"The Blood Dream"

from each of his arms allows him to take flight at a moment's notice. He sports digitigrade legs, and his feet each bear a trio of claws he uses to hang upside-down from ceilings, much like his bat kin. As his original form was that of a vampire bat, it's unclear why Camazotz adopted humanoid features upon reaching his divine status. The most common theory is that Camazotz simply found the shape of humanoids pleasing, but others believe Camazotz underwent this transformation to appear more terrifying to the lost souls of Xibalba.

Camazotz is a curiosity among the gods in that he maintains three distinct realms. The first is the House of the Bat, a palatial structure in Xibalba. Located among the ruins of Xim'tinimit—the City of Fear that lies at the center of the demiplane—the House of the Bat is a spacious cavern filled with tapestries and statues befitting an aristocrat's estate. This elegance is marred, however, by the husks of Camazotz's countless victims, torn apart during blood-feasts or for the mere enjoyment that comes from violence. Camazotz typically reserves the House of the Bat as his personal domain. The only other beings there are the victims Camazotz plans to consume, either imminently or after years of enforced servitude, once his hungers returns.

Camazotz's second realm lies in the Outer Rifts. Argahoz is a colossal pit whose inward-curving shape evokes that of a single, titanic fang. Along the walls of Argahoz extend countless smaller caverns, each filled with bats, swarms of insects, and cunning demonic predators. It's here where the souls of Camazotz's most ardent worshippers arrive at the end of their

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journey through the afterlife. Some become bats, others transform into demons, while the rest remain as shades whose blood feeds Argahoz's denizens, though over time, these shades often transform into predators themselves. Argahoz pierces nearly the entirety of the Outer Rifts, eventually reaching Yad Iagnoth, one of the deepest layers of the plane. Why Camazotz would allow his realm to reach the domain of qliphoth is hotly debated, and the fact that the god and the qliphoth remain polite only raises further questions.

Finally, Camazotz also spends time in the Land of the Eleven Deaths, a vast wilderness in the Darklands beneath Arcadia. Much like Argahoz, the Land of the Eleven Deaths is full of bloodthirsty predators, including sapient ones such as humans, orcs, hyrnrgars, and serpentfolk. Camazotz's followers believe the god is drawn to the region because this was where he lived during his time as a mundane bat. For his part, Camazotz ensures his worshippers there enjoy a steady supply of prey to hunt, luring mindless beasts and hapless Darklands wanderers alike to the realm. Camazotz tends to divide his time evenly among the

three realms, delighting in the violent pleasures found in each of his domains. While it's widely believed that Camazotz can travel between his realms in an instant, reports suggest the existence of passages that connect the domains physically, allowing anyone willing to brave the darkness to visit Camazotz, wherever he might be.

DOGMA AND WORSHIPPERS

Camazotz's decrees are simple: prey on others and keep sacred both the night and predators. The hunt is of foremost importance to Camazotz, but unlike those who hunt for sustenance or sport, Camazotz values hunting purely for the sake of killing. Brutality is the key to a favored hunt, and Camazotz encourages his followers to delight in the spilling of blood that happens at the end of a successful kill. Blood stands in as a measure of a predator's skill, and every drop spilled in his name earns greater favor from the god.

Darkness was—and continues to be—Camazotz's home, and so he holds lightless places in high regard. His followers live in darkness as much as possible, which is why caverns are sacred to the Lord of Stolen Blood. Not all of Camazotz's worshippers can see in total darkness, a fact which frustrates the god, but these followers generally minimize the light they use by burning a single candle or a particularly dim lantern, and only using them when necessary. During hunts, Camazotzi followers extinguish even these sources of light and must adapt to hunting without sight. Those who succeed earn Camazotz's favor, while those who fail simply waste away, unable to feast on the blood they need to survive. Some especially pious followers who lack the ability to see in the dark spend a period of time, usually a year, completely alone in the dark as a dedication to Camazotz in hopes they may be rewarded with improved sight.

Camazotz holds predators in high esteem. While bats are his favored animal, Camazotz smiles on nocturnal predators of all kinds. Coyotes, foxes, leopards, scorpions, spiders, wolves, and other nighttime hunters are all sacred to Camazotz, and his disciples know to leave such creatures alone. If a predator favored by Camazotz attacks one of his worshippers, that worshipper regards it as a test from Camazotz, fighting for their life to earn the god's approval. Camazotz and his worshippers delight in luring foes from the safety of their homes into the eager maws of predators. His followers have even been known to feign kidnappings or injuries to convince others to enter a predator's den.



Camazotz Worshipper

Blood is power in Camazotz's eyes. Blood holds life and strength. To drink blood is to sustain oneself and grow. While drinking blood is important, Camazotz also demands that only proper blood be consumed. The blood of a creature gripped by terror is regarded as the most enriching, and so Camazotz's worshippers know that part of the reason they hunt is to instill terror in their prey. A victim aware it's being hunted becomes fearful, and their body's response is to take whatever means necessary to escape. Camazotz regards blood laced with adrenaline much more preferable to that taken from an unknowing, or willing, victim. Blood freely given is offensive to Camazotz, who looks unfavorably on any followers who use blood volunteered for sacrifices. Even in bloody rites meant to bring worshippers together in their colonies, the members must fight one another to draw blood and no worshipper is permitted to cut themselves to offer blood to their god.

Camazotz generally pays little mind to his mortal followers. When a believer does gain his notice, Camazotz expects unwavering loyalty and devotion in the form of sacrifice. Camazotz's worshippers offer him blood, of course, but also flesh, skulls, sweet drinks, and other gifts. Sacrifices are laid at makeshift shrines or before statues of Camazotz, most often within lightless caves. If the offerings please Camazotz, he will sometimes grant his own blessings in return. Such gifts include the ability to consume blood in quantities that would otherwise be dangerous, the loyalty of one of Camazotz's favored predators, or transformation into a beastkin or werecreature. While Camazotz prefers to distance himself from mortal affairs, he occasionally takes interest in a specific follower or cult, guiding them toward goals that might be unknown even to the worshippers themselves.

Due to the violent nature of Camazotz's doctrines, his followers generally avoid the complexities of making their way among civilization. Instead, they live in the wilderness, ideally in caves, allowing them to hunt without interference. Within settlements, cults might meet in secret but generally do so outside the settlement's boundaries. Particularly bold worshippers might hunt townsfolk and perform sacrifices inside the settlement, but even these followers know to move on and find new hunting grounds before their depravities are discovered.

TEMPLES AND SHRINES

Camazotz maintains few formal temples. Most of his places of worship are little more than impromptu shrines lashed together from the bones of prey and

tucked into caves. Camazotz's followers usually perform their rituals in caverns, though they occasionally worship in glades or open fields. When this occurs, it's most often on nights of the full moon. The most formal ceremonies take place around statues of Camazotz, during which followers bathe in blood as part of their sacrifices. Sometimes, the faithful even create statues with particularly sharp fangs, allowing them to sacrifice victims directly inside the statue's mouth. Camazotz generally discourages the creation of more permanent structures, as such things begin to resemble civilization. The Lord of Stolen Blood abhors the comfort civilization brings, finding that it sours the blood. He prefers his followers to keep to natural locales for worship.

A PRIEST'S ROLE

What little structure exists in Camazotz's religion takes the form of hunts and rituals. Occasionally, an individual might take a leadership role among a group of followers, organizing hunts and performing sacrifices dressed in skins stripped from the cult's victims. Most worshippers can hunt and make sacrifices on their own, however, so a formal position like a priest is rarely needed. Larger groups might have one or two prominent members, but mostly for the sake of keeping other worshippers in line. Violence is common among Camazotz's bloodthirsty followers, and leaders tend to be the strongest members of the group. This authority allows them to break up fights or slay potentially disruptive members. As strength is the ultimate sign of a capable predator, it's not surprising that worshippers of Camazotz often fight each other for dominance or to win the favor of their god.

The prevalence and encouragement of conflict, even among worshippers, is the primary reason Camazotz doesn't have a large church; nor does the faith hold any long reaching or powerful sway over large groups of people despite being widespread geographically.

HOLIDAYS

Camazotzi worshippers are rarely organized enough to observe many regular standard holidays, but two events are recognized by most followers of the Lord of Stolen Blood.

Bloodletting Night: This violent celebration of Camazotz's will occurs every winter solstice, when the year's longest night provides the opportunity for the longest hunt as well. During the celebration, Camazotz's worshippers slay as many victims as possible, spilling the blood of their hunts wherever

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they go, though some victims are captured alive to provide nourishment for future rituals. Most of these rituals occur shortly after Bloodletting Night, ensuring that the blood of these captives remains fresh.

Mooncall: The night of a full moon is sacred to Camazotz. In addition to being advantageous for hunting, nights of the full moon are when Camazotz's werecreature followers transform into their most powerful selves. Camazotzi werecreatures make good use of the night, hunting and terrorizing to their full potential. Adherents who aren't werecreatures often use the night to spread fear or offer sacrifices to Camazotz, but some seek out werecreatures in an attempt to receive the curse of the werecreature through their bites. Among the worshippers of Camazotz, Mooncall is also a time for internal conflict. Though most of this violence is consensual, many would-be Camazotzi leaders use the night to prove themselves by overthrowing the current leader of their respective group.

APHORISMS

Worshippers of Camazotz find insight in the words of The Hungry Dark. The following aphorisms are the most common bits of wisdom held sacred by his followers.

Blood Spills the Same Tomorrow: Natural predators practice patience by instinct, and this saying reminds Camazotz's followers that they must learn from their fearsome kin. It's a reminder to the devout that sometimes one must wait to find success in a hunt or whatever goal is at hand. The phrase also encourages Camazotz's followers to step back when the threat of failure looms, as it's better to return to the hunt tomorrow than to find oneself prey today.

Truth is a Deep Bite: In both combat and the hunt, the only way to secure a kill is to strike. Camazotzi worshippers use this saying to remind themselves to be decisive and fully commit to their actions. Hesitation leads to bites that don't draw blood, wasting precious energy. The aphorism also warns that sometimes learning the truth—about a situation, loved one, or oneself—can be harsh. Even the deadliest predators face violence from others at times, but preparation and willpower allow them to endure.

SACRED TEXT

Camazotz has no formal religious text. Instead, most of his teachings are shared via oral tradition. His worshippers pass down songs and poems from one generation to the next, and thus many Camazotzi

prayers vary from group to group. Though the devout primarily recite their prayers during sacrifices, the occasional paean to Camazotz during a feast or hunt isn't uncommon.

One such paean remains constant among all of Camazotz's worshippers. Known simply as "The Blood Dream," this poem is a guided meditation through a hunt. It begins with an affirmation of the hunter's skill and power, followed by a plea to Camazotz for his guidance through the night. The poem continues with similar entreaties and includes repeating stanzas that allow the worshipper to extend the poem as long as necessary to complete the hunt. Recital of the poem pauses when the hunter spots their prey and resumes once they strike. A single line calls for Camazotz to witness the kill and share in the blood about to be spilled. The final stanza exults the arrival of the titular blood dream. As many Camazotzi worshippers recognize the strangely lyrical quality of the poem and will often sing it during their hunts, prey who hear the "The Blood Dream" often become almost paralyzed by terror.

RELATIONS WITH OTHER RELIGIONS

Camazotz's allies are few, but of them Ah Pook is the most true. The Destroyer wields great power in Xibalba, and Camazotz not only affords the deity reverence, but also counts him as a true friend, as they both share the goal of sowing fear in the hearts of mortals. Camazotz also counts the sahkil tormentors among his allies, though it's unusual for Camazotz to work directly with them. Rather, the Lord of Stolen Blood allows sahkils to enter his domains freely, taking no efforts to expel them unless he feels slighted or deems it absolutely necessary. That said, Camazotz and Ananshea often partake in hunts together, and Camazotz welcomes any animals Ananshea sends his way. Beyond the residents of Xibalba, Camazotz sometimes makes temporary alliances with powers willing to pay him in blood. These partnerships are most common among the demon and qliphoth lords who reign in the Outer Rifts.

While Camazotz prefers to avoid the machinations of other deities, he holds great contempt for two gods in particular, often going out of his way to disrupt their plans. The first of these is Noctacula. The Redeemer Queen earned Camazotz's ire during her reign as a demon lord. In that time, one of Noctacula's many victims was Vyriavaxus, a fellow demon lord whose concerns included bats and shadows. Unbeknownst to most, Vyriavaxus was Camazotz's child, born shortly after the bat-god's

ascension. While Camazotz had always kept his distance from Vryiavaxus, the Lord of Shadow's death instilled in Camazotz a great hatred for Noctacula. Since her transformation into the Redeemer Queen, Camazotz has taken to corrupting her followers and consuming those he can't convert. He leverages Noctacula's fondness for midnight, ambushing her worshippers in the darkness of night and destroying their art by spilling blood over their most precious works.

Camazotz also harbors hatred for Dajermube, a relatively newer god whose worship has become common in the Mwangi Expanse. Upon her apotheosis, Dajermube sought out Camazotz as if bearing some long-standing grudge from her mortal days. Camazotz responded in kind, as Dajermube's power over the sun and eclipses made it difficult to hide from the wrathful goddess. Most remain unaware of the hostility between the two deities, however, and the few who know of it have little in the way of theories to explain the conflict. Camazotzi followers simply speak of an ancient power that the Lord of Stolen Blood has fought several times over his lifetime, otherwise remaining silent on the matter.



CAMAZOTZ

Camazotz is the violent god of blood, the night, and the creatures that hunt in darkness.

He encourages his followers to stalk their victims and strike with the intent to spill the greatest amount of blood. The Lord of Stolen Blood accepts any follower willing to embrace their killing nature and drink of blood as he does.

LORD OF STOLEN BLOOD

Areas Of Concern bats, blood, caverns, nocturnal predators

Edicts slake your thirst with blood, stalk prey from the shadows, subvert the trappings and comforts of civilization

Anathema inflict reckless harm to bats, spill blood without reason

Divine Attribute Dexterity or Intelligence

Religious Symbol bat-shaped rune

Sacred Animal vampire bat

Sacred Colors black, red

Devotee Benefits

Cleric Spells 1st: *phantom pain*, 3rd: *cup of dust* (Lost Omens Divine Mysteries 257); 5th: *umbral journey*

Divine Font *harm*

Divine Sanctification must choose unholy

Divine Skill Stealth

Domains abomination (Lost Omens Divine Mysteries 262), darkness, indulgence, trickery

Alternate Domains air, moon

Favored Weapon javelin

Avatar

When casting the *avatar* spell, a worshipper of Camazotz transforms into a bat-like figure covered in blood-red fur. In addition to darkvision, the worshipper gains echolocation, allowing them to use hearing as a precise sense at a range of 60 feet. They also gain the following additional abilities.

Camazotz Speed 30 feet, fly 70 feet;

Melee ♦ bloody fangs (reach 15 feet), **Damage** 6d8+6 piercing plus 3d6 persistent bleed



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The following concepts and new rules make an appearance in this adventure.

AZLANTI MAGITECHNOLOGY

From fantastical treasures to magical tools, most of the strange Azlanti devices the PCs will find throughout this campaign are classified as magitech (often shortened to magitech). This blend of magic and technology was ubiquitous in ancient Azlant and used for a wide range of applications, from weapons of war to public works to common home improvements like lighting, temperature control, and running water.

Like the Shory's legacy of flying cities and Jistka's prowess in engineering mighty automatons, Azlant was known for merging flawless engineering with complex-yet-accessible magic. Azlanti magitech devices are either mechanically complicated and intricate or adopt smooth and ergonomic forms. They're often made of fine-quality metals, often alloys, some of which are rarely seen in the modern world, and rare woods sanded soft and polished with fine lacquer. Nearly all Azlanti magitech devices incorporate crystals or gems in some form or another. Some of the most massive devices were built into structures and could share their effects over vast distances, such as allowing an entire city to forgo needing food and water while activated.

One of the simplest devices that has persisted to this day is the *wayfinder*. Not only a helpful navigational tool, a *wayfinder* has a socket where the user can insert an *aeon stone* to gain new benefits from how the magic of the stone interacts with the engineering of the *wayfinder*. In fact, according to those studying Azlanti magitech, *aeon stones* appear to be central to many of the found and salvaged devices. They were seemingly used as power sources and were strung together along embedded metal patterns to link their magic.

Early scavengers to the ruins of what was once Azlant eagerly snatched up the exposed metal cylinders and brass contraptions they found, knowing that even

if the weird devices were nonfunctional, they could at least intrigue a collector of ancient treasures (even if those treasures were formerly trash to the original user). While many structures and devices from ancient

Azlant are magically durable and haven't felt the true passage of time, most are nonfunctional.

It's a true treasure to find a working piece of Azlanti magitech. The most wondrous of the operational Azlanti magitech finds to date are largely built into large structures thus not easily transported or used by many.

The most notable examples of Azlanti magitech found in this volume are the *Azlanti engine* that unearths itself in Talmandor's Bounty (page 18), the garden lights in area C17, and the control

rooms in area C18. As the PCs delve deeper into En-Gokal and explore its wonders, they'll encounter the *clockwork sun* that brings an artificial day to the farms in Underheaven and a transport system deep beneath the ruined prison that allows for fast transport along set tracks. Most remarkable, however, is the *shadow beacon* that Nizca and Deg are trying to repair so they can shade the sky with shadows from the Netherworld.

MAGIC ITEMS

Exploring Azlanti ruins sometimes turns up strange treasures.

AEON STONE

ITEM 4

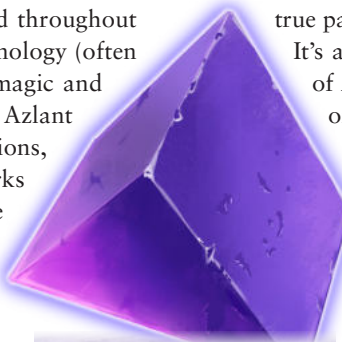
UNCOMMON INVESTED MAGICAL

Usage worn; Bulk –

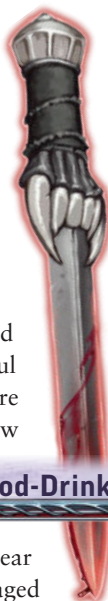
Azlanti crafters created many varieties of *aeon stones*. The following *aeon stones* were developed by worshippers of Amaznen. Full rules for investing and using *aeon stones* are found on page 284 of *GM Core*.

Type *formulating*; **Level** 4; **Price** 75 gp

This four-sided prism is imbued with knowledge for the construction of several objects. The stone contains the knowledge of all formulas found in a basic crafter's book. While you have the stone invested, you have the full knowledge of the stone's formulas. This counts as having



Repairing Aeon Stone



Blood-Drinker Blade

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the formula for the purposes of Crafting checks. While you have this knowledge, you can write the formulas down for later use, such as if you lose access to the stone. You also gain a +1 item bonus to skill checks made to Craft while the stone is invested.

The resonant power allows you to cast *phantasmal minion* as an arcane innate spell once per day.

Type repairing; **Level** 4; **Price** 75 gp

This translucent, spherical stone's center contains a multitude of sparkling, colored flecks. While you have this stone invested, you gain a +1 item bonus to skill checks made to Craft. Additionally, when Repairing an item, you restore an additional 5 Hit Points to the item (10 Hit Points on a critical success).

The resonant power allows you to cast *mending* as an arcane innate spell once per day.



Moonkeep Orchid

BLOOD-DRINKER BLADE ITEM 5+

UNCOMMON MAGICAL

This +1 *striking shortsword* has the design of a fanged mouth carved into the handle. Whenever the blade draws blood, it glows with a dull red energy, as if empowered by the taste of blood.

Activate—Drink Life ♦♦ (concentration) **Frequency** once per day; **Effect** The *blood-drinker blade* guides your hand to cut a foe and feeds you from their blood. Make a Strike with the blade. On a hit, the attack deals an additional 1d8 persistent bleed damage. You also gain 1d8 temporary Hit Points for 1 minute.

Type *blood-drinker blade*; **Level** 5; **Price** 160 gp

Type *greater blood-drinker blade*; **Level** 9; **Price** 700 gp

This is a +1 *striking wounding shortsword*. You can activate to Drink Life with the blade once per hour instead of once per day. This weapon also has the Exsanguinate activation.

Activate—Exsanguinate ♦ (concentrate) **Frequency** once per day; **Requirements** Your most recent action was to successfully deal persistent bleed damage to a creature with Drink Life; **Effect** The blade's power draws even more blood from your victim. The required creature takes 6d6 bleed damage. You gain temporary Hit Points equal to half the bleed damage the creature takes (after applying resistances and the like). You lose any remaining temporary Hit Points after 1 minute.

FARLIGHT STONE

ITEM 2

UNCOMMON LIGHT MAGICAL

Price 35 gp

Usage held in 1 hand; **Bulk** L

Farlight stones are common in libraries, monasteries, labs, and other places where simple but silent communication is

important. *Farlight stones* always come in linked pairs, and each of the fist-sized stones can be Activated independently.

Activate—Light ♦ (manipulate) **Effect** The stone begins to glow as a torch, shedding bright light in a 20-foot radius (and dim light to the next 20 feet). You can Activate the stone in this way again to end the effect.

Activate—Color ♦ (concentrate) **Requirements** The stone is glowing with light; **Effect** You change the color of the stone's light to any other color, which remains as long as the stone sheds light.

Activate—Notify ♦ (concentrate)

Requirements The stone is glowing with light; **Effect** The stone's light begins to pulse.

You can choose the rate of the pulse between slow, moderate, and fast. If the linked stone is within 15 miles, its center begins to glow in the same color and pulse at the same rate. You can use this activation to end the pulsing caused by

a linked stone.

MOONKEEP FLOWERS

ITEM 5+

RARE CONSUMABLE MAGICAL PLANT

Usage held in 1 hand; **Bulk** —

Activate ♦♦ (concentrate, manipulate)

These magical flowers are infused with the power to counteract the curse of the werecreature. Intentionally growing these flowers is nearly impossible, as they don't produce seeds, and the primal magic required to produce them has been lost to time. They occasionally grow in places where a particular powerful werecreature is buried, though if an exact process to guarantee their growth exists, it remains a mystery.

Type *moonkeep lily*; **Level** 5; **Price** 30 gp

This thin, white lily has stamens that end in small, round portions resembling the moon. When you eat the flower, you gain the flower's protection for 1 week. During this time, your curse of the werecreature (*Monster Core* 345) becomes partially inert. Your jaws Strike doesn't inflict the curse of the werecreature during this time.

Type *moonkeep orchid*; **Level** 5; **Price** 30 gp

This pale orchid glows nearly white when exposed to moonlight. When you eat the flower, you gain its protection for 3 days. During this time, your curse of the werecreature and moon frenzy don't cause you to automatically transform during a full moon, and you retain full control of your faculties during a full moon.

Type *moonkeep hyacinth*; **Level** 12; **Price** 400 gp

This long hyacinth features round buds that bloom into brilliant white petals. When you eat the flower, you immediately become cured of the curse of the werecreature.

SANGUIMANCER

There's a balance in blood. The arteries send surges of the fresh, life-giving liquid to the furthest reaches of the body, even as the veins return spent blood to be renewed. Healthy blood contains the essences of life and energy, while unhealthy blood might be anemic or even laden with disease. Within this duality of blood is great power—to infuse energy, health, and life, or to expunge it just as quickly.

Some individuals are sensitive to the power within blood, and in time might even begin to control it. This practice is known by magical scholars as sanguimancy to distinguish it from a sorcerer's magical bloodline, though most people are ignorant of the distinction and use the same term—blood magic—for both.

Sanguimancy is a strange and lonely path. Those who practice it are few in number, and when they do come into contact with others, people often react to them with caution, if not outright revulsion. Consequently, few actively seek out these bloody powers. Those with ties to blood, be it vampires and their associates, practitioners of bloody rites—such as worshippers of Camazotz—or even specialists in medicine can all find themselves drawn to sanguimancy.

While its effects are undeniably magical, sanguimancy falls outside the established norms of spellcasting. Casters combine spells with sanguimancy to create powerful synergies, while warriors appreciate being able to wield their abilities even after their peers' spells have run dry. The most powerful sanguimancers can wield the energies contained within blood to shield themselves from harm, cause internal bleeding, and even unleash a barrage of razor-sharp needles of blood.

Blood sensitivity is uncommon but found in diverse places. It's difficult to tell if someone is blood sensitive without them admitting to it or overtly manifesting their powers in public. As a result, estimates of how many members of a population are blood sensitive tend to be accurate only if sanguimancy is tolerated. Another tradition of blood magic, hemotheurgy, has many similarities to sanguimancy but carries a far different effect on its practitioners. The leech-covered bloatmages of Kaer Maga practice this self-destructive magic, overriding their bodies' fail-safes to produce more blood than their bodies need in order to enhance their magic.

The precise manner in which blood sensitivity comes about remains poorly understood, even among the magical scholars who have rigorously studied its existence. Most agree that exposure to fresh blood is a key factor in manifesting the attunement. Some speculate that repeated exposure from a young age

is necessary, while others surmise a single incident might be all that's required, provided that such an event occurs while in a state of extraordinarily heightened emotion. And, of course, some believe that blood sensitivity could be a divinely preordained gift (or curse), an affinity you're born with, or a simple matter of luck. As of yet, no one has been able to reliably induce a test subject with the power of sanguimancy, and most experiments attempting to do so are considered evil.

Blood Sensitivity

As a discovered affinity, blood sensitivity can manifest out of nowhere with no deliberate effort on your part. All of the feats in this section require your character to have blood sensitivity, which is a story decision determined between you and the GM.

BLOODSENSE

FEAT 7

UNCOMMON GENERAL

Prerequisites master in Perception

You're extraordinarily sensitive to the presence of blood. You gain bloodsense as an imprecise sense with a range of 15 feet. This allows you to sense the presence of creatures, living or dead, that have blood (this includes most creatures that aren't immune to bleed). You're similarly able to detect

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the presence of fresh blood in volumes of one pint or more, so long as it's no more than 24 hours old.

SANGUINE TENACITY

FEAT 11

UNCOMMON GENERAL

Prerequisites Constitution +4

Your blood carries permanent regenerative properties. The penalties from enfeebled and the penalties and lost HP from drained both affect you as if the condition values were 1 lower than they actually are. You also gain resistance 5 to persistent bleed damage and reduce the DC of checks to recover from persistent bleed damage to 11, or 6 if you have particularly effective assistance.

VASODILATION

FEAT 2

UNCOMMON GENERAL SKILL

Prerequisites trained in Medicine

Using the power of your own blood, you encourage increased blood flow to nourish damaged tissue or stifle the flow to clot wounds or prevent the spread of poison and disease. You no longer require a healer's toolkit to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds, though you take 1 damage each time you take one of these actions without the proper tools from the expenditure of your blood. You can't reduce or prevent this damage.

You gain a +1 item bonus when performing these actions using your blood, which increases to +2 if you're a master in Medicine and +3 if you're legendary.

Sanguimancer (Archetype)

You can draw and manipulate energy from blood. You store life energy in the form of special temporary Hit Points and spend it to manifest powerful effects.

SANGUIMANCER DEDICATION

FEAT 2

RARE ARCHETYPE DEDICATION

The life essence in your blood recovers naturally over time. You gain a special type of temporary Hit Points called sanguimancy Hit Points that follow the normal rules for temporary Hit Points with two exceptions: you can spend them to power some sanguimancy feats, and you can never have a greater number of sanguimancy Hit Points than double your level.

After a full 8-hour rest, you gain sanguimancy HP equal to your level that last for 8 hours. If someone successfully restores HP to you with Treat Wounds, you also gain 1 sanguimancy HP for every 10 Hit Points recovered (minimum 1 sanguimancy HP).

Special Sanguimancer actions have the trait matching your spellcasting tradition; if you don't have one, choose divine or occult when you select the Sanguimancer Dedication.

BLOOD SHIELD

FEAT 4

ARCHETYPE

Prerequisites Sanguimancer Dedication

Cost 1 or more sanguimancy Hit Points

You raise a defensive barrier of your own blood to protect you. You gain a +1 circumstance bonus to AC until the start of your next turn, increasing to a +2 bonus if you spend 10 or more sanguimancy Hit Points. While this bonus is in effect, you can use the Shield Block reaction with your blood shield. The blood shield has Hardness equal to four times the number of sanguimancy Hit Points you spent. After you use Shield Block, the blood shield dissipates, ending the circumstance bonus to AC early.

EXSANGUINATE

FEAT 6

ARCHETYPE

Prerequisites Sanguimancer Dedication

Requirements On your last action, you dealt damage to a creature that isn't immune to bleed damage and is within 10 feet. The damage must have come from a piercing or slashing Strike. You must have succeeded at your attack roll, or the creature must have failed its saving throw, as applicable.

After one of your attacks, you direct your foe's blood to spray upon you, infusing you with life energy. You gain a number of sanguimancy HP equal to half your level that last only until the end of your next turn. Exsanguinate works only against active foes who are able to act and aren't restrained.

TRANSFUSION

FEAT 8

ARCHETYPE CONCENTRATE MANIPULATE

Prerequisites Sanguimancer Dedication

Cost 5 or more sanguimancy Hit Points

You bring forth the regenerative properties of blood on behalf of an ally or yourself. You touch a willing creature and grant them fast healing 1 for 5 rounds. You can spend an additional 5 sanguimancy Hit Points to increase the fast healing by 1, to a maximum of 8.

VENIPUNCTURE

FEAT 10

ARCHETYPE CONCENTRATE

Prerequisites Sanguimancer Dedication

Cost all your remaining sanguimancy Hit Points (minimum 3)

A shell made up of hundreds of razor-thin needles of blood forms around you before exploding outward, lacerating foes in a 30-foot emanation. The needles deal piercing damage equal to double the number of sanguimancy Hit Points you spent, to a maximum of 80 damage. Creatures caught in the blast must attempt a basic Reflex save. The DC for this save is your class DC or spell DC, whichever is higher.

DESMOHUND

In folklore, bats and wolves are common elements of vampire stories—sometimes even the focus of such tales. The veil of night, however, conceals a wide array of vampiric creatures. Neither wholly wolf nor bat, desmohunds, also called vampire hounds, use their limited flight to swiftly close the gap between themselves and fleeing prey. This rapid movement, along with a penchant for hunting in perfect darkness, is often the cause of a survivor's confusion when asked to describe just what it was that attacked them.

As their common name suggests, vampire hounds share a strong affinity with vampires. While the hounds can subsist entirely on flesh, they have a particular taste for blood. A desmohund attack is brutal and violent. The creature tears their victim apart, allowing the blood to generously pool on the ground before lapping it up. Only after the blood is consumed do the beasts begin devouring flesh.

Desmohunds are surprisingly loyal and often defend their masters to the death. Though they generally serve vampires, it isn't unheard of for the living to keep such creatures as pets, especially in areas like Ustalav, Nidal, and the Darklands, where they can sometimes be found prowling the grounds of foreboding estates.

Vampire hunters carry a variety of tools to stalk and destroy their favored prey, but clever ones also carry items that can work against a vampire's allies too. Therefore, some carry bags of cinnamon or vials of eucalyptus oil to confuse and irritate desmohunds' keen sense of smell.

DESMOHUND

CREATURE 1

UNCOMMON SMALL ANIMAL

Perception +10; echolocation (precise) 30 feet, low-light vision, scent (imprecise) 30 feet


Skills Acrobatics +7, Athletics +6, Stealth +7, Survival +5

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

Echolocation A desmohund can use its hearing as a precise sense at the listed range.


AC 16; **Fort** +7, **Ref** +10, **Will** +4



HP 20


Wing Guard  **Trigger** The desmohund is hit or critically hit by an attack made by a creature the desmohund can see; **Effect** The desmohund uses its wing to intercept the attack and reduce the power of the blow, gaining a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet; Glide

Melee  fangs +7, **Damage** 1d6+3 piercing

Melee  wing +7 (agile), **Damage** 1d4+3 slashing

Flying Leap   The desmohund Leaps 10 feet into the air and then Glides.

Glide  (move) The desmohund glides through the air, moving 5 feet toward the ground and up to 30 feet forward. Provided the desmohund spends at least 1 action Gliding each round, they remain in the air at the end of each turn. When determining damage from falls, a desmohund always treats falls as if they were 20 feet shorter.

Pack Attack The desmohund's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the desmohund's allies.



DIVINE ORIGINS

Sources differ on the origin of desmohunds. Some legends state that Urgathoa created the first vampire hounds as pets to keep her company in undeath. Others claim that Nin distilled the best parts of vampires and wolves to create a nigh-unstoppable hunter. One story posits that Lamashtu created the first desmohunds, but Zura the Vampire Queen stole them from Lamashtu's realm of Kurnugia, claiming the creatures as her own. The only common thread among these tales is each god's insistence that they were the true creators of desmohunds, suggesting that there's an unknown reason the gods would vie for such a title.

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MAGICAL RAINSTORMS

The rainstorms that produce tormonshilds occur more regularly than most people realize. However, as the majority of tormonshild tadpoles fail to reach maturity, the existence of tormonshilds remains virtually unknown outside of specific areas. While the Mana Wastes regularly experiences magical storms, the region is particularly inhospitable for these creatures. Such storms frequently happen throughout the islands of Azlant, however, and the magical energies that seep from the ancient ruins create conditions ideal for young tormonshilds.

TORMONSHILD

Concentrations of intense magical energy often result in unusual weather phenomena, typically violent storms or other natural disasters, but sometimes they also create new entirely life-forms. Tormonshilds are born during artificially created storms, when magical energy combines with rainfall to transform the droplets themselves into living creatures. Tormonshilds rarely survive long after their creation; most meet grisly ends at the hands of local predators or dissolve as the magic that fuels their physical bodies fades. A tormonshild that survives its initial weeks of life eventually grows into a pest that menaces the local environment.

Tormonshild

A tormonshild begins life as a tadpole-like creature hardly larger than a human finger. In this state, the tormonshild is virtually defenseless, but the magic that flows through its body allows it to grow quickly. After a few days, it swells into its more familiar adolescent form. A fully grown tormonshild resembles a two-foot-long frog with six legs, a mouth too large for its body, and flesh the color of a storm cloud. Once grown, the tormonshild decimates the local wildlife, sometimes attacking creatures up to twice its size. Being true omnivores, tormonshilds also feed on plants, preferring juicier crops like tomatoes and fruit. Many a villager has known the anguish of losing their livestock, gardens, and even a beloved pet to a tormonshild infestation.

TORMONSHILD

CREATURE 1

UNCOMMON TINY ABERRATION WATER

Perception +6; low-light vision

Skills Acrobatics +6, Athletics +5, Stealth +6 (+8 in water), Survival +4

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

AC 15; **Fort** +9, **Ref** +8, **Will** +4

HP 20

Speed 20 feet, swim 20 feet

Melee ♦ jaws +7 (agile, reach 0 feet), **Damage** 1d6+2 piercing

Ranged ♦ spit +7 (range increment 20 feet, water), **Damage** 1d4+2 bludgeoning

Phlegm Mortar ♦♦ (primal, water) The tormonshild spits a globule of mucus and water at a square within 30 feet. Any creature in that square takes 2d4 bludgeoning damage (DC 14 basic Reflex save). The square also becomes coated with slippery mucus, which has the area effect of *grease* (DC 14).

Pouncing Bite ♦♦♦ The tormonshild compresses itself and then makes an enormous jump. It Leaps 50 feet horizontally. If it lands within reach of a creature, it can make a jaws Strike against that creature.

Tormonshild Swarm

Tormonshilds that survive the tadpole stage cluster together in wriggling swarms that devour everything they encounter.

TORMONSHILD SWARM

CREATURE 3

UNCOMMON LARGE ABERRATION SWARM WATER

Perception +8; low-light vision

Skills Acrobatics +11, Athletics +7, Stealth +11 (+13 in water), Survival +6

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

AC 18; **Fort** +11, **Ref** +10, **Will** +6



Tormonshild

HP 35; **Immunities** grabbed, precision, prone, restrained, swarm mind (*Pathfinder Monster Core* 360); **Weaknesses** area damage 5, splash damage 5; **Resistances** bludgeoning 5, piercing 3

Speed 20 feet, swim 20 feet

Phlegm Skitter ♦♦ (primal, water) The tormanshild swarm Strides, leaving pools of mucus as it moves. Each space the swarm moves through during this movement becomes coated with slippery mucus, which has the area effect of *grease* (DC 17).

Phlegm Spray ♦♦ (primal, water) The tormanshild swarm sprays globules of mucus and water in every direction, dealing 3d6 bludgeoning damage (DC 20 basic Reflex save) to all creatures within 10 feet. Creatures that fail the save are covered in mucus and become dazzled for 1 minute. A creature covered in mucus can end the condition by using an Interact action to remove the mucus.

Swarming Leap ♦♦ The tormanshild swarm jumps as a collective. It Leaps 50 feet horizontally.

Torrent of Bites ♦ Each enemy in the tormanshild swarm's space takes 2d6 piercing damage (DC 20 basic Reflex save).

Tormonwird

Left alone too long, a tormanshild eventually grows to the size of a large dog. At this stage, they're known as tormonwirds and become more formidable. A tormonwird's wide mouth develops a throat sac, which the creature uses to produce a croak that disturbs nearby water sources, including liquids inside other creatures. While off-putting, tormonwirds also possess a strangely nurturing side. They defend tormanshilds and have even been known to carry dozens of the tadpoles within their mouths for safety.

TORMONWIRD

CREATURE 5

UNCOMMON MEDIUM ABERRATION WATER

Perception +14; low-light vision

Skills Acrobatics +13, Athletics +11, Stealth +13 (+15 in water), Survival +9

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

AC 21; **Fort** +14, **Ref** +13, **Will** +9

HP 75

Speed 20 feet, climb 20 feet, swim 30 feet

Melee ♦ jaws +15 (agile), **Damage** 2d8+6 piercing plus Grab (*Monster Core* 359)

Ranged ♦ spit +15 (range increment 30 feet, water), **Damage** 2d6+6 bludgeoning

Compression When a tormonwird successfully Squeezes, it moves through the tight space at full Speed. Narrow confines aren't difficult terrain for a tormonwird.

Nauseating Croak ♦♦ (auditory, primal) The tormonwird uses its throat sac to generate a low, resonating croak that imbalances liquids in other creatures. Each creature in a 30-foot emanation must attempt a DC 19 Fortitude save. Regardless of the result, creatures are then temporarily immune for 1 minute.

Success The creature is unaffected.

Failure The creature is sickened 1.

Critical Failure The creature is sickened 2.

Phlegm Mortar ♦♦ (primal, water) As tormanshild, but affects all creatures in a 5-foot burst, 3d6 bludgeoning damage, and DC 19.

Pouncing Bite ♦♦♦ As tormanshild.

Swallow Whole ♦ Medium, 2d6+6 bludgeoning, Rupture 12 (*Monster Core* 360)



GREATER TORMONWIRDS

As locals tend to slay the creatures upon their discovery, tormonwirds generally live short lives. Rumors persist, though, of tormonwirds that have survived for several years, with some reportedly growing to the size of a small house. While direct evidence of such tormonwirds is lacking, anecdotal accounts of these enormous specimen suggest that greater tormonwirds can use their water manipulation abilities to drain lakes or create storms that produce even more tormanshilds.

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CAMAZOTZ'S GIFTS

Camazotz generally pays no mind to his mortal worshippers. However, when a follower does win Camazotz's favor, the bat god might grant that follower a gift. The most common of these boons is a bat familiar or animal companion, but in some cases Camazotz transforms the faithful servant into a batkin. Only the most exceptional of Camazotz's followers are transformed into werEBats.

WERECREATURE

Werereatures are humanoids who transform into animals and animal-humanoid hybrids under the light of the full moon. The stat blocks in this section reflect werereatures in their hybrid forms.

Werereature Abilities

All werereatures gain the following abilities, some of which match an ability of the animal the werereature transforms into.

Animal Empathy The werereature can ask questions of, receive answers from, and use the Diplomacy skill with animals of its general kind.

Change Shape ◆ (concentrate, polymorph, primal) The werereature changes into its humanoid, hybrid, or animal shape. Each shape has a specific, persistent appearance. A true werereature's natural form is its hybrid shape. In humanoid shape, the werereature uses its original humanoid size, loses its jaws and claws Strikes, and gains a melee fist Strike. In animal shape, its Speed and size change to that of the animal, it gains any special Strike effects of the animal that it didn't already have (such as Grab), and it loses its weapon Strikes. The base rules for Change Shape appear on page 358 of *Pathfinder Monster Core*.

Curse of the Werereature (curse, primal) This curse affects only humanoids; **Saving Throw** Fortitude DC is the moderate spell DC for the werereature's new level (*Pathfinder GM Core* 121). On each full moon, the cursed creature must succeed at another Fortitude save or turn into the same kind of werereature until dawn. The creature is under the GM's control and goes on a rampage for half the night before falling unconscious until dawn.

Moon Frenzy (polymorph, primal) When a full moon appears in the night sky, the werereature must enter hybrid form, can't Change Shape thereafter, becomes one size larger, increases its reach by 5 feet, and increases the damage of its jaws by 2. When the moon sets or the sun rises, the werereature returns to humanoid form and is fatigued for 2d4 hours.

Beastkin

Unlike true werereatures, beastkin aren't affected by silver or the full moon, though they can still adopt a hybrid form.

BATKIN GUARD

CREATURE 1

UNCOMMON MEDIUM BEAST BEASTKIN HUMAN HUMANOID

Human beastkin (*Pathfinder Lost Omens Ancestry Guide* 78)

Perception +6

Languages Common

Skills Acrobatics +7, Athletics +5, Deception +4, Stealth +5

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

Items minor elixir of life, morningstar, scale mail, shortbow (20 arrows)

Quick Change ◆ **Trigger** The batkin rolls initiative; **Effect** The batkin's instincts kick in, and they take on an aggressive stance. The batkin uses Change Shape to enter their hybrid form.

AC 15; **Fort** +7, **Ref** +7, **Will** +3

HP 20

Speed 25 feet

Melee ◆ morningstar +7 (versatile P), **Damage** 1d6+4 bludgeoning

Melee ◆ jaws +7 (agile, finesse, unarmed), **Damage** 1d4+4 piercing

Ranged ◆ shortbow +5 (deadly d10, range increment 60 feet), **Damage** 1d6 piercing

Batkin Guard

Change Shape ♦ (concentrate, polymorph, primal) The batkin changes into their humanoid or hybrid shape. Each shape has a specific, persistent appearance. In hybrid shape, the batkin appears as a mix between human and a bat. While in hybrid shape, they gain a jaws unarmed Strike resembling a bat's fangs. In their humanoid shape, they retain the appearance of their original ancestry.

Snagging Strike ♦ **Requirements** The batkin has one hand free, and their target is within reach of that hand; **Effect** The batkin makes a Strike while keeping one hand free. If this Strike hits, the target is off-guard until the start of the batkin's next turn or until the target is no longer within the reach of the batkin's hand, whichever comes first.

Werebat

Werebats are social creatures, gathering in small groups or colonies. A werebat's curse drives them to hunt weaker, lonely creatures.

WEREBAT WARRIOR

CREATURE 3

UNCOMMON MEDIUM BEAST HUMAN HUMANOID WERECREATURE

Perception +10; echolocation (precise) 40 feet, low-light vision

Languages Common, Sakvroth; bat empathy

Skills Acrobatics +10, Athletics +8, Deception +6, Society +7, Stealth +10

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

Items minor elixir of life, javelins (3), rapier, religious symbol of Camazotz, studded leather armor

Bat Empathy (primal) A werebat can communicate with bats.

Echolocation A werebat can use their hearing as a precise sense at the listed range.

AC 19; **Fort** +10, **Ref** +11, **Will** +8

HP 45; **Weaknesses** silver 5

Wing Thrash ➤ **Trigger** An adjacent enemy damages the werebat; **Effect** The werebat makes one or two wing Strikes, each against a different adjacent creature.

Speed 25 feet, fly 25 feet

Melee ♦ fangs +11 (finesse), **Damage** 1d8+4 slashing plus curse of the werebat

Melee ♦ wing +11 (agile, finesse), **Damage** 1d6+4 bludgeoning

Melee ♦ rapier +11 (disarm, deadly d8, finesse), **Damage** 1d6+4 piercing

Ranged ♦ javelin +11 (thrown 30 feet), **Damage** 1d6+2 piercing

Change Shape ♦ (concentrate, polymorph, primal) Human with fist +11 for 1d4+2 bludgeoning and no fly Speed, or Medium giant bat with Speed 15 feet and fly 30 feet.

Curse of the Werebat (curse, primal) **Saving Throw** DC 17 Fortitude

Moon Frenzy (polymorph, primal)

Vicious Swing ♦♦ **Frequency** once per turn; **Effect** The werebat unleashes a particularly powerful attack that devastates their enemy but leaves the werebat a bit unsteady. The werebat makes a melee Strike. This counts as two attacks when calculating their multiple attack penalty. If this Strike hits, the werebat deals an extra die of weapon damage.



BATKIN AND WEREBAT

Particularly large werebat colonies often host batkin among their ranks. Cultivating a population of batkin offers the werebats numerous benefits, the most obvious being the illusion of normality. Most werebats are nocturnal, so having batkin roam about during the day helps maintain the impression that the werebat settlement is nothing out of the ordinary. Batkin might also guard the colony during full moons, when the werebat members are away indulging in their lunar frenzies. Finally, batkin seem to have an easier time keeping their thirst for blood in check and thus serve as excellent infiltrators in non-werecreature settlements.

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Werebat Warrior



Inizkar

Curious and naive astronomer

Inizkar always looked to the stars with awe, believing one day she might touch a star herself. Born in 4693 AR in the southwestern Sodden Lands, Inizkar was the youngest of three children in her family. She was raised on tales of her ancestors and the stories they saw in the stars. While she never became a spellcaster herself, from a young age she recognized the magic that stars possessed, honing her astrological skills as she grew. These skills allowed Inizkar to tap into powers few others understood. Before long, she could trace specific patterns in the constellations to make short-term predictions. She even developed the ability to twist fate in small ways, tipping the balance of luck and destiny as she needed.

While her ability to read the stars was common in her iruxi community, Inizkar's penchant for looking ever upward earned her nicknames such as Tall-Neck and the more endearing Starkeeper, a reference to her ability to point out any star in an instant. Even Inizkar's fellow star-readers, however, always felt she sought something more from the heavens than the stars could provide. It took years before Inizkar realized the true reason she looked to the sky: she wished to leave Golarion and travel through space.

Inizkar knew that powerful magic could allow one to travel to other planets, but the young astrologer yearned for more than that. She wanted to soar through the heavens the same way the stars danced across the night sky. While actual spacefaring was beyond the capability of any magic Inizkar could imagine, she didn't let that fact dissuade her. If she couldn't reach space herself, then she would do her best to become a stepping stone for those who someday would. Recognizing her astronomical skills could be used to better understand outer space, Inizkar turned to science in the hopes that her discoveries would one day make her dream of sailing the stars come true, even if it happened in someone else's lifetime.

Shortly into her adulthood, Inizkar undertook minor studies at the Magaambya before eventually traveling north to Absalom. From there, she made her way to Almas, where she worked to expand the astronomical offerings at Almas University. Here, she learned of the success of Talmandor's Bounty, a colony cofounded by the Andoren government and

the Bountiful Venture Company. After consulting with the stars, Inizkar determined her next destination would be the island of Ancorato.

After securing a modest grant to fund her research, Inizkar traveled to Talmandor's Bounty in 4722 AR. Shortly after her arrival, she worked with locals to construct a small observatory on the edge of town, a project completed in 4723 AR. While the observatory proved a useful distraction for a time, Inizkar soon decided that she'd exhausted the discoveries she could make within Talmandor's Bounty. She applied for yet another grant and now looks to begin her next endeavor: observing the skies from Nal-Shakar, an ancient Azlanti observatory located near the center of the island.

Campaign Role

Inizkar is the party's initial contact in Talmandor's Bounty and acts as the characters' mentor throughout the adventure. While she initially hires the PCs to accompany her to Nal-Shakar, Nizca's machinations quickly throw a wrench into her plan. When shadow covers the skies above Ancorato, Inizkar becomes determined to locate the source of the disturbance and encourages the PCs in their fledgling days as heroes.

At first, Inizkar joins the PCs on their travels, but she prefers to remain far from combat and the dangers of adventuring. She knows plenty of people within Talmandor's Bounty and is always happy to set up an introduction. When the PCs realize that locating the source of the shadow might be more involved than they anticipated, Inizkar supports the party every step of the way. She isn't much of a fighter, preferring instead to aid the PCs or hamper their foes from a distance. Outside of combat, Inizkar could prove a valuable source of information, as she's as skilled a researcher as one can find in Talmandor's Bounty.

INIZKAR

CREATURE 4

UNIQUE MEDIUM HUMANOID LIZARDFOLK

Female lizardfolk astronomer (*Pathfinder Player Core* 2 24)

Perception +9

Languages Common, Draconic, Elven, Iruxi, Sussuran, Thalassic

Skills Arcana +10, Astrology Lore +12, Astronomy Lore, Athletics +6, Crafting +10, Diplomacy +6, Nature +7, Occultism +10, Society +10, Survival +7

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

Items astronomy scholarly journal, padded armor, sling (10 bullets), staff, writing set

Breath Control Inizkar can hold her breath for 25 times as long before suffocating (*Pathfinder Player Core* 437). She gains a +1 circumstance bonus to saving throws against inhaled threats, such as inhaled poisons, and if she rolls a success on such a saving throw, she get a critical success instead.

Top Researcher Inizkar's academic skills allow her to discover information on almost any subject. Inizkar can spend 1 week of downtime to automatically succeed at a check to Recall Knowledge about a subject.

If the subject is a creature, she learns the name, basic description, general behavior, and one specific ability of that creature. If the subject is a different topic, she learns general information that's always at least mildly informational and helpful.

Inizkar can use this ability to learn about any common topic of 8th level or lower, or any uncommon topic of 6th level or lower. She can't learn about rare topics, though the GM has the final decision on determining whether a given topic is something that Inizkar can learn about. If the topic is lower than 5th level, she reduces the time it takes to learn about the subject by 1 day per level below 5th, to a minimum of 1 day.

AC 20; **Fort** +7, **Ref** +9, **Will** +12; +1 circumstance to all saves vs. inhaled threats

HP 42

Move the Stars ☞ (occult) **Frequency** once per day;

Trigger An attack or effect would reduce an ally within 30 feet to 0 Hit Points or cause the ally to gain the dying condition; **Effect** Inizkar interprets the meaning of astrological omens in an instant, determining a new fate for the ally. The triggering ally remains at 1 Hit Point, doesn't increase their dying or wounded condition, and gains 10 temporary Hit Points for 1 round.

Speed 25 feet, swim 15 feet

Melee ♦ staff +9 (two-hand d8), **Damage** 1d4 bludgeoning

Melee ♦ claws +9 (agile, finesse), **Damage** 1d4+3 slashing

Ranged ♦ sling +9 (range increment 50 feet), **Damage** 1d6 bludgeoning

Align the Stars ♦♦ (occult) Inizkar looks to the stars and calls upon the power of the perfect alignment

to protect her allies or threaten her foes. She chooses a creature within 30 feet and attempts an Astrology Lore check against the creature's Will DC. On a success, she finds the right alignment of stars for her goals. If the creature is an ally, that creature gains a +2 circumstance bonus to AC for 1 minute. If the creature is an enemy, other creatures gain a +4 circumstance bonus to damage rolls against that enemy for 1 minute. An enemy can use a single action, which has the concentrate trait, to attempt a DC 22 Will save to realign their own stars and end the effect on a success.

Inizkar can maintain this effect on only one creature at a time; if she succeeds at Aligning the Stars for a different creature, the original effect ends. Inizkar can Dismiss the effect. Regardless of Inizkar's result when attempting her check, the target becomes immune to Align the Stars for 1 day.



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Romi Bracken

Driven cult leader

Romi Bracken has been no stranger to failure, but he knows persistence even better. After losing his parents to disease, Romi was left to fend for himself at the age of eight. He spent the next several years on the streets of Sothis, finding ways to get by through whatever means necessary. No matter if it was stealing, deceit, or striking down those who threatened him, Romi learned everything he needed to survive. Whenever he got in over his head, he'd run. Over the years, he'd escape his problems by traveling somewhere else. This led him to a number of great cities, including Katapesh, Katheer, Cassomir, and eventually Absalom. It was during his time in the Foreign Quarter when Romi learned to finally work with others.

While Romi initially kept his head down like he always did upon arriving in a new place, it didn't take long before he'd garnered the attention of other ne'er-do-wells in the district. To his surprise, this attention didn't bring conflict, but admiration and respect. His skills as a thief had grown, and other inexperienced thieves hoped to learn from him and ride his coattails. While initially hesitant about keeping others around, Romi quickly realized he enjoyed the attention and power that came from others working beneath him. After several months, he came to be in charge of a gang that was rising in power and notoriety.

The extra attention soon turned into a problem as Romi's gang drew the ire of the Bloody Barbers. Romi wasn't one to back down from a fight, but even his cunning and determination weren't enough to take on an organization that large. Having met his match, Romi fled once more to Andoran. This time, however, his past kept up with him. The Bloody Barbers' enforcers tracked Romi down in Augustana, intent on finally putting an end to the gang that had become a thorn in their side. In a moment of desperation, Romi snuck aboard the next ship leaving the docks, eventually learning it was heading west to the settlement of Talmandor's Bounty.

Romi had several months to craft a new persona and make a fresh start in Talmandor's Bounty. Knowing that running away from his problems wouldn't be easy in a small island community, he found new, scrupulous uses for his skill set. Rather than resort to thievery, Romi made his living through scavenging. He began to explore Ancorato and then the nearby islands of the

region, searching for scraps. Eventually, he began to stumble on Azlanti relics and struck it big. For a time, things worked out well.

During one of Romi's expeditions in the jungles of northern Ancorato, a vicious beast tore into his flesh with a gruesome bite. Romi managed to escape the creature, but he ultimately fainted in the depths of the jungle. As he lay unconscious, Romi heard the voice of Camazotz, offering him great power on the condition he stay alive. Romi persisted, as he always did, and when he woke days later, he found himself transformed. Romi had become a werebat, and Camazotz's influence directed Romi to the nearby island of Vil-Azmar. Once there, Romi joined the cult of Camazotz, eventually rising through the ranks to become the cult's leader. For many years, Romi enjoyed his place at the head of cult.

During this time, Romi grew fond of his deception. He delighted in living a dual life, leading a cult by night and by day playing a friendly, eccentric scavenger to the people of Talmandor's Bounty. His purported lifestyle made for a good cover, easily explaining why he was away from town for extended periods of time. His cult's proximity to Azlanti ruins made it easy for him to show results of his long scavenging expeditions as well. Romi would light up inside every time someone in Talmandor's Bounty greeted him with a smile or invite him over for afternoon coffee. He knew he had them all fooled.

Things changed for the cult in 4724 AR. An earthquake led the cult to discover the depths of En-Gokal and encounter Deg. As the cult's leader, Romi met Deg and eventually Nizca and Lady Nalushae also. He agreed to help the two with their goal, offering the cult's aid as part of the alliance. Romi now sees this opportunity as a chance for his cult to grow in knowledge and power. He hopes to eventually expand the cult enough to overtake and destroy the other groups outright, but for now, he bides his time.

Campaign Role

Romi is the ultimate antagonist of this adventure. As the leader of the cult of Camazotz, Romi will eventually clash with the PCs. He generally looks to further his own desires for greater power and more control, and the PCs likely represent an obstacle toward these

goals. There's a chance the PCs can speak with Romi and possibly offer an opportunity to advance his goals by releasing Noltari, the vampire trapped in stasis within the intake. Romi's desire to become a vampire outweighs his concern about the PCs, for a time. Once he grows in power, or when it's clear that the PCs are no longer useful to him, Romi is quick to betray them and seek greater power.

If the PCs manage to capture Romi or otherwise get him in a position to share his knowledge, he keeps most of his cards close to the chest. He shares the fact that there are other groups deeper in the prison but doesn't share any knowledge about what he knows of Nizca's ultimate plan. For the most part, he shares only what he believes he can use to trick the PCs into a more vulnerable position. He isn't above selling out the cult and Alzira if he believes he can get the upper hand. Ultimately, Romi looks out for himself and does whatever is necessary to survive or outright win in his circumstances—even exposing all he knows about what's going on in the rest of the ruins.

ROMI BRACKEN

CREATURE 4

UNIQUE MEDIUM BEAST HUMAN HUMANOID WERECREATURE

Male human scavenger/cult leader

Perception +9; echolocation (precise) 40 feet, low-light vision

Languages Aklo, Common, Sakvroth, Thalassic

Skills Acrobatics +10, Camazotz Lore +9, Crafting +7, Deception +10, Diplomacy +8, Religion +7, Society +7, Stealth +10, Survival +7, Thievery +10

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

Items *blood-drinker blade* (page 82), dagger, *lesser healing potion*, intake skeleton key, leather armor

Bat Empathy (primal) Romi can communicate with bats.

Echolocation Romi can use his hearing as a precise sense at the listed range.

Surprise Attack On the first round of combat, if Romi rolls Deception or Stealth for initiative, creatures that haven't acted are off-guard to him.

AC 21; **Fort** +8, **Ref** +12, **Will** +9

HP 61; **Weaknesses** silver 5

Deny Advantage Romi isn't off-guard to hidden, undetected, or flanking creatures of his level or lower, or creatures of his level or lower using surprise attack.

Speed 25 feet, fly 25 feet

Melee ♦ *blood-drinker blade* +11 (agile, finesse, magical, versatile S), **Damage** 2d6+4 piercing

Melee ♦ claws +10 (agile, finesse), **Damage** 1d6+4 slashing

Melee ♦ fangs +10 (finesse), **Damage** 1d8+4 slashing

Ranged ♦ dagger +10 (thrown 30 feet), **Damage** 1d6+1 piercing

Change Shape ♦ (concentrate, polymorph, primal) Human with fist for 1d6+4 bludgeoning and no fly Speed, or Medium giant bat with Speed 15 feet and fly 30 feet. (*Pathfinder Monster Core* 358)

Curse of the Werebat (curse, primal) See page 88; **Saving Throw** DC 18 Fortitude

Moon Frenzy (polymorph, primal) See page 88.

Sneak Attack Romi deals 1d6 extra precision damage to off-guard creatures.

Tumble Behind When Romi successfully Tumbles Through a creature's space, the creature is off-guard against the next attack Romi makes against it before the end of his turn.

Unbalancing Blow When Romi critically hits and deals damage with a Strike, the target is off-guard against his attacks until the end of his next turn.



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NEXT MONTH

The Broken Palace

by James Jacobs

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LOST OMENS

DIVINE MYSTERIES



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1 SQUARE = 5 FEET

RAIN OF SHADOWS

1 SQUARE = 5 FEET

SNAKE PIT

1 SQUARE = 5 FEET

SPIDER NEST
1 SQUARE = 5 FEET

TRANSFERRING SUPPLIES

1 SQUARE = 5 FEET

BOAR DEN

1 SQUARE = 5 FEET

INSECT NEST

1 SQUARE = 5 FEET

LIZARD NEST

1 SQUARE = 5 FEET

TRAP FIELD

1 SQUARE = 5 FEET

LAKE DANGERS

1 SQUARE = 5 FEET

OBSERVATION SITE

1 SQUARE = 5 FEET

RIVER DANGERS

1 SQUARE = 5 FEET

ADVENTURE

Dark Was the Night

The remote island settlement of Talmandor's Bounty hurtles toward chaos as the region is plunged into shadow! The PCs travel to a nearby island and investigate an ancient prison buried during Earthfall. Inside, a cult of the blood god Camazotz thrives, and the PCs soon discover that even greater threats lie deeper within. Can the PCs discover who's behind the supernatural shadow and stop them before eternal night comes? *Shades of Blood* begins with "Thirst for Blood," a complete adventure for 1st- to 3rd-level characters.



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