

SECOND EDITION

PATHFINDER®



Shades of Blood

ADVENTURE PATH

The Broken Palace

By James Jacobs

En-Gokal

The bat people have been doing a good job of bringing new subjects and all I have to do is give that Romi some junk

These broken tunnels make it hard to bring captives down. At least they don't have to be treated well

There is much of interest inside En-Gokal. One day I'll explore it all

The tower is the only hint that we're up to something. It will be impossible to hide once we're done

I'm constantly surprised we don't get more explorers coming up from the Darklands

There is nothing of interest in these ruined cellblocks-I've looked!

PATHFINDER

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Chapter 1: Trapped in the Dark4

The PCs enter En-Gokal's cellblock in pursuit of missing prisoners, only to become imprisoned themselves! Cut off from the world above and equipped with only the supplies they brought with them, the party must press on in the face of thirst, starvation, and the monstrous perils that lie ahead.

Chapter 2: Under a False Sun 32

The PCs arrive at a strange, enormous cavern within which lies an entire village of people. The villagers call the place Underheaven, and each lives in anticipation of their 25th birthday, when they will ascend into Heaven to join Lady Nalushae in an afterlife of vampiric delights. Can the PCs rescue a community of people who don't realize they need rescuing in the first place?

Chapter 3: To Bleed in Heaven 52

Three bickering vampires rule the shattered halls of a once-decadent complex that sprawls above the heights of Underheaven. If the PCs wish to save the people of Underheaven and see the light of the sun again, they must pit these vampires against each other and discover the secrets hidden within the so-called Broken Palace.

OFF THE PATH?

During the PCs' path from the previous adventure's prison intake through the cellblocks to Underheaven, the way winds through the ruins of En-Gokal. Much of this is covered in the adventure, but the path between Chapter 1 and Chapter 2 includes nearly a quarter mile of tunnels from which a GM could spring some random encounters with subterranean surprises.

ADVANCEMENT TRACK

"The Broken Palace" is designed for four characters.

- 4** The PCs begin the adventure at 4th level.
- 5** The PCs should be 5th level before they enter Underheaven.
- 6** The PCs should be 6th level before entering the Broken Palace.
The PCs should reach 7th level by the end of this adventure.



Chapter 1: Trapped in the Dark

Today, when the legacy of Azlant is discussed, it's often regarded as a single, homogenous empire, yet different philosophies of governance were practiced throughout Azlanti lands and history, as is true across all of Golarion's continents today. Thanks to the unearthing of Thassilonian ruins in Avistan, the Azlanti concept of the seven virtues of rule is perhaps the most commonly known. This philosophy was conceived by Xin, a man whose controversial views would compel him to cross the sea and build his own empire—one that in time would become corrupted by the runelords, who twisted his philosophy into seven sins that epitomized the luxuries afforded to whomever they deemed a proper ruler.

The philosophy of the runelords was hardly the only one of its kind, of course, for whenever there

exists a ruling class, there will be those who use their privilege to abuse power for their own gain. In the empire's final decade, one such philosophy was the practice of "evident sanctity," a cruel and self-centered notion that those born into aristocracy were mandated into those roles by the gods, and that those below them existed only to serve—as labor, as entertainment, or even as basic resources like food. Those who adhered to evident sanctity either did so in ways that cloaked their beliefs in a veneer of magnanimity or dwelt in parts of Azlant where governing bodies turned a blind eye to such cruelty or engaged in it themselves.

Lady Nalushae Meronis was one of the former, but as she grew more decadent in her pursuit of evident sanctity, her notoriety grew as well. Eventually, she

found herself imprisoned in En-Gokal, only to awaken many centuries later. Her story is detailed on page 90, but suffice to say, what she's built in the ruined prison is a palace devoted to the practice of evident sanctity.

INTO THE PRISON

At the end of the previous adventure, the PCs defeated the cunning werebat Romi and his cult of Camazotz, subsequently discovering a well-traveled passageway leading deeper beneath the island's surface. The knowledge that more of Romi's victims have been transported down this tunnel shouldn't be lost on the PCs, but at what pace they choose to mount a rescue mission is up to them. With Romi's defeat, returning to Talmandor's Bounty is a wise move, as this allows the PCs to rest and recover in safety, as well as to shop for new supplies.

Once they're ready to proceed, the PCs need only proceed further down the tunnel, deeper into a complex that once served as the primary prison block for En-Gokal. Not long after the party reaches the path into the prison's bowels, however, they trigger an ancient lockdown protocol that traps them—and everything else in the complex—underground for the foreseeable future!

The Lockdown

Whether the PCs proceed directly into the En-Gokal cellblocks after their encounters with the cult of Camazotz in the previous adventure or take the time to return to Talmandor's Bounty to bring captives to safety, resupply, or simply recuperate, their first expedition into the prison doesn't go as planned. As they travel further down the tunnel, the PCs note places where Earthfall's ancient devastation caused parts of the tunnel to collapse. More strangely, some of these collapses appear to have been cleared in recent years. In any event, neither the collapses nor the recent work seems to have damaged En-Gokal's structural integrity.

The tunnel winds steadily downward, maintaining a 15-foot width and continuing to show signs that it's been traveled in the recent past. A character who succeeds at a DC 20 Survival check to Track can confirm a group of prisoners were transported through the tunnel within a week of Romi's defeat at the PCs' hands. Once the party travels a few hundred feet down the tunnel (descending about 50 feet below the level of Romi's domain), they see that, though the passage directly ahead of them ends at an ancient cave-in, the way continues westward through a row of ancient, partially collapsed prison cells—area **A1**. As soon as the PCs enter this area, however, they step into the ruins of En-Gokal's

LET THEM HAVE LIGHT

One thing this adventure doesn't force the PCs to contend with is darkness. While the initial trek to area **A1** from Romi's tunnels is unlit, much of the cellblock is at least dimly illuminated by patches of phosphorescent fungi. Still, some PCs might require additional light sources throughout this chapter. If this becomes the case at your table, consider including an *everlight crystal* or two among the first treasures the group discovers. While this chapter is titled "Trapped in the Dark," the challenge of lighting the way forward isn't an intended element of this adventure.

upper cellblock, and in so doing, trigger the prison's lockdown protocol.

When this occurs, an alarm blares through all three levels of the cellblock, followed by a booming voice that repeats in ancient Azlanti: "UNAUTHORIZED VISITORS DETECTED! LOCKDOWN PROTOCOL ENGAGED!" (The voice emanates from dozens of *embed message* spells cast on polished red stones set into the ceiling.) At the same time, a thunderous grinding sound fills the passage the PCs came from as a 20-foot-thick block of stone drops from the ceiling to seal the passageway behind them. The block drops staggeringly fast, landing with a boom that echoes through the upper cellblock. There's no time to dash past the descending block—nor should there be time for the PCs to be crushed by it.

As the stone block seals the PCs in, the deep Azlanti voice repeats its warning a few more times, then grows dull and fades before finishing its fifth repetition. A character who succeeds at a DC 15 Arcana check to Identify Magic can confirm that the PCs have triggered an ancient lockdown of some sort, while a critical success indicates that the way the voice faded out suggests that the magic that powered the lockdown has been expended.

The only way onward is further into area **A1**.

Cellblock Survival

The PCs are now locked inside En-Gokal, and while they'll eventually find a way to return to the world above, for the bulk of this chapter they'll be isolated from the safety and comforts of Talmandor's Bounty. It's likely the party will be trapped here for many days or even weeks, and as such, the need for water and food will soon become a concern.

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UNUSUAL DIETS

You might have PCs in your group who have unusual dietary demands. In this case, it's simplest to hand-wave these requirements and use the Food and Water Points system as presented, explaining that each PC's share of supplies takes the form of something they can eat or drink. That said, if your group is amenable to the idea, you can introduce complications to account for characters who require special forms of nourishment.

A PC who doesn't need to eat or drink at all doesn't count when determining how many Food or Water Points are expended each day.

While you can certainly require your players to track the food and water their characters consume each day, this level of bookkeeping can quickly become boring or frustrating. Instead, introduce to the players the following method of tracking food and water supplies as a party, rather than as individuals. By introducing this system as soon as the lockdown occurs, you let your players know that their characters are going to be trapped underground for a long time. This helps to manage expectations for what's coming and lets the players know that they'll need to keep long-term survival in mind from the very first encounter.

Food and Water Points

The party's supplies in this chapter are represented by two pools of points: Food Points and Water Points. Once a day (preferably when the PCs make their daily preparations), deduct a number of Food Points and Water Points equal to the number of PCs in the group. If there's not enough points in a pool, the total value drops to 0 and the PCs are forced to ration supplies for the next 24 hours. (For the purposes of these rules, it's simplest to assume Small and Medium creatures each consume the same amount of Food and Water Points, although Large creatures should consume double the points.)

Starting Points: As the adventure begins, ask each player to reveal how many days of food they're carrying. This will be simple if your PCs only carry rations (with 1 week of rations equating to 7 days, or 7 Food Points), but if they carry other forms of food, you'll have to make a judgment call as to how many Food Points such supplies are worth. Once you determine the party's starting Food Points, do the

same thing with their water supplies to determine their starting Water Points.

Rationing Supplies

When the party deducts their daily points, they can opt to ration their supplies. To ration supplies, deduct half the number of points from each pool you normally would. A group that doesn't have enough points to feed or water the party reduces that pool of points to 0 and is automatically considered to be rationing that supply for the day. If the party rations either food or water (but not both), each character takes a -1 status penalty to Fortitude saving throws. If the party rations both food and water, each PC becomes fatigued instead.

Alternatively, a PC can decide to forgo food and water entirely for a day; if they do, they don't count against the total number of points that must be deducted that day, but that PC becomes fatigued and is in danger of starvation and thirst (see Zero Points, below).

Zero Points

If the party has 0 Food or Water Points when they would normally have to spend them, they are in danger of starvation and thirst. The PCs become fatigued, and each player must track their character's starvation and thirst values individually, since after a number of days without food or water equal to a PC's Constitution modifier + 1, the creature takes damage as detailed under Starvation and Thirst on page 43 of *Pathfinder GM Core*.

Regaining Food and Water

The PCs will discover sources of food and water as they explore the cellblock, and upon gaining control of these supplies, add to their Food and Water Points as detailed in the text.

Subsisting: A PC can bolster their supplies of food and water by using the Subsist activity, but doing so in the cellblock is dangerous and difficult. It's a DC 30 Survival check to Subsist in the cellblock—water can be collected from puddles of mineral-rich groundwater seeping through the surrounding stone, and food can be gathered in the form of rare patches of edible fungi, cave arthropods, and worms. Once the PCs have convenient access to the sea cave at area C6 (and have slain the shark and amphibious chupacabras in areas C6 and C9), they can add fish and crustaceans to the list, and it becomes a DC 15 Survival check to Subsist. The sea cave produces only Food Points, however, as the seawater in that area isn't drinkable unless they desalinate the water (see Desalinating Water, page 7).

Use the following adjusted results in place of the standard results listed on page 232 of *Pathfinder Player Core*.

Critical Success You gather 4 points of supplies. You can distribute these points as you wish between the party's Food and Water Points.

Success As success, but only 2 points of supplies.

Failure You gather no supplies.

Critical Failure You not only fail to gather supplies, but you also attract the attention of nearby hostile creatures. If you spent time Subsisting on a cellblock level where no enemies remain, scavenging insects infest the party's supplies, polluting 1 Food Point and 1 Water Point. Polluted points can't be used until they're cleansed with a *cleanse cuisine* spell or a DC 20 Survival check made as an 8-hour activity (a failed check increases the pollution 1 point in each category, or 2 points on a critical failure).

Harvesting Food: There are many creatures in the cellblock, and if they're slain, their bodies can be harvested for food. To harvest a body for food, a PC must spend 10 minutes Interacting with the body and then attempt a DC 15 Butchering Lore or DC 20 Survival check (with a –4 circumstance penalty if they lack a tool or weapon that can inflict slashing damage). While sapient creatures provide just as much meat as non-sapient ones, the psychological ramifications for eating the flesh of an intelligent creature are left to you to decide, as best fits your table's sensibilities.

Critical Success As success, but double the Food Points.

Success You harvest Food Points from the creature, determined by its Size (2 Food Points from a Small creature, 8 Food Points from a Medium creature, or 24 Food Points from a Large creature).

Failure As success, but only half the Food Points.

Critical Failure You ruin all the meat and harvest no Food Points.

Desalinating Water: Once the PCs discover the sea cave at area C6, they have access to a source of water—but being seawater, it's not drinkable as-is. The PCs can distill seawater into drinking water by boiling it and catching the steam in a container, but without access to proper tools, this process is slow and awkward. A PC can attempt a DC 25 Survival check (or DC 23 if a PC has an alchemy kit) once per day during their daily preparations to prepare water to be desalinated over the day. On a success they generate 1 Water Point at the end of the day (or 2 Water Points with a critical success). Note that if the PCs secure the equipment in area C3, this process can be made more efficient.

POOR CHOICES

The phosphorescent mold that grows so plentifully in En-Gokal is edible to the cave arthropods, worms, and other invertebrates that dwell in the cellblock, but not to larger creatures like the PCs. Anyone who eats the glowing fungus finds that it tastes exceptionally bitter. The fungus provides no nutritional value, and each attempt to eat it causes the PC to become enfeebled 1 for 10 minutes if they fail a DC 20 Fortitude save (enfeebled 1 for 24 hours on a critical failure). This fungus has the poison trait. A PC who's immune to poison can eat all the glowing mold they want without fear of becoming enfeebled, but they gain no nutritional value from the stuff and—despite feeling full—will still starve if all they eat is mold.

Casting Spells: Spells that create food or water generate points equal to the number of servings they produce. For example, a casting of a 2nd-rank *create food* generates 6 Food Points, a casting of *create water* generates 4 Water Points, multiple castings of *cornucopia* generate 1 Food Point per six pieces of produce created. Note that water created by spells like *hydraulic push* doesn't persist long enough to satiate thirst and cannot be used to create Water Points. Similarly, creatures summoned by magic, such as a summoner's eidolon, can't be butchered to create Food Points. Food and Water Points created by spells must be used before those spell effects fade (within 24 hours for *create food* or *create water*, for example).

Cellblock Features

The En-Gokal cellblock consists of three floors—an upper level, a central level, and a lower level. Please note, the maps for the Upper Cellblock and Central Cellblock are arranged with south facing up, as shown by their compasses. Unless otherwise indicated by the text, phosphorescent fungus grows on the walls in patches large enough to illuminate each level with dim light. Walls are either rough cavern walls (DC 20 Athletics to Climb) or worked stone (DC 30 Athletics to Climb).

Like many of the old Thassilonian ruins found across Varisia, the walls, doors, and most furnishings in En-Gokal are over 10,000 years old but have been enhanced with ancient magic that protects them from the passage of time. This magic has slowed—but not halted—the advance of rust on metal or decay in wood so that these features appear to be, at most, a couple

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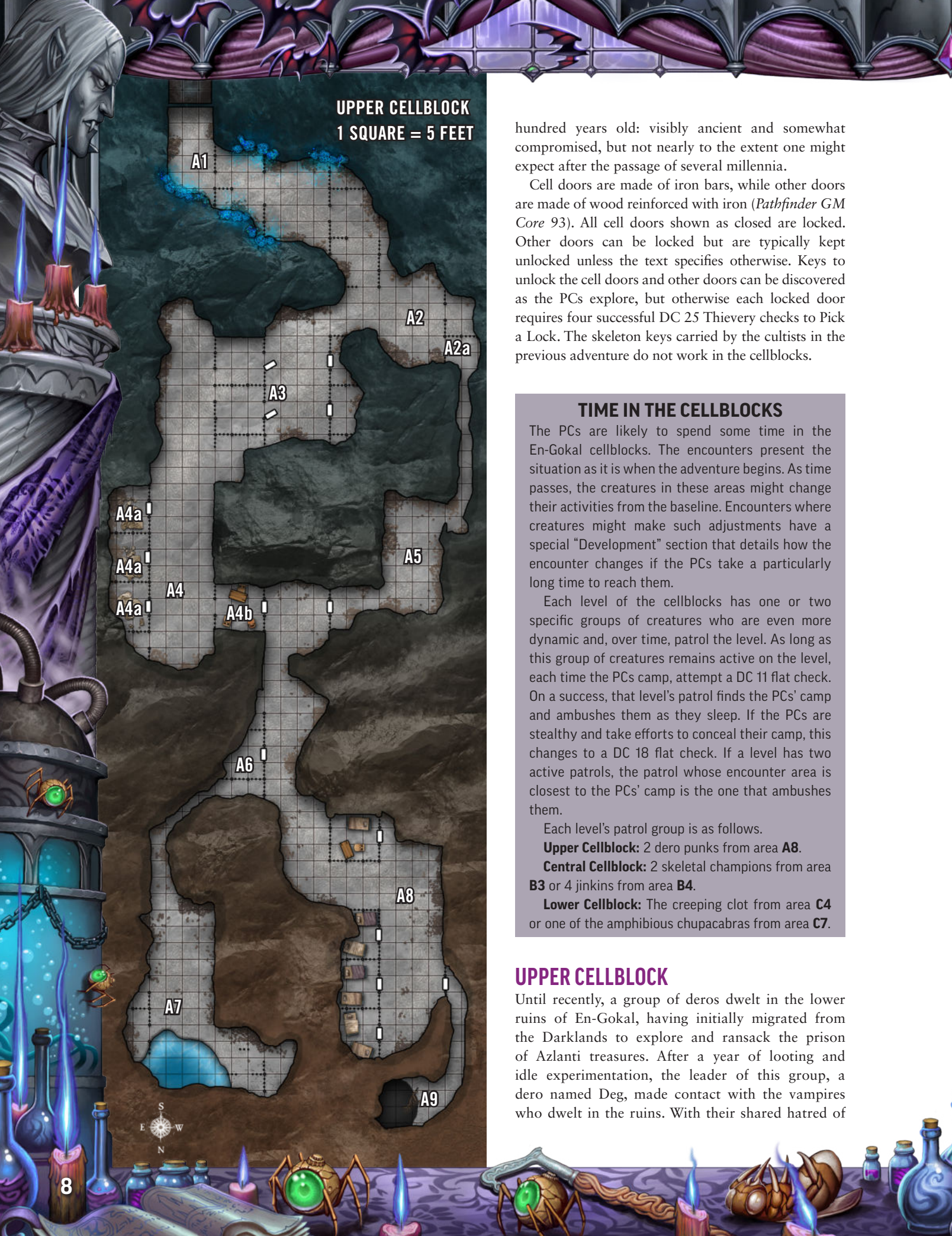
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UPPER CELLBLOCK

1 SQUARE = 5 FEET

hundred years old: visibly ancient and somewhat compromised, but not nearly to the extent one might expect after the passage of several millennia.

Cell doors are made of iron bars, while other doors are made of wood reinforced with iron (*Pathfinder GM Core* 93). All cell doors shown as closed are locked. Other doors can be locked but are typically kept unlocked unless the text specifies otherwise. Keys to unlock the cell doors and other doors can be discovered as the PCs explore, but otherwise each locked door requires four successful DC 25 Thievery checks to Pick a Lock. The skeleton keys carried by the cultists in the previous adventure do not work in the cellblocks.

TIME IN THE CELLBLOCKS

The PCs are likely to spend some time in the En-Gokal cellblocks. The encounters present the situation as it is when the adventure begins. As time passes, the creatures in these areas might change their activities from the baseline. Encounters where creatures might make such adjustments have a special “Development” section that details how the encounter changes if the PCs take a particularly long time to reach them.

Each level of the cellblocks has one or two specific groups of creatures who are even more dynamic and, over time, patrol the level. As long as this group of creatures remains active on the level, each time the PCs camp, attempt a DC 11 flat check. On a success, that level's patrol finds the PCs' camp and ambushes them as they sleep. If the PCs are stealthy and take efforts to conceal their camp, this changes to a DC 18 flat check. If a level has two active patrols, the patrol whose encounter area is closest to the PCs' camp is the one that ambushes them.

Each level's patrol group is as follows.

Upper Cellblock: 2 dero punks from area **A8**.

Central Cellblock: 2 skeletal champions from area **B3** or 4 jinkins from area **B4**.

Lower Cellblock: The creeping clot from area **C4** or one of the amphibious chupacabras from area **C7**.

UPPER CELLBLOCK

Until recently, a group of deros dwelt in the lower ruins of En-Gokal, having initially migrated from the Darklands to explore and ransack the prison of Azlanti treasures. After a year of looting and idle experimentation, the leader of this group, a dero named Deg, made contact with the vampires who dwelt in the ruins. With their shared hatred of

sunlight as a point of commonality, the two groups forged an unlikely alliance. Deg and his favored assistants split from the main faction of deros to aid Nizca in their experiments, while the rest of the deros settled in the Upper Cellblock, falling into the role of facilitator between Romi and Nalushae. These deros began taking a “cut” of the werebat’s prisoners for their own experiments, transporting the rest to Underheaven for Nalushae and her fellow vampires to use as they desired.

When the lockdown that traps the PCs underground alerts the entire complex, the remaining deros panic. A few of those stationed in the Upper Cellblock abandon their kin and retreat to the Lower Cellblock to join the larger group, who swiftly decide to abandon this part of the complex entirely. The deros that stay behind are few in number, disorganized, and increasingly desperate.

The ancient prisoner cells throughout this level are composed of narrow vertical bars with a few horizontal supports. A creature can use these bars as cover, but melee weapons that do piercing damage bypass this cover entirely.

A1. Blocked Exit

A smooth wall of unblemished stone blocks passage south along this tunnel, while a five-foot opening in a line of ancient bars allows access deeper into the ancient prison to the west. The cavern of this area glows with patches of pale blue mold, while vertical iron bars—the remnants of prison cells—protrude in regular rows here and there among the rubble.

Attempts to tunnel through the fallen block of stone to the south are fruitless; let any PC who tries work for a bit before informing them that even with proper tools it would take days, if not weeks, to make progress. The only logical way forward is through the bars to the west.

A2. Guardpost

Trivial 4

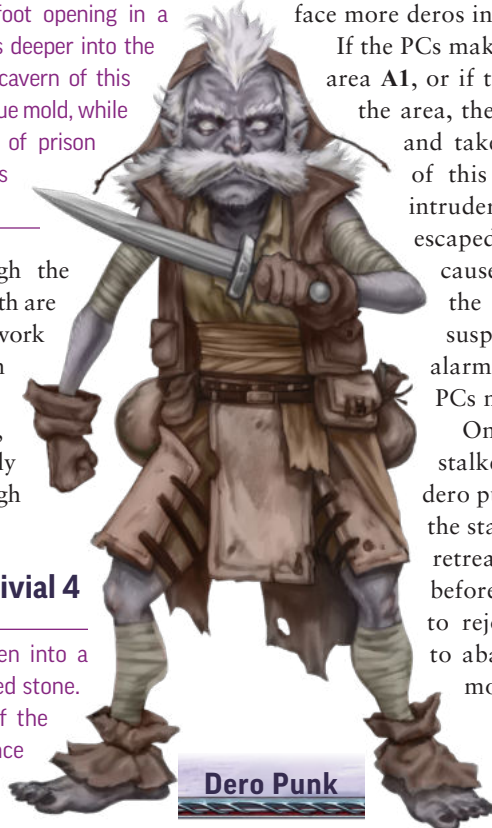
The partially collapsed cells open into a larger room with a floor of worked stone. More jail cells line the edges of the area, suggesting this might once have been a twenty-foot-wide hallway.

Area **A2a** hides a narrow tunnel that winds to the north. Medium creatures must Squeeze to navigate this tunnel, which leads to area **A5**.

Creatures: Minutes before the PCs’ arrival, three deros were sent south by their commander Auzmere (area **A8**) on a regular patrol to Romi’s domain, but when the lockdown alerted the area, the trio halted their progress. The patrol consists of a dero stalker who mercilessly bullies a pair of less experienced dero punks. All three now huddle in the middle of this room, speaking in hushed tones about the alarm. If the deros fail to notice them, the PCs can overhear the deros talking. Characters who understand Sakvroth might learn from eavesdropping that this is the second time a lockdown has occurred—the last time was after the deros first arrived on this level and unwittingly triggered the lockdown themselves. The lockdown was lifted a few hours later, after “Boss Deg talked to his important friends down below.” Since then, the deros have learned the proper way to move through area **A1** without triggering the lockdown. The fact that intruders have likely triggered this lockdown isn’t lost on the deros, who spend some time discussing whether they should head southeast to investigate. After 10 minutes, the deros decide to abandon their patrol. If the PCs don’t confront the deros before then, they’ll face more deros in area **A8**.

If the PCs make a significant amount of noise in area **A1**, or if they use light to better illuminate the area, the three deros notice them at once and take up hiding spots in the corners of this room while they wait for the intruders—not sure if they’re allies who escaped from above or even perhaps the cause of the lockdown. Upon spotting the PCs, the deros confirm their suspicion that intruders triggered the alarm. They spring their ambush as the PCs move toward area **A3**.

Once combat begins, the dero stalker fights to the death, as do the dero punks as long as the stalker lives. If the stalker is slain, the remaining punks retreat to warn the guards in area **A4** before fleeing all the way to area **A8** to rejoin Auzmere, all previous plans to abandon the area forgotten for the moment.



Dero Punk

DERO STALKER CREATURE 2

Pathfinder Monster Core 84

Initiative Perception +5



DERO PUNKS (2)

CREATURE 0

UNCOMMON SMALL DERO HUMANOID

Variant dero (Pathfinder Monster Core 84)

Perception +2; darkvision

Languages Aklo, Sakvroth

Skills Acrobatics +5, Stealth +5, Thievery +5

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

Items dagger

AC 15; **Fort** +4, **Ref** +7, **Will** +0

HP 15; **Immunities** confused

Vulnerable to Sunlight A dero punk takes 2 damage for every hour they're exposed to sunlight.

Melee ✦ dagger (agile, finesse, versatile S), **Damage** 1d4+1 piercing

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

Occult Innate Spells DC 16, attack +8; **Cantrips (1st)** *figment*, *telekinetic projectile*

Gang Up A dero punk gains a +1 status bonus on melee Strikes while they are adjacent to an allied dero.

Sneak Attack A dero punk deals 1d4 extra precision damage to creatures who are off-guard.

Development: The deros finish their discussion 2 hours after this adventure begins. They decide to creep south to area A1, hoping to escape that way. They attack if they encounter the PCs, but otherwise



they give in to their fate and return to area A8 to report to Auzmere.

A3. Unstable Cells

Trivial 4

Rows of prison cells stand on either side of this twenty-foot-wide tunnel, but passage north and south has been blocked by ancient and very solid-looking collapses. While the doors of the western (and mostly collapsed) cells are closed, those of the relatively clear cells to the east hang ajar. Openings in the back walls of these cells connect to another passageway farther to the east.

The cells to the west are locked, and the rubble that fills them holds no resources or dangers.

Hazard: The deros have rigged the two cells to the west with clever pressure plates. If too many people move through a cell at once, the cell's iron bars (along with chunks of ceiling) collapse. The trap is meant to stop anyone escaping from the north but works just as well against intruders from the south. When the deros transport prisoners through the cells, they are careful to lead them through slowly and one at a time.

COLLAPSING CELLS (2)

HAZARD 4

RARE ENVIRONMENTAL TRAP

Stealth DC 22 (expert)

Description A section of ceiling and iron cell bars collapse inward.

Disable DC 22 Thievery (trained) or DC 25 Crafting (trained) to use a loose iron bar to shore up the ceiling.

Collapse ➤ **Trigger** A Medium or larger creature moves through the cell at a faster pace than simply Stepping, or more than one Medium or larger creature enter the cell at the same time; **Effect** The ceiling and walls of the cell collapse, creating a thunderous roar. All creatures in the cell must attempt a DC 25 Reflex save; the cell then becomes greater difficult terrain that can be passed through safely.

Critical Success The creature is unaffected.

Success The creature takes 1d10+6 bludgeoning damage.

Failure The creature takes 2d10+13 bludgeoning damage and is immobilized by fallen rubble (Escape DC 25).

Critical Failure The creature is buried in the rubble. They take 3d10+19 bludgeoning damage and are restrained (Escape DC 25). Until they escape, the creature must hold their breath or risk suffocating.

A4. Hungry Mouths

Low 4

Three partially collapsed cells line the east wall of this hallway. Each of the cells contains three desperate

humans slumped among heaps of foul-smelling rags. They occasionally whimper as they listlessly stare out their cells. West of the northernmost cell, a gap in another cell wall opens into a chamber furnished with a table and two chairs made from scavenged bits of metal and wood. The furniture is proportioned for creatures about half the size of a typical human.

Until recently, the room to the southeast served as a way station for prisoner processing, where the deros would evaluate the prisoners they received from Romi. Those who fit the needs of the vampires were sedated with lethargy poison before being handed over to the vampires in area C14 for transport to Underheaven. The others (typically the elderly or infirm) were sent to area C3 to become subjects for the deros' experiments.

The cells to the east (areas A4a) are all locked. Romi's most recent batch of prisoners have been trapped in the cells for the past few days, pending a processing that now will never happen.

Creatures: A pair of dero stranglers stand guard here. After hearing the lockdown alarm, the two deros are nervous about their prospects, but they remain loyal to Auzmere for now. If not alerted to the PCs, the stranglers are quietly discussing what they'll do if the lockdown traps them here—eating the prisoners is their current topic, with one dero going on about the importance of harvesting the prisoners bit by bit so their meat doesn't spoil. As in area A2, PCs fluent in Sakvroth might be able to eavesdrop on the deros.

If the deros hear the traps go off in area A3 or are alerted by a dero from area A2, they instead set up an ambush, pushing the table into the gap in the west wall of area A4b. They fire poisoned crossbow bolts from this position as soon as the PCs start releasing prisoners or attempt to enter area A4b. The dero stranglers fight until one is slain, at which point the survivor flees to area A8 to warn Auzmere.

Each of the eastern cells contains three terrified men and women, for a total of nine prisoners in all. The prisoners have no reason to assume the PCs are anything but another group of tormentors, but once they realize the truth, they beg to be set free and escorted from the prison. News that the lockdown has trapped them here is a crippling blow to the prisoners' already shaky morale. Once they learn this, the prisoners break down and moan in panic—if the PCs don't quiet them with a DC 20 Intimidation or DC 22 Diplomacy check, the noise is more than enough to alert Auzmere and her allies in area A8.

DERO STRANGLERS (2)

CREATURE 3

Pathfinder Monster Core 85

Initiative Perception +6

IMPRISONED SAILORS (9)

CREATURE 0

Dockhands (NPC Core 66)

Initiative Perception +3

Treasure: The table in area A4b has a few janky drawers built into its sides. While the deros know the trick of how to wiggle open the ill-fitting drawers, a PC must either Force Open a drawer with a DC 15 Athletics check or ease it open with a DC 20 Thievery check. Anything but a critical success on an attempt to Force Open the drawers causes the alchemical objects and potions in the drawers to crash out and shatter, ruining them all.

Inside the drawers are two minor elixirs of life, two doses of lethargy poison, a lesser sea touch elixir, and a *potion of water breathing*.

A barrel tucked in one corner of the room contains several servings of dried mushrooms, which the deros regularly snack upon. The dried mushrooms taste bland but are nourishing enough to count as 6 Food Points.

Reward: Grant the PCs 20 XP if they set the prisoners free.

Development: The deros abandon their post and return to area A8 about 24 hours after the adventure begins.

Even if the prisoners remain trapped in their cells, they are in no danger of dying from thirst—roughly 3 days after the adventure begins, the string slimes from area A7 wander into this area and eat them.

Handling the Prisoners

The nine prisoners are human laborers who served aboard the *Morning Sparrow*, a merchant vessel raided by the cult of Camazotz a few weeks ago. The tale of their capture and journey to these cells is a harrowing one. Feel free to give the sailors names, personalities, and histories as you see fit; if the PCs grow attached to the sailors, keeping them alive will feel that much more important.

The sailors wear tattered clothing, have no gear or weapons, and are largely ineffective in combat, but they're eager to help. If the PCs arm them, the sailors do their best to aid the party in fights. A more responsible solution, however, is to set a camp for the sailors in one of the safe areas while the PCs work their way through the rest of the dungeon. In this case, the sailors attend the campsite in the PCs' absence, and each day they can work together to

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RESCUING PRISONERS

There are many people in need of rescue in this adventure, from the sailors in the cells in Chapter 1, to the misled villagers of Chapter 2, to the living decor and vampiric meals-in-waiting in Chapter 3. Rescuing these prisoners is more complicated than simply releasing them from their cells. The PCs must first lift the lockdown that prevents escape from En-Gokal (see area **N17**) then lead the exodus all the way back to Talmandor's Bounty. Keep a visible tally of the potential survivors the PCs encounter as the adventure progresses, adding and subtracting as they meet more survivors or as those survivors perish. The total number of survivors at the end of this adventure impacts the party's final XP reward, as well as an additional monetary reward for their good deed (see "Concluding the Adventure" on page 71).

scrounge together edible fungi, bugs, and water from puddles. Make a single DC 20 Labor Lore check at a +6 bonus for the sailors each day. On a success, the sailors grant the PCs 2 points to allocate as they wish between Food Points and Water Points. This increases to 4 points on a critical success. Decrease this Labor Lore check to DC 15 if the PCs establish a campsite in area **C2**, where conditions for long-term survival are more favorable.

Of course, the sailors also require food and water; while the PCs care for them, each sailor increases the daily Food and Water Point consumption by one. If they're rationing supplies, the sailors can't scrounge for additional food and water at all.

A5. The Old Guards

Low 4

Heaps of ancient rubble line the walls of this hallway. To the southwest, a low, narrow hole leads to a cramped-looking tunnel.

See area **A2** for details on the tunnel leading south from this area.

Creatures: The deros quickly learned to avoid this part of the dungeon, as a pair of guardians from before Earthfall stand vigil here. These guardians are suits of animated full plate armor fashioned in the ancient style of Azlanti soldiers. The animated armors are gritty with dirt but remain fully functional. They

attack anyone who enters the area but don't pursue foes further into the complex.

ANIMATED ARMORS (3)

CREATURE 2

Pathfinder Monster Core 18

Initiative Perception +6

Treasure: After the constructs are destroyed, the armor they're made of is too damaged to function as intended, but lingering magic causes the metal to flicker softly. A character who succeeds at a DC 20 check to Identify Magic confirms that the armor fragments can function as raw materials for the crafting of new items (perhaps in one of the *essence forges* the PCs might discover in the Central Cellblock). In all, 50 gp worth of raw materials can be salvaged from the scraps.

A6. Narrow Crawlway

The back wall of this row of cells hasn't completely collapsed. A 2-foot-wide fissure in the northeast corner teases a route onward. A PC who succeeds at a DC 20 Perception check hears water dripping somewhere further down the passageway.

The tunnel to area **A7** is so narrow for 15 feet of its length that a Small or larger creature must Squeeze to navigate it (DC 20 Acrobatics for Small creatures and DC 25 Athletics for Medium creatures). Every minute a creature spends squeezing in this tunnel, attempt a DC 18 flat check—on a success, one of the string slimes from area **A7** slithers up to investigate the noises. Although a string slime is Large, its malleable body allows it to navigate the narrow crawlway as difficult terrain without needing to Squeeze.

A7. Infested Pool

Low 4

This cavern lacks illumination—the glowing mold that typically grows on the prison's walls has been eaten by the area's inhabitants.

The moist air of this area reeks of decay. Rubble lies strewn across the chamber's southern half, while a trickle of water from the ceiling creates a shallow pool to the north.

The fissure through which the water drips eventually leads outside, but it's only an inch wide for most of its length.

Creatures: The PCs can gather water from the pool, but the two string slimes that infest the area must be dealt with first. The oozes squeezed through the fissure and have fed on insects and fungus until recently. They react to the PCs' arrival with hunger. They pursue foes relentlessly through the dungeon and fight to the death.

STRING SLIMES (2)

Monster Core 256

Initiative Stealth +7

Treasure: The water in the pool is bitter but drinkable. In all, 12 Water Points can be gathered from the pool, after which the pool refills at a rate of 1 Water Point per day. Transporting water through the narrow crawlway is difficult, but any reasonable solution the PCs devise should work—although the task might require several hours of labor before the entire pool is drained.

Development: The string slimes crawl south to hunt for food 3 days after the adventure begins, heading first to area A4 to eat the prisoners there. After this, the string slimes slither aimlessly throughout the level and might eventually encounter the PCs.

A8. Advance Camp

Moderate 4

A row of cells runs down the middle of this cavern, although an ancient cave-in has partially filled the three cells to the north. Each of these cells contains a pair of nest-like bedrolls. A lone cell to the south contains only a single bedroll, as well as a chair and desk cobbled together from driftwood and old timber. To the northwest, another cell door blocks entrance to a tunnel leading north.

The door to the upper cell, as well as the door to the tunnel leading to area A9, are locked.

Creatures: This chamber serves as the deros' advance camp, but unknown to them it's now their only camp—they haven't returned to the lower camp, which is already abandoned. The deros here are led by a savant named Auzmere, a wiry female dero who privately fears that if she were to retreat to the Darklands, the remaining deros deeper in the complex would track her down and slaughter her. Once she learns that the tunnel to Romi's domain is blocked, she'll likely change her mind and sneak off on her own. For now, she doesn't want to risk enraging Deg and his scary vampire friends.

Auzmere has claimed the southernmost cell, while the remaining deros use the three to the north. If the deros from areas A2 or A4 alert them, two dero punks and Auzmere's pet giant bat Snaptoof hide in the main room, while Auzmere locks herself inside her cell. Otherwise, Auzmere is in the main room feeding Snaptoof juicy, apple-sized crickets with their legs plucked off while the two punks applaud. When combat begins, Snaptoof and the

punks close in on the PCs as Auzmere retreats to her cell, preferring to fight through the bars with her crossbow, ranseur, or magic.

AUZMERE

CREATURE 4

UNIQUE SMALL DERO HUMANOID

Female variant dero (*Pathfinder Monster Core* 84)

Perception +7; darkvision

Languages Aklo, Azlanti, Sakvroth

Skills Deception +12, Intimidation +12, Medicine +7, Occultism +10, Stealth +11, Thievery +11

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

Items cytillesh toolkit (*Pathfinder Monster Core* 84), hand crossbow (10 bolts), ancient iron key ring (contains keys for all locked doors in the Upper Cellblock), lethargy poison (5 doses), +1 ranseur

AC 21; **Fort** +11, **Ref** +13, **Will** +7

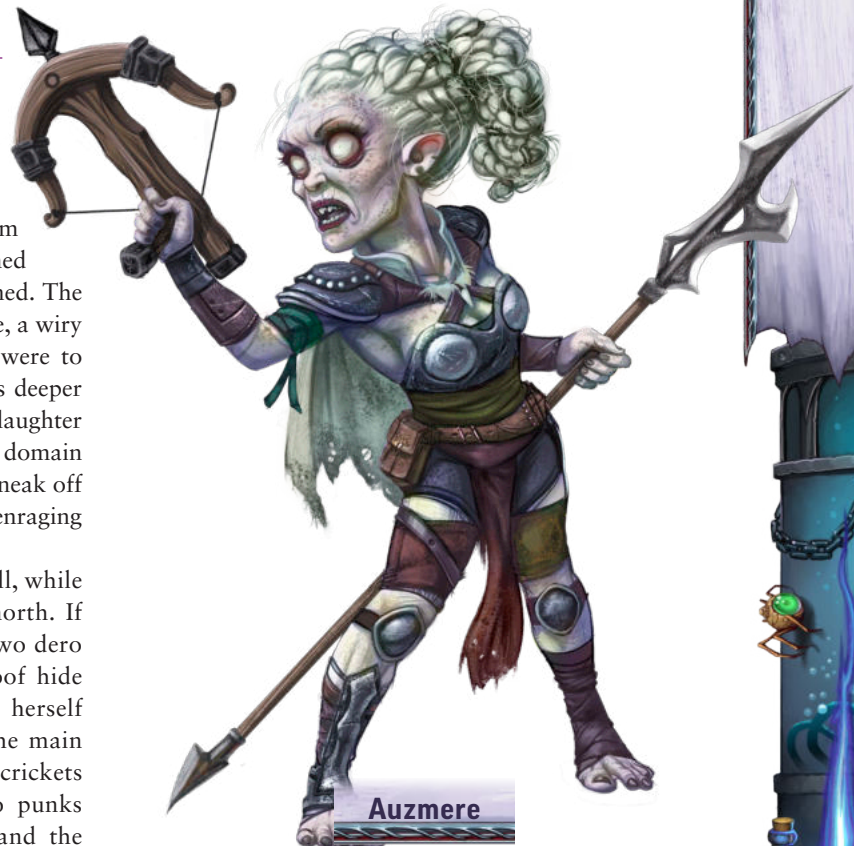
HP 55; **Immunities** confused

Vulnerable to Sunlight As dero punk but 9 damage.

Melee ♦ ranseur +12 (disarm, magical, reach), **Damage** 1d10+5 piercing

Ranged ♦ hand crossbow +14 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing

Occult Innate Spells DC 18, attack +10; **3rd** vampiric feast; **2nd** darkness, revealing light; **1st** fear; **Cantrips** (1st) daze, telekinetic projectile



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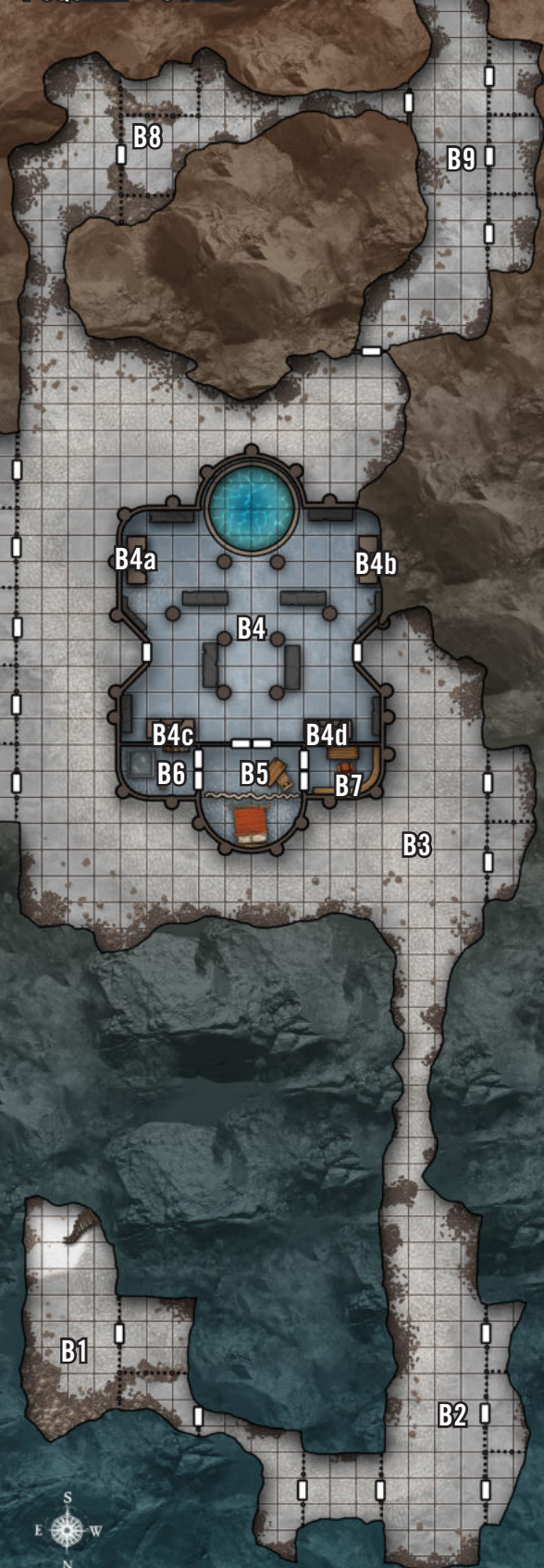
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CENTRAL CELLBLOCK

1 SQUARE = 5 FEET



Sneak Attack Auzmere deals 1d6 extra precision damage to creatures who are off-guard.

Twist Blade ♦ **Requirement** Auzmere damaged a creature with her ranseur during her previous action; **Effect** Auzmere twists her grip on her ranseur, digging in before she rips the weapon free. The creature takes 2d6 piercing damage and must make a DC 21 Reflex save.

Critical Success The creature takes no damage.

Success The creature takes half damage.

Failure The creature takes full damage and becomes sickened 1 from the pain caused by the cruel twist.

Critical Failure The creature takes full damage, becomes sickened 2 from the pain, and takes 1d6 persistent bleed damage.

SNAPTOOF

CREATURE 2

Giant bat (*Pathfinder Monster Core* 40)

Initiative Perception +11

DERO PUNKS (2)

CREATURE 0

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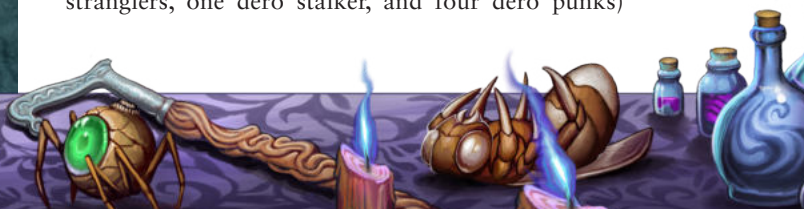
Initiative Perception +2

Treasure: The deros have some food and water stashed about the room—a PC who takes a minute to Search the area recovers 8 Food Points and 8 Water Points. In addition, two 40-foot coils of rope lie in the northernmost cell—leftovers from the ladder the deros constructed in area A9.

Finally, a *+1 striking staff*, the head of which is carved in the shape of a crimson-fanged skull, leans against the south wall of Auzmere's cell. A PC who succeeds at a DC 20 Religion check to Recall Knowledge recognizes the skull as the religious symbol of Zura, the demon lord of vampires and cannibals. The staff was a gift from the vampires; carrying it might help the PCs bypass the undead stationed in area B3.

Development: The lockdown alarm in area A1 alerts these deros at once. Because the deros know the procedure to bypass the alarm, Auzmere suspects that intruders have entered the Upper Cellblock. She and her deros remain on this level for another 24 hours before they decide to abandon their post. Auzmere gathers her treasures, then she, any remaining deros, and Snaptoof head to area C2. See that area's development section for what they do next.

If the deros realize that there are adventurers exploring the area, Auzmere doesn't immediately abandon this level. Instead, she orders the deros on this level (including herself, Snaptoof, two dero stranglers, one dero stalker, and four dero punks)



to hunker down in preparation for an attack. Engaging all the deros at once is beyond an Extreme 4 encounter, so hopefully the PCs have thinned their ranks before this development!

If no attack comes within 4 hours of the lockdown, Auzmere organizes a group of deros of any combination (up to a Moderate 4 encounter) to search the Upper Cellblock, with orders to kill the intruders on sight. If this patrol doesn't return within another 8 hours, then Auzmere, Snaptoof, and the remaining deros head to area C2.

A9. Central Block Access Trivial 4

The tunnel widens into a space with only one other exit—a ragged hole in the ground that drops into darkness. A rope ladder affixed to iron spikes driven into the stone hangs inside the pit.

This vertical shaft drops 50 feet into area B1 of the Central Cellblock. The rope ladder allows anyone to climb up or down with relative ease—without it, it's a DC 20 Athletics check to Climb the walls of the shaft.

Hazard: The deros put this ladder in place to help transport prisoners, but they've rigged it with a trap in case enemies invade them from below. If too many people climb the ladder at once, it breaks away from the wall!

BREAKAWAY LADDER HAZARD 4

UNCOMMON MECHANICAL TRAP

Stealth DC 22 (expert)

Description The rope ladder rips free from its anchors and drops into the pit.

Disable DC 25 Thievery (trained) or DC 22 Crafting (trained) to secure the ladder's anchors so they won't break

Rip Free **Trigger** More than 3 Small creatures or more than 1 Medium creature climbs the ladder at the same time; **Effect** The ladder's anchors rip free from the wall, dropping the ladder and anyone on it into area B1. Anyone on the ladder falls 50 feet, taking falling damage as appropriate. A creature at the top of the ladder can attempt a DC 21 Acrobatics check or Reflex save to Grab an Edge and cling to the side of the pit in area A9. A creature lower on the ladder can attempt to grab a handhold on the shaft's wall, but in this case the check increases to DC 25.

Development: If the deros retreat to area C2, they leave the trapped ladder in place but also pile rubble and broken iron bars in the space beneath the shaft. Anyone who lands on these impromptu spikes takes

an additional 2d4 piercing damage (DC 25 basic Reflex save).

CENTRAL CELLBLOCK

The Central Cellblock, like ones above and below it, once housed dozens of cells—and like those above and below, most of these cells collapsed and filled with rubble during Earthfall. The supports surrounding a central workshop helped prevent a total collapse of this level, however, and resulted in a passageway connecting the Upper and Lower Cellblocks. The people once imprisoned in this cellblock were those who had lighter sentences and possessed some measure of artisan skill. Such a prisoner could reduce their sentence by building minor magical trinkets under the direction of the workshop's smith, a stubborn man named Losko.

In the days before Earthfall, though, an ongoing feud between Losko and this cellblock's warden (a vengeful disciplinarian named Erissa) turned the Central Cellblock into a war zone. Erissa felt that allowing prisoners to work off their sentences, while simultaneously developing skills that could serve them after release, was too close to a reward for their crimes. Soon after she was transferred to this wing of En-Gokal from a neighboring cellblock (an area that collapsed completely during Earthfall), Erissa endeavored to make Losko's working life uncomfortable at best and unbearable at worst. Outclassed by Erissa's political acumen, Losko's formal requests that Erissa rein in her arbitrary restrictions on work cycles and rewards for good behavior went largely ignored, and a mere day before Earthfall rendered their feud moot, an all-out war broke out between Losko and the prisoners and Erissa and her allied guards.

The bones of both the prisoners and the guards that once inhabited this level crumbled to dust long ago, but Losko and Erissa's feud persists. The two undead remain locked in an eternal power struggle they'll never be able to resolve, due to the fact that their supernatural natures prohibit them from leaving the areas where they perished.

When Nalushae sent her cultists into the Central Cellblock to broker a treaty with the deros, they found the plight of Losko and Erissa amusing and chose to leave them alone. They view this area as no more than a transition zone between Romi's realm and Underheaven, having little interest in the contents of the workshop itself.

B1. Entrance to Central Block

A hole in the ceiling to the south leads upward into darkness, while to the north a mound of recently cleared



rubble lies heaped against a more ancient collapse. A wall of prison bars, set with a single door, separate an area to the east.

The hole in the ceiling leads 50 feet up to area A9. As detailed there, if the deros retreat through this area, they use the rubble piled against the northern wall to make a fall down the shaft even more painful. All of the cell doors between areas B1 and B2 are unlocked.

B2. Abandoned Guardpost

Another twenty-foot-wide hallway runs north to south. Its walls are made of iron bars, although most of the cells beyond are filled with rubble. Only a few cells to the west remain partially accessible. To the south, a narrow tunnel through the debris opens into a larger space. The remnants of what might have once been a campsite lie before a more significant collapse blocking passage to the north.

Treasure: A group of deros once maintained a guard post here, but they've since abandoned the area to return to the Darklands—something the vampires haven't yet realized. The deros weren't efficient in striking their camp, though, and 10 minutes of Searching through the guardpost turns up supplies worth 4 Food Points, as well as a forgotten belt pouch containing 5 doses of lethargy poison.

B3. Prison Yard

Moderate 4

The tunnel widens into a vast space lit by swaths of glowing fungus. Though the walls to the east and west have collapsed, several empty cells remain accessible. The ceiling rises twenty feet above a squat, bunker-like structure that fills the center of the room.

Two doors lead into the workshop (area B4) from this location. Both doors are unlocked but stuck. To Force Open a door, a PC must succeed at a DC 20 Athletics check. Each door features a window that allows a PC to peer through into the workshop within. The eastern door's window is fitted with bars, but the bars in the western window have been removed with a file. A series of parallel horizontal notches carved into the wood below this window form a ladder-like pattern. (This is how the gremlins in the workshop come and go without having to open the door.) A Small character can Squeeze through the door's window with a successful DC 25 Acrobatics check, but this increases to DC 30 for a Medium character.

In the southwest corner of the chamber, the door to area B9 also features a barred window. This door isn't stuck, but it's locked.

Creatures: This area was once a place for prisoners to mingle and relax, but today the vampires have left four undead guardians here to watch over the border of what they deem to be their domain. Four skeletal champions stand motionless in the area south of the central workshop (areas B4–B7). Upon seeing anyone entering the area and not openly displaying the symbol of Zura, the skeletons move to defend their territory. As they do, they give cry to rasping howls of alarm that alert the jinkins in area B4 and the undead in area B9. The skeletons pursue fleeing foes throughout this level but not beyond, fighting until destroyed.

The deros navigated this area while displaying symbols of Zura, but when the bulk of the group defected to the Darklands, the only symbol they left behind was the magic staff now located in area A8. If any of the PCs openly carry this staff, the skeletons rise as if to attack but then take obvious note of the staff. Each drops to a knee and becomes motionless. Despite their apparent submission, the skeletons don't obey any commands. If they're attacked, the stipulation that stays their reprisal ends, and they fight back as detailed above.

SKELETAL CHAMPIONS (4)

CREATURE 2

Pathfinder Monster Core 312

Initiative Perception +8

Reward: If the PCs bypass this encounter with a symbol of Zura, grant them XP as if they had defeated the skeletal champions in combat.

B4. Workshop

Moderate 4

Several pillars support the ceiling of this large workshop. Stone slabs in the middle of the room serve as workbenches, and wooden shelves reinforced with iron bands stand against the walls here and there. Each of the shelves is cluttered with scrap metal, broken weapons, and other bits of junk. Murky water fills a shallow pool to the south, while to the north, a double door is set into the middle of the wall. Four free-standing forges made of stone occupy the corners of the room. Each of these forges seems to have been constructed with a different flourish. The one to the southeast is adorned with fossilized bones, while the one to the southwest is decorated with strips of precious metal. The forge to the northeast glitters with inset gemstones, while the final forge, to the northwest, is emblazoned

with strange runes colored with bright pigments. Each of these forges features a built-in workbench cluttered with more bits of junk.

This workshop once served as a production center for minor magic items. The four forges used to create these items—*essence forges*—stand in the corners of the room (see *Treasure* below).

Creatures: A group of six gremlins, five jinkins and their leader Yobnobby, crept into En-Gokal from the Darklands a few months ago and eventually settled into this area. Yobnobby is particularly fascinated by the *essence forges*. She has led her followers in a relentless cycle of creating and absorbing items in the forges, delighting in the process of creation as much as destruction.

Yobnobby is more than a mere jinkin—she’s a talented inventor who’s built herself a suit of armor from scraps of wood, jagged shards of metal, broken bones, strips of leather, fragments of chitin, and the alchemically treated glands and antennae of no less than two dozen different Darklands species. The armor gives Yobnobby the silhouette of something part bat, part lizard, and part spider. Her armor is infused with alchemical energies that cause it to constantly sparkle and drip acrid-smelling fluids when she fights. Built into her arms are claw-like gauntlets made of monster teeth and talons—for her, these gauntlets function as tekko-kagis (*Treasure Vault* 27). Yobnobby’s armor and weaponry don’t function well for others: without her constant attention and jury-rigged repairs, the devices fall apart into useless junk within 24 hours.

If the gremlins aren’t aware of the approaching PCs, the six are currently gathered around the *lesser life forge* at area **B4a**, eagerly discussing what sort of item they should make next. Once they notice the PCs, they shriek in anger at the intrusion and rush forward to attack. If the gremlins know the PCs are approaching, they instead Hide throughout the room, waiting to launch an attack until a PC comes within reach.

Yobnobby is stubborn and fights to the death, but once she is slain any remaining jinkins shriek in a mix of terror and relief before dropping their shortswords. If the PCs press the attack, the surviving jinkins flee, but if the PCs grant them mercy the gremlins can explain how to use the *essence forges*... but they won’t mention any of the curses. In fact, they’ll encourage the PCs to drink the water from the tainted pool or use one of the forges, hoping to see their curses cause mayhem. Once the PCs trigger a curse, the jinkins caper and applaud, but they panic and flee if the PCs



Yobnobby

threaten to retaliate. If the PCs grant them mercy a second time, the gremlins confess to all the curses and sorrowfully note that undoing the curses would take six of them working together—something that’s likely impossible now, given the deaths among their number. The gremlins can also warn the PCs about the “scary skeleton” in the room to the north, the “angry junk” in the cave to the south (the poltergeist in area **B8**), and the silly “blue people” (the deros) who sometimes venture into this area.

YOBNOBBY

CREATURE 3

UNIQUE TINY FEY GREMLIN

Variant female jinkin inventor (*Pathfinder Monster Core* 181)

Perception +8; darkvision

Languages Azlanti, Sakvroth

Skills Acrobatics +9, Crafting +9 (+11 traps), Deception +10, Occultism +9, Stealth +9, Thievery +9

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

Items Yobnobby’s armor, tekko-kagis (2; *Treasure Vault* 25)

AC 19; **Fort** +8, **Ref** +11, **Will** +6

HP 44; **Resistances** acid 4, electricity 4; **Weaknesses** cold iron 4

Speed 30 feet

Melee ♦ tekko-kagi +11 (agile, disarm, finesse, free-hand, monk, parry), **Damage** 1d4+2 slashing

Primal Innate Spells DC 20; **Cantrips** (2nd) *prestidigitation*

Expert Overdrive ♦ (manipulate) **Frequency** once per round; **Effect** Yobnobby attempts a DC 18 Crafting check.

Critical Success Yobnobby’s Strikes deal an additional 5

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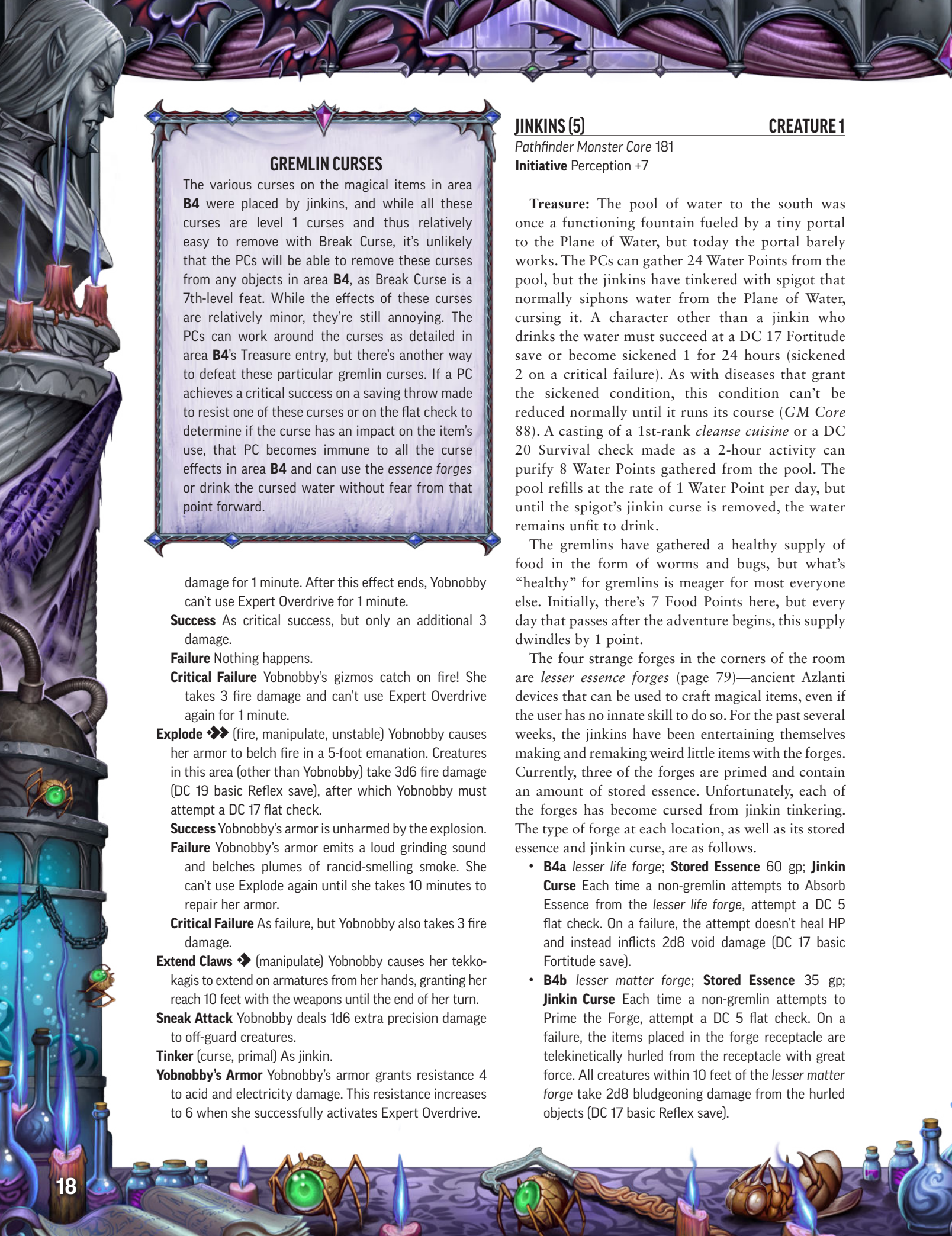
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GREMLIN CURSES

The various curses on the magical items in area **B4** were placed by jinkins, and while all these curses are level 1 curses and thus relatively easy to remove with Break Curse, it's unlikely that the PCs will be able to remove these curses from any objects in area **B4**, as Break Curse is a 7th-level feat. While the effects of these curses are relatively minor, they're still annoying. The PCs can work around the curses as detailed in area **B4**'s Treasure entry, but there's another way to defeat these particular gremlin curses. If a PC achieves a critical success on a saving throw made to resist one of these curses or on the flat check to determine if the curse has an impact on the item's use, that PC becomes immune to all the curse effects in area **B4** and can use the *essence forges* or drink the cursed water without fear from that point forward.

damage for 1 minute. After this effect ends, Yobnobby can't use Expert Overdrive for 1 minute.

Success As critical success, but only an additional 3 damage.

Failure Nothing happens.

Critical Failure Yobnobby's gizmos catch on fire! She takes 3 fire damage and can't use Expert Overdrive again for 1 minute.

Explode ♦♦ (fire, manipulate, unstable) Yobnobby causes her armor to belch fire in a 5-foot emanation. Creatures in this area (other than Yobnobby) take 3d6 fire damage (DC 19 basic Reflex save), after which Yobnobby must attempt a DC 17 flat check.

Success Yobnobby's armor is unharmed by the explosion.

Failure Yobnobby's armor emits a loud grinding sound and belches plumes of rancid-smelling smoke. She can't use Explode again until she takes 10 minutes to repair her armor.

Critical Failure As failure, but Yobnobby also takes 3 fire damage.

Extend Claws ♦ (manipulate) Yobnobby causes her tekko-kagis to extend on armatures from her hands, granting her reach 10 feet with the weapons until the end of her turn.

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

Tinker (curse, primal) As jinkin.

Yobnobby's Armor Yobnobby's armor grants resistance 4 to acid and electricity damage. This resistance increases to 6 when she successfully activates Expert Overdrive.

JINKINS (5)

Pathfinder Monster Core 181

Initiative Perception +7

CREATURE 1

Treasure: The pool of water to the south was once a functioning fountain fueled by a tiny portal to the Plane of Water, but today the portal barely works. The PCs can gather 24 Water Points from the pool, but the jinkins have tinkered with spigot that normally siphons water from the Plane of Water, cursing it. A character other than a jinkin who drinks the water must succeed at a DC 17 Fortitude save or become sickened 1 for 24 hours (sickened 2 on a critical failure). As with diseases that grant the sickened condition, this condition can't be reduced normally until it runs its course (*GM Core* 88). A casting of a 1st-rank *cleanse cuisine* or a DC 20 Survival check made as a 2-hour activity can purify 8 Water Points gathered from the pool. The pool refills at the rate of 1 Water Point per day, but until the spigot's jinkin curse is removed, the water remains unfit to drink.

The gremlins have gathered a healthy supply of food in the form of worms and bugs, but what's "healthy" for gremlins is meager for most everyone else. Initially, there's 7 Food Points here, but every day that passes after the adventure begins, this supply dwindles by 1 point.

The four strange forges in the corners of the room are *lesser essence forges* (page 79)—ancient Azlanti devices that can be used to craft magical items, even if the user has no innate skill to do so. For the past several weeks, the jinkins have been entertaining themselves making and remaking weird little items with the forges. Currently, three of the forges are primed and contain an amount of stored essence. Unfortunately, each of the forges has become cursed from jinkin tinkering. The type of forge at each location, as well as its stored essence and jinkin curse, are as follows.

- **B4a lesser life forge; Stored Essence** 60 gp; **Jinkin Curse** Each time a non-gremlin attempts to Absorb Essence from the *lesser life forge*, attempt a DC 5 flat check. On a failure, the attempt doesn't heal HP and instead inflicts 2d8 void damage (DC 17 basic Fortitude save).
- **B4b lesser matter forge; Stored Essence** 35 gp; **Jinkin Curse** Each time a non-gremlin attempts to Prime the Forge, attempt a DC 5 flat check. On a failure, the items placed in the forge receptacle are telekinetically hurled from the receptacle with great force. All creatures within 10 feet of the *lesser matter forge* take 2d8 bludgeoning damage from the hurled objects (DC 17 basic Reflex save).

- **B4c lesser mind forge; Stored Essence** 0 gp; **Jinkin Curse** Each time a non-gremlin attempts to activate this forge to Craft an Item, attempt a DC 5 flat check. On a failure, the attempt to Craft an Item fails, and the *lesser mind forge* goes inert for 24 hours. During this time, the forge can't be activated.
- **B4d lesser spirit forge; Stored Essence** 35 gp; **Jinkin Curse** Each time a non-gremlin successfully Crafts an Item with the forge, attempt a DC 5 flat check. On a failure, the item becomes haunted by the residual spiritual energy in the prison. The first time the item is used each a day, or when the item is invested, the item's user takes 2d8 spirit damage (DC 17 basic Will save).



Development: The jinkins' food supply runs out a week after this adventure begins, at which point the jinkins sneak out of the room, creep past the skeleton guards in area **B3**, and clamber up into the Upper Cellblock to hunt for more bugs and worms. At your discretion, they might encounter the PCs; if they don't, they resupply their food here back up to 7 Food Points.

B5. Losko's Chambers

Low 4

The northern portion of this twenty-foot-wide room is obscured by a tattered curtain held together mostly by spiderwebs and mold, through which glimpses of a partially collapsed double bed can be seen. Double doors stand in the east, west, and south walls. An ancient desk and chair beside an empty bookshelf round out the room's decor.

Creature: Smith Losko once lived in this chamber, splitting the southern half of the room into an office where he held meetings and the northern half into his personal chambers. Losko remains here to this day, but his life is long over—he now exists as little more than a skeleton draped with a heavy leather work apron, his spirit bound to his bones as long as his nemesis, Erissa, exists.

When the PCs enter the room, Losko kneels at the side of his bed praying for Erissa's death or for some form of agent to present themselves to him. Upon noticing the PCs, he rises, clattering, to his feet, hammer in hand. The dagger that ended his life (a killing blow from one of Erissa's agents while he slept peacefully in bed) remains lodged in

his chest, puncturing his sternum and leather apron, its abalone-inlaid handle glinting softly in the light. Losko immediately assumes the PCs are prisoners.

He says to them, in Azlanti, "You! Prisoners! I can feel that traitor Erissa somewhere south of here. Kill her and bring me her badge, and you shall be set free!"

If he can't communicate with the PCs, or if they refuse to comply, Losko grows frustrated. He rants and raves over the course of the following round before rolling Intimidation for initiative. Once combat begins, Losko fights until he's destroyed, but if foes move out of range of his ability to make melee strikes, he retreats to this room to lie in ambush, ready to attack again as soon as his foes return.

If the PCs agree to kill Erissa, Losko grows increasingly impatient. He answers questions tersely, but each minute or so the PCs delay, roll a DC 5 flat check. On a failure, Losko's patience wears thin, and he attacks the party. If the PCs present Losko with Erissa's badge (the *essence charm* found on her remains in area **B8**), he grows still for several seconds, then reaches out to touch the badge. As soon as he touches it, his bones crumble to dust, the source of his ancient rage dispersing into the afterlife.

LOSKO

CREATURE 5

UNIQUE MEDIUM SKELETON UNDEAD UNHOLY

Variant skeletal champion (*Pathfinder Monster Core* 312)

Perception +11; darkvision

Languages Azlanti, Necril

Skills Acrobatics +11, Athletics +14, Intimidation +13

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

Items +1 striking cold iron warhammer

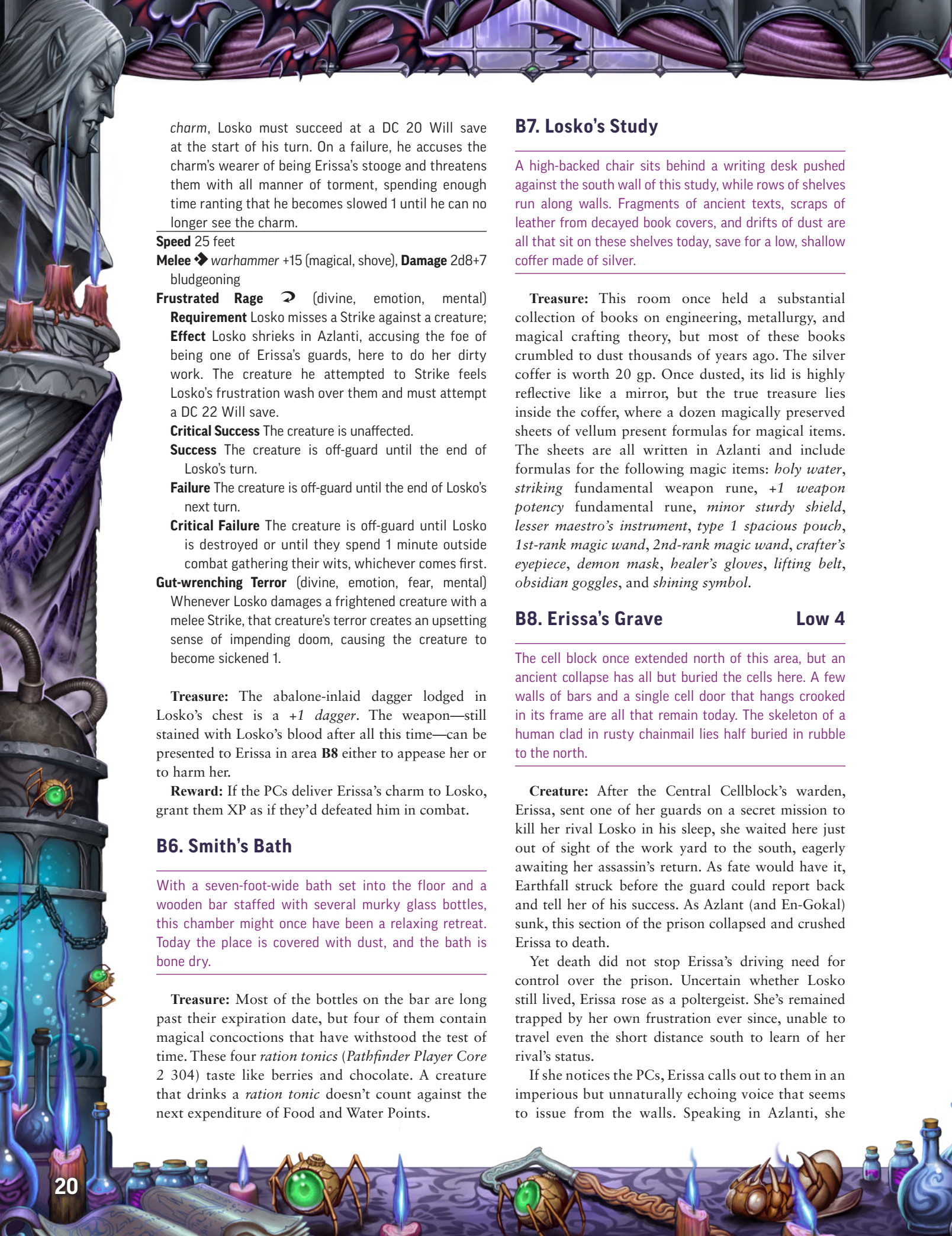
Site Bound Losko is bound to the area he died and can't travel more than 30 feet from area **B5**.

AC 22; **Fort** +13, **Ref** +9, **Will** +11

HP 58, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 6, piercing 6, slashing 5

Chilling Cry ♦ (auditory, concentrate, divine, emotion, fear, mental) **Trigger** Losko rolls initiative; **Effect** Losko releases horrific cry that chills the bones of those nearby. Creatures in a 20-foot emanation must succeed at a DC 22 Will save or become frightened 1 (frightened 2 on a critical failure).

Erissa's Badge The sight of Erissa's badge (see area **B8**) distracts Losko. If a PC visibly wears this essence



charm, Losko must succeed at a DC 20 Will save at the start of his turn. On a failure, he accuses the charm's wearer of being Erissa's stooge and threatens them with all manner of torment, spending enough time ranting that he becomes slowed 1 until he can no longer see the charm.

Speed 25 feet

Melee ✎ warhammer +15 (magical, shove), **Damage** 2d8+7 bludgeoning

Frustrated Rage ⤿ (divine, emotion, mental)

Requirement Losko misses a Strike against a creature;

Effect Losko shrieks in Azlanti, accusing the foe of being one of Erissa's guards, here to do her dirty work. The creature he attempted to Strike feels Losko's frustration wash over them and must attempt a DC 22 Will save.

Critical Success The creature is unaffected.

Success The creature is off-guard until the end of Losko's turn.

Failure The creature is off-guard until the end of Losko's next turn.

Critical Failure The creature is off-guard until Losko is destroyed or until they spend 1 minute outside combat gathering their wits, whichever comes first.

Gut-wrenching Terror (divine, emotion, fear, mental)

Whenever Losko damages a frightened creature with a melee Strike, that creature's terror creates an upsetting sense of impending doom, causing the creature to become sickened 1.

Treasure: The abalone-inlaid dagger lodged in Losko's chest is a +1 dagger. The weapon—still stained with Losko's blood after all this time—can be presented to Erissa in area B8 either to appease her or to harm her.

Reward: If the PCs deliver Erissa's charm to Losko, grant them XP as if they'd defeated him in combat.

B6. Smith's Bath

With a seven-foot-wide bath set into the floor and a wooden bar staffed with several murky glass bottles, this chamber might once have been a relaxing retreat. Today the place is covered with dust, and the bath is bone dry.

Treasure: Most of the bottles on the bar are long past their expiration date, but four of them contain magical concoctions that have withstood the test of time. These four *ration tonics* (*Pathfinder Player Core* 2 304) taste like berries and chocolate. A creature that drinks a *ration tonic* doesn't count against the next expenditure of Food and Water Points.

B7. Losko's Study

A high-backed chair sits behind a writing desk pushed against the south wall of this study, while rows of shelves run along walls. Fragments of ancient texts, scraps of leather from decayed book covers, and drifts of dust are all that sit on these shelves today, save for a low, shallow coffer made of silver.

Treasure: This room once held a substantial collection of books on engineering, metallurgy, and magical crafting theory, but most of these books crumbled to dust thousands of years ago. The silver coffer is worth 20 gp. Once dusted, its lid is highly reflective like a mirror, but the true treasure lies inside the coffer, where a dozen magically preserved sheets of vellum present formulas for magical items. The sheets are all written in Azlanti and include formulas for the following magic items: *holy water*, *striking* fundamental weapon rune, +1 *weapon potency* fundamental rune, *minor sturdy shield*, *lesser maestro's instrument*, *type 1 spacious pouch*, *1st-rank magic wand*, *2nd-rank magic wand*, *crafter's eyepiece*, *demon mask*, *healer's gloves*, *lifting belt*, *obsidian goggles*, and *shining symbol*.

B8. Erissa's Grave

Low 4

The cell block once extended north of this area, but an ancient collapse has all but buried the cells here. A few walls of bars and a single cell door that hangs crooked in its frame are all that remain today. The skeleton of a human clad in rusty chainmail lies half buried in rubble to the north.

Creature: After the Central Cellblock's warden, Erissa, sent one of her guards on a secret mission to kill her rival Losko in his sleep, she waited here just out of sight of the work yard to the south, eagerly awaiting her assassin's return. As fate would have it, Earthfall struck before the guard could report back and tell her of his success. As Azlant (and En-Gokal) sunk, this section of the prison collapsed and crushed Erissa to death.

Yet death did not stop Erissa's driving need for control over the prison. Uncertain whether Losko still lived, Erissa rose as a poltergeist. She's remained trapped by her own frustration ever since, unable to travel even the short distance south to learn of her rival's status.

If she notices the PCs, Erissa calls out to them in an imperious but unnaturally echoing voice that seems to issue from the walls. Speaking in Azlanti, she

demands to know why the PCs are out of uniform then asks if Losko lives. If the PCs can't understand her (or choose not to answer), she shrieks in rage and attacks.

If the PCs speak to her, Erissa demands they bring them her abalone-inlaid dagger as proof that Losko met his death on the blade. If they present Erissa with the dagger, she cackles in triumph, promising to seek Losko in Hell to continue her vengeance before fading into nothingness.

ERISSA

CREATURE 5

Variant poltergeist (*Pathfinder Monster Core* 268)

Initiative Perception +11

Languages Azlanti

Bound by Frustration Erissa's frustration is such that she has even less mobility than most poltergeists. She can't travel more than 30 feet from her physical remains. If a PC visibly carries her +1 dagger from area B5, Erissa manifests as a severe-looking human woman dressed in the same style of chainmail as her remains. She points at the dagger, crying out "That's MINE!" If the PCs give her the dagger and Losko's been destroyed, she fades away as detailed above. Otherwise, she shrieks out "Finish the job you fools!" and uses her telekinetic object Strike to hurl the dagger back at the PC who gave it to her. Against Erissa, this +1 dagger functions as if it had the *ghost touch* rune.

Treasure: The bones partially buried in the rubble are Erissa's mortal remains. If she's destroyed as a poltergeist, Erissa's skeleton slowly crumbles to dust, but the ruined chainmail armor she wears, along with her badge of office, remain intact. Erissa's badge is made of brass inlaid with pearl and is shaped like a spiked gauntlet holding a ring of keys. This badge is an *essence charm* (page 81) that provides a bonus to Intimidation. It can be presented to Losko in area B5 to either appease or hinder him.

Reward: If the PCs deliver the dagger from Losko's chest to Erissa, grant them XP as if they'd defeated her in combat.

B9. Lower Block Access

Moderate 4

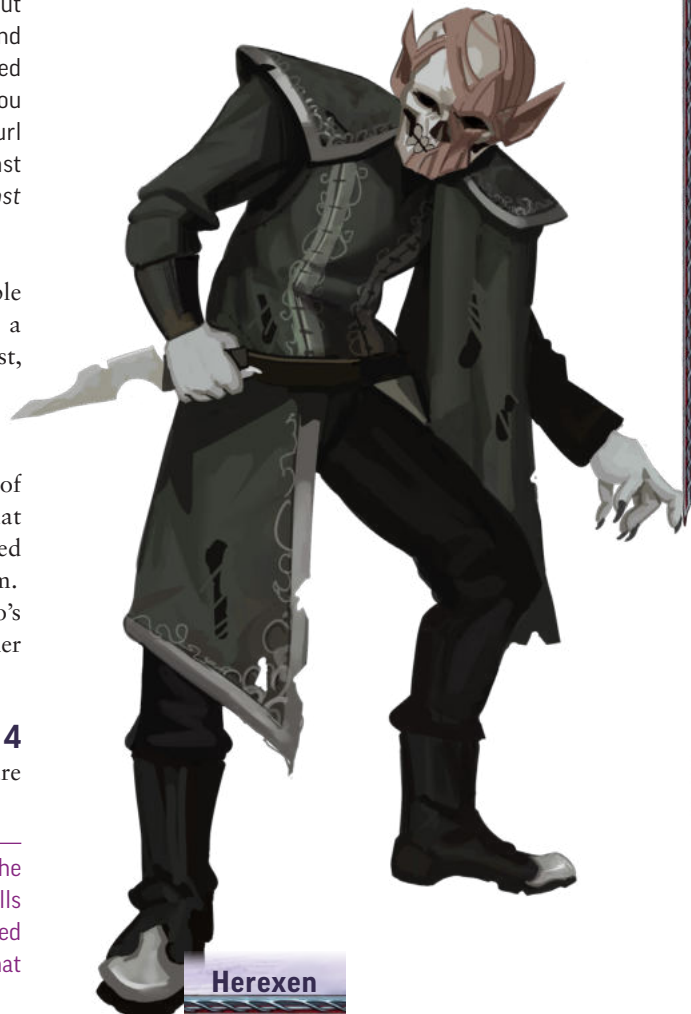
The northern and eastern doors into this area are locked.

Ancient collapses give this hallway ragged walls to the north and east, while to the west, three prison cells remain partially intact. Empty manacles lie scattered throughout the cells, along with a few coils of rope that appear to be made from lengths of braided sinew.

The door to the south is unlocked; beyond it, a flight of stairs descends 50 feet to area C1 of the Lower Cellblock. The three prison cells were once used to hold prisoners in transit to Underheaven, but currently the cells are empty.

Creatures: When Earthfall caused the sinking of Azlant, the guards and prisoners of En-Gokal responded in different ways. In the case of the Central Cellblock's resident priests of Sicva, the Azlanti goddess of domination and oppression, they crumbled in the face of the devastation and betrayed their faith with an act of mercy.

As the prison's patron, High Governor Avrinz, was a devout follower of Sicva, he saw to it that most of the prison would be staffed by those of his faith. Followers of Sicva often found their way into the more rigid, authoritarian, and militaristic elements of the Azlanti Empire. They served as soldiers, politicians, and here, as prison administrators and guards. Priests of Sicva were known throughout the empire as severe and unflinching in their punishments.



Herexen

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In a blasphemous act of compassion, the priests released the prisoners from their cells, providing them a slim chance to escape. Unfortunately for the priests, the prisoners panicked and, interpreting this act of kindness as a trick, repaid their former oppressors by killing them. The prisoners didn't last much longer, but in return for their blasphemous kindness being rewarded with murder, the priests transformed into herexens.

The herexens remain here today, still guarding the cells that contributed to their downfall. The vampires have cleverly manipulated the herexens into believing that if they only serve as guardians here for a few more decades, they'll be released from their torment. Of course, there's no such release scheduled for these undead guardians, other than perhaps their destruction in combat.

The herexens are a bit more aware than the skeletons in area B3. They recognize the deros as allies, but unless the PCs have the foresight to disguise themselves as deros, the herexens won't open the locked doors for them. Instead, they attack with *harm* spells cast at range. If the PCs manage to get into the room with them, the herexens draw their daggers, fighting until they're destroyed.

HEREXENS (4)

CREATURE 2

Pathfinder Monster Core 195

Initiative Perception +8

LOWER CELLBLOCK

As with the upper cellblocks, most of the cells in the Lower Cellblock have either partially collapsed or been completely buried. What's more, several centuries ago a minor tremor split the cliffside not far to the east, allowing the ocean waters to flood the central portion of this level. Today, the Lower Cellblock can be considered to have three wings. To the south lies a dero encampment, once occupied by Underheaven's dero allies but now abandoned. The flooded chambers in the middle of the level are home to several dangerous creatures the vampires have conscripted as guards, pets, or both. These caverns, with churning seawater that flows back and forth with the tide, serve as a natural barrier for Underheaven's vampires, who cannot cross running water (though there are more complicated ways vampires can access areas of En-Gokal without passing through this way). Thus, for the most part, the vampires are forced to rely upon agents like the undead in the Central Cellblock and the deros for their dealings with Romi. North of this barrier, the vampires can travel freely, and they keep the place

well-guarded—mostly to prevent anyone from escaping Underheaven, but also against intruders like the PCs.

Until recently, a winding tunnel connected the Lower Cellblock to the Darklands—it was through this route that the deros (and more predatory creatures) discovered the prison. When the group of deros abandoned En-Gokal at the start of this adventure, they retreated to the Darklands through this tunnel. Fearing reprisal from their absent leader Deg or the vampires, they collapsed the tunnel behind them. While the tunnel offers no escape for the PCs, strong swimmers or those capable of breathing water might be able to return to the surface via a dangerous underwater route extending from the flooded caverns.

C1. Central Cellblock Stairs

A set of stairs winds upwards from the south, while to the west, the tunnel widens into a larger cavern, its ceiling rising to a roomy height of fifteen feet. Further access to the cavern is blocked by a pair of stone buildings linked by a gate made of iron bars lashed together with lengths of leather and sinew.

The stairs ascend 50 feet to area **B9** of the Central Cellblock.

The deros constructed the two buildings (and the gate between them) shortly after they arrived in the area. Once, each building housed a dero guard, but now both stand empty. The gate between them can be opened without contest.

C2. Abandoned Camp

A total of seven stone buildings stand throughout this cavern, all arranged around a central firepit over which an iron cooking spit is placed. More tunnels lead out of the cavern to the west, but the southernmost of these passages seems to have recently collapsed. Patches of glowing mold light the area, though something a bit brighter flickers beyond the buildings to the east. Meanwhile, the sound of lapping waves issues from a wider tunnel to the north.

This campsite once housed some of the deros allied with the vampires of Underheaven. Soon after the lockdown, these deros (along with some from area **A8**) decided to abandon the camp and flee back to the Darklands—a retreat they'd been considering for many months. Fearful that the vampires might hunt them down, the deros collapsed the tunnel (area **C2a**) behind them. Though there's little of value left here,

the site makes an ideal base camp for the PCs and any sailors they might have rescued in area **A4**.

The blue glow to the east comes from a patch of cytillesh mushrooms the deros had cultivated. Before the deros left, they harvested most of the fungi, but enough remains to cast the area in a curious glow. The brain-shaped fungi are even less appetizing than they look; a PC who eats a cytillesh mushroom must succeed at a DC 15 Fortitude save or take 1d8 poison damage. At your option, if the PCs relocate the sailors here but don't warn them about the poison fungus, the party could well return to camp to find some or all the sailors dead.

Treasure: There's enough cytillesh growing here to supply 60 gp worth of raw materials toward the brewing of cytillesh oil (*Pathfinder Player Core* 2 292).

Development: If the PCs don't defeat the deros in the Upper Cellblock within 24 hours of the adventure's beginning, Auzmere and Snaptroof are encountered here, along with enough remaining deros to create a Moderate 4 encounter. Any remaining deros were lost to a collapse at area **C2a**, after a failed attempt to excavate the cave-in.

C3. Abandoned Lab

Low 4

Over half a dozen ancient prison cells line the western wall of this large cavern. Three benches are pushed against the wall opposite these cells, while a row of four worktables covered with alchemical equipment stand in the center of the space. The presence of manacles along the cell-facing sides of these tables gives an unsettling hint as to the focus of the work that's been pursued here.

Three tunnels lead out of the cavern to the east, while to the north a tunnel slopes downward toward the sound of water sloshing against an unseen shore.

The alchemical equipment on the worktables represents a combination of what the deros brought with them from the Darklands and additional supplies the vampires gave them. When the deros abandoned the area, they were forced to leave the supplies behind. The manacles allowed the deros to affix their subjects to the tables and experiment on them.

Creature: Among the items the vampires gifted the deros was an unsettling guardian—a ravenous mass of blood called a creeping clot. The vampires taught the deros the formula for a serum that would render them and their prisoners unappetizing to oozes like the creeping clot, but unfortunately for the PCs, no doses of this rare serum remain here.

The creeping clot lies on the floor in the middle of the room, its outer shell scabbed over into Clot Armor,

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but it lurches awkwardly into motion as soon as a PC approaches. It pursues foes relentlessly, even into the water to the north or up the stairs south of area C1, fighting to the death.

CREeping CLOT

CREATURE 5

Page 83

Initiative Perception +7

Treasure: Among the supplies on the alchemy workbenches, the PCs can salvage 30 gp in raw materials suitable for crafting new alchemical items or other items in the *essence forges* upstairs, along with two doses of lethargy poison and three minor elixirs of life.

Perhaps more importantly, the equipment here happens to be well suited to the task of desalinizing sea water. A PC who spends an hour setting up the process can attempt a DC 20 Crafting check. On a success, the PCs can thereafter use the same Survival check described on page 7 to desalinate up to 10 Water Points worth of seawater per day using the restored equipment. On a critical failure, however, the equipment explodes, dealing 2d6 piercing damage and 2d6 fire damage to the attending PC (DC 20 basic Reflex save) and rendering the equipment useless.

Development: The creeping clot periodically supplements its diet with fish plucked from the beach's edge at area C5, but if the PCs don't defeat the ooze on the first day they visit the Lower Cellblock, the ooze goes on the hunt and slithers into area C2, then upstairs to seek living prey. Whether it finds the PCs or their camp is left for you to determine, but otherwise the clot always returns to this room by the time the PCs reach it.

C4. Barge Launch

A sandy beach looks out over the sloshing waters of a sea cave, its waves lapping rhythmically against the fragments of a barge that lie upon the shore.

The vampires provided the deros with enough planks of cured giant mushroom stalk to craft a barge they could use to deliver prisoners to area C11, but as part of the scorched earth policy the deros took when abandoning their camp, they smashed the barge to pieces. Rebuilding the barge takes several days. Each day a PC spends repairing the barge, they can attempt a DC 20 Crafting check to earn Victory Points (GM Core 184). A PC can earn up to 6 Victory Points and has the option to "spend" them as they

accumulate to create a one-person raft each time they accumulate 2 points. Alternatively, they can wait until they accumulate all 6 points to fully rebuild the four-person barge.

Development: Every 14 days after the adventure begins, a particularly high tide washes away some of the barge materials, raising the DC to repair it by 4. After three such cycles, all the materials are washed away.

C5. Isolated Beach

A sandy beach overlooks a pair of narrow tunnels leading north into a flooded sea cave.

Treasure: The deros mostly ignored this beach, and so they never noticed an interesting bit of flotsam half buried in the sand—a corked bottle containing a *scroll of create food* and a message scribbled in Common that reads "Wish I could use magic. Tossing this to help someone else and to keep it from tormenting me. Sooo hungry..."

C6. Shark-Infested Cavern Trivial 4

The glowing patches of mold on the ceiling fifteen feet above lend an unearthly shimmer to the sloshing waters of this sea cave.

This ocean-fed cave is a potential lifesaver for starving PCs. Once the PCs gain access to the waters of this area, it's much easier to gather food while Subsisting, as detailed on page 6.

The churning waters of this sea cave are somewhat tricky to navigate. It's a DC 15 Athletics check to Swim in the water. If the PCs built a raft or barge from the materials in area C4, they can pilot either craft through the water with a DC 14 Athletics check or a DC 12 Sailing Lore check. A one-person raft can fit through any of the tunnels in the sea cave, but a barge can fit only through the westernmost tunnel leading to area C9. The sea cave averages 15 feet deep throughout.

Creature: An eerie flow of blood leaks into the water at area C7—a trickle that's recently attracted the attention of a great white shark that swam into the sea cave from area C9a. The shark now circles in the waters, frustrated by the smell of blood in the water but unable to find its source. Though the shark managed to swim into the cave, it isn't quite smart enough to try to squeeze back out. It attacks anyone who swims or pilots a craft in the main part of the cavern. The shark can Breach to attack characters on board a raft or barge. Alternatively, as an Interact

action it can attempt an Athletics check (DC 20 against a raft or DC 30 against a barge, or the pilot's Sailing Lore DC, whichever is higher) to capsize the craft (or destroy it on a critical success). The shark fights to the death.

GREAT WHITE SHARK

CREATURE 4

Pathfinder Monster Core 307

Initiative Perception +11

C7. Blood Beach

A rivulet of what appears to be blood trickles down the slope of a stony tunnel curving to the north, tinging the water pink as it seeps into the larger cave.

A character who succeeds at a DC 10 Medicine check confirms that this is indeed fresh blood. The blood attracts all manner of scavengers, so checks to Subsist that include visiting this beach gain a +2 circumstance bonus.

C8. Broken Shrine

Moderate 4

An altar of cracked red stone stands beside a toppled statue made of similar material. The statue remains largely intact and depicts a winged, demonic-looking woman. What appears to be blood seeps from the altar, creating a slow trickle across the floor.

In the final years before Earthfall, the worship of Zura began to spread through the prison's staff, as their work exposed them to their prisoners' compelling rhetoric (and now and then, their ability to dominate minds). Rather than escape, the vampires in control of these guards began to build a tiny empire within, enjoying prison life and the regular victims it afforded them. This shrine was built by a cult of guards whose loyalty the vampires had corrupted. The cultists counted among their number a talented cleric who used repeated *shape stone* spells to sculpt chunks of porphyry into an altar and a statue of Zura.

When Earthfall struck, the guards died before they were given the chance to become vampires, and this statue and altar toppled and cracked. The blood weeping from the stone is a supernatural manifestation of those long-dead guards—a minor haunting that lures sharks and looks creepy but has no other significant effect.

Creatures: While the guards who built this shrine are long dead, a pusk demon named Grusk has lurked here since the time they perished. Once

a pawn of the shrine's priest, over the course of thousands of years slurping the supernatural blood and bullying the blood-red imps who occasionally manifest from the broken altar, the slothful pusk has achieved the unimaginable—it has grown more powerful than others of his ilk.

Grusk isn't motivated to leave the room, which he considers his empire, in particular because new imps crawl from the broken altar every few years to replace the ones he kills. The imps clamber through a pinpoint of thinness between the Universe and the Outer Rifts, only to become stranded. They make do with their lot by lurking just out of Grusk's reach and picking on him until one inevitably lets down their guard long enough for Grusk to snatch it. Of course, all the fiends titter in delight upon spotting the PCs, and attack at once.

GRUSK THE PUSK

CREATURE 4

UNIQUE SMALL DEMON FIEND UNHOLY

Variant male pusk (Pathfinder Monster Core 76)

Perception +11; darkvision

Languages Chthonian, Necril; telepathy 100 feet

Skills Acrobatics +8, Athletics +11, Deception +10, Intimidation +10, Religion +11

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

Sloth As pusk.

AC 20; Fort +13, Ref +8, Will +11

HP 70; Weaknesses cold iron 5, holy 5

Speed 20 feet

Melee ♦ jaws +13 (magical, unholy), Damage 2d6+7 piercing

Melee ♦ claw +13 (agile, magical, unholy), Damage 2d4+7 slashing

Divine Innate Spells DC 21; 3rd *slow*; 2nd *blood vendetta*, *grim tendrils*; 1st *fear*

Rituals DC 21; *demonic pact*

Blood Slurp ♦ **Requirement** Grusk is adjacent to a creature taking persistent bleed damage; **Effect** Grusk attempts a jaws Strike against the bleeding creature. If he hits, he inflicts normal damage but also swallows a gulp of the creature's blood. The creature becomes enfeebled 1 for 1 minute, and Grusk grows more energetic, losing his Sloth feature for 1 minute.

Frenzied Slashes ♦♦♦ As pusk.

Threaten Imp ♦ (auditory, linguistic) Grusk barks a threatening order to an imp within 30 feet. That imp can use its reaction to Stride or Strike.

Vicious Critical As pusk.

IMPS (4)

CREATURE 1

Pathfinder Monster Core 206

Initiative Perception +7

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Treasure: A PC who Seeks around the broken altar finds two items of interest. The first is an ancient heavy bronze key marked with Zura's symbol wedged in a crack behind the altar. This key still fits a lock in the altar at area N4, where the Zuran guards once hid their supplies away from fellow guards. The other item is a *wand of command*, all that remains of the long-gone priest's gear.

C9. Bloodsucker Island

Low 4

A rock covered with bones and swaths of dried blood rises five feet from the water in the center of the sea cave. North of the rock, a lantern casts eerie red light across a wooden pier.

It's a DC 18 Athletics check to Climb up onto the rock from the water. A closer inspection reveals that while there are plenty of fish skeletons among the bones, there's also a fair number of goat bones, as well as one fresh but bloodless goat carcass. A PC who succeeds at a DC 10 Nature check to Recall Knowledge recognizes the goat as a native species to the island above, suggesting there's some sort of access to the outside world nearby.

That access is via an underwater rift to the east (area C9a). The surging seawater makes traversing the rift difficult, requiring a DC 20 Athletics check to Swim. Complicating the matter further is the fact that

the passage is flooded for the entirety of its 200-foot length, making it a perilous—if not impossible—trip for creatures that can't breathe water. If a PC manages the trip, though, they'll emerge from the passage 10 feet below the ocean's surface, about 50 feet from the island's cliffside.

Creatures: The bones are the leavings of a pair of unusual predators—two chupacabras who've adapted to a partially aquatic lifestyle. Despite their gills, the creatures still prefer goat blood and often swim out of the cave via the tunnel at area C9a to grab a goat, returning here to suck the drowned body dry. When the PCs first enter this area, both chupacabras are asleep atop the island, though they're difficult to spot as their rough hides closely match the surrounding rock. The chupacabras awaken automatically if bright light reaches them, if a PC clambers up onto the rock, or if a particularly loud noise echoes through the cave. The creatures attack immediately, but once one of the two chupacabras is slain, the other flees through the submerged tunnel to the open water and does not return.

AMPHIBIOUS CHUPACABRAS (2)

CREATURE 3

RARE SMALL AMPHIBIOUS BEAST

Variant chupacabras (*Pathfinder Monster Core* 63)

Initiative Perception +9

Skills Acrobatics +9, Athletics +9 (+11 to Swim), Stealth +9 (+11 in seaweed or rocky areas)

Speed 20 feet, swim 25 feet

Treasure: The bloodless goat is unpleasant but not yet rotten, so the PCs can harvest it for food if they wish (see page 7). A PC who spends 10 minutes Searching the rock finds evidence that the chupacabras don't limit their meals to goats and fish, as the character discovers a bony human hand still wearing a silver ring worth 35 gp.

C10. Narrow Beach

In this narrow tunnel, a sandy beach separates the sloshing waters of the sea cave and a natural flight of stairs leading up.

As a PC reaches the T-junction just north of the beach, attempt a secret DC 15 Perception check for them. On a success, the character notices a message scratched into the wall—an arrow pointing west next to the word "Help" and an arrow pointing east beside the word "Vampires!" Both words are written in Sakvroth.



Amphibious Chupacabra

C11. Rickety Pier

Moderate 4

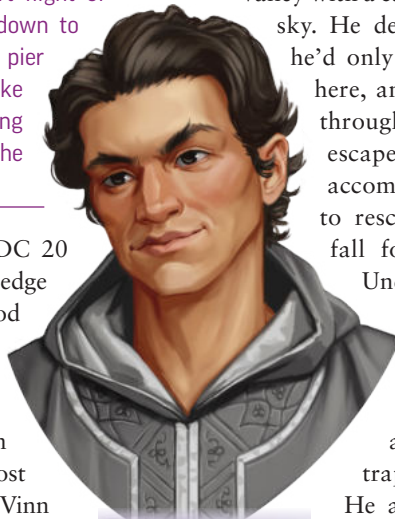
A rickety-looking platform and a short flight of steps lead from a ten-foot-high cliff down to a short pier. The platform, steps, and pier are made of a strange, gray, wood-like material. A single lantern with a flickering red glow hangs from a pole alongside the pier.

A character who succeeds at a DC 20 Nature check to Recall Knowledge identifies the strange gray wood as having been harvested from immense mushroom stalks, not trees.

Creature: Once the lockdown triggered, one of Nalushae's most recent pawns, a human named Vinn Karskell, abandoned his job of spying on the people of Underheaven to make his way here. Patient and always planning for the long term, Vinn knows that if intruders are making their way through the prison, they'll eventually pass by here, at which point he's ready to meet them.

Vinn Karskell is a tan-skinned Varisian man who spent much of his time on Avistan's mainland seeking new ways to hone his body and mind. Most of these methods involved meditation and the discovery of new vistas, but when Romi's agents snatched him from his ship and brought him to Underheaven, Vinn realized there was an even better way to achieve perfection—by becoming a vampire. Thanks to his extensive religious education, Vinn immediately recognized Underheaven's mysterious rulers for what they were and promised to serve Nalushae in any way she desired if only she would turn him into a vampire. A bit surprised that Vinn recognized her true nature—and even more surprised that he didn't panic and instead approached her with admiration—Nalushae asked Vinn to keep an eye on the villagers of Underheaven as her newly appointed sheriff.

At first eager to serve, after many months Vinn has grown bored, as the meek residents of Underheaven aren't prone to dissent. He had taken to exploring the outlying areas of Underheaven and was doing so when the lockdown occurred. He hopes to meet the intruders, whereupon he hushes them and warns them about the vampires who dwell in the nearby room (area C14). He claims to have escaped his dero captors and has been hiding out here, hoping to escape by commandeering the barge the next time it arrives from the south.



Vinn Karskell

To ingratiate himself with the PCs, Vinn explains he escaped soon after his captors brought him to a valley with a castle, village, and a strangely overcast sky. He describes Underheaven vaguely, as if he'd only glimpsed it briefly before escaping here, and asks why the deros haven't been through here lately. He doesn't want to escape to the surface, instead offering to accompany the PCs back to Underheaven to rescue the other prisoners. If the PCs fall for his lies, see Vinn and Vool In Underheaven on page 33 for more details on how Vinn manipulates them in Underheaven.

If the PCs see through Vinn's ruse, he pivots by claiming he's actually an adventurer who became trapped in the caverns by the lockdown. He asks the PCs to accompany him to Underheaven to loot the ancient Azlanti riches no doubt contained therein. If the PCs still don't believe him, or if they attack, Vinn sneers and says, "My mistress will enjoy drinking every last drop of you, fools!" He then flees to Underheaven, counting on the vampires in area C14 to cover his retreat. He fights the PCs only if he's cornered and even then seeks escape as soon as possible. If he manages to flee, see Vinn and Vool In Underheaven on page 33 for more details.

VINN KARSKELL

CREATURE 6

UNIQUE MEDIUM HUMAN HUMANOID

Male human monk

Perception +15

Languages Azlant, Chthonian, Necril, Sakvroth

Skills Athletics +14, Deception +13, Intimidation +13, Medicine +13, Religion +13 Society +10, Stealth +14, Survival +13, Thievery +14

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

Items prisoner's rags

AC 24; **Fort** +8, **Ref** +16, **Will** +13

HP 93

Speed 35 feet

Melee ✦ fist +14 (agile, finesse, magical, nonlethal, unarmed), **Damage** 1d6+4 bludgeoning

Melee ✦ wolf jaw +16 (agile, backstabber, finesse, magical, nonlethal, unarmed), **Damage** 2d8+5 piercing

Drink Qi ➤ **Trigger** Vinn critically hits a foe with an unarmed Strike; **Effect** Vinn cries out in triumph and absorbs a bit of the target's spiritual energy. He regains 10 Hit Points.

Flurry of Blows ➤ **Frequency** once per round; **Effect** Vinn makes two unarmed Strikes. If both hit the same

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VINN AND VOOL

If Vinn and Vool meet, Vool recognizes Vinn as a pawn of Nalushae. He hisses and shrieks, warning the PCs that “He’s one of them! He wants to be one of them! Kill him!” Vinn reacts with disdain, claiming that this wretched creature—whose outlook has been warped by a life spent living underground—can’t be trusted. However, Vinn’s callous phrasing (or a successful DC 23 Perception check to Sense Motive) might clue in the PCs to his nature. In the end, the PCs can team up with only one of these two allies. Attempts to force Vinn and Vool to work together end up with them attacking each other—Vool to kill a vampire wannabe, and Vinn to silence a threat that could unmask him.

creature, combine their damage for the purpose of resistances and weaknesses. Apply Vinn’s multiple attack penalty to the Strikes normally. When Vinn targets the same creature with both Strikes, if either Strike hits, the target must succeed at a DC 24 Fortitude save or be stunned 1 (stunned 3 on a critical failure). This is an incapacitation effect.

Alternatively, Vinn can replace one or both of his attacks during Flurry of Blows with Grapples, Repositions, Shoves, or Trips.

Powerful Fist Vinn doesn’t take the normal –2 circumstance penalty when making a lethal attack with his unarmed attacks.

Wolf Stance  (stance) Vinn enters the stance of the wolf, crouching low to the ground and with his fingers curled like fangs, allowing him to make wolf jaw Strikes with his hands. If he’s flanking while in this stance, his wolf jaw strikes gain the trip trait. Once Vinn enters wolf stance, he remains in the stance until he is knocked out or is no longer in combat.

Treasure: The hood of the lantern hanging from the post is mostly lowered, so that the lantern only sheds dim light in a 10-foot emanation. The red light inside the lantern is created by an *everlight crystal*.

Development: Vinn is patient, but if the PCs take more than a week to reach this location, he gives up and returns to Underheaven, explaining to the villagers he’s been on a scouting mission at the behest of their benefactors in Heaven. In this case, Vinn does his best to manipulate the PCs as detailed above once they finally reach Underheaven. In any case, Vinn takes the red lantern with him to help him see in the dark.

Reward: If the PCs see through Vinn’s lies, grant them 40 XP, in addition to the normal reward if they defeat him in combat before he escapes.

C12. Haunted Cavern

Low 4

A PC who approaches this cavern from the southwestern entrances can attempt a secret DC 15 Perception check to notice a message scratched into the wall in Sakvroth: “Go left! Help me!” The message is set just above another word (also in Sakvroth) that says “HAUNTED” with an arrow pointing toward the room itself.

The walls of this cavern have collapsed into mounds of rubble. Here and there, ancient human bones protrude from among the stones alongside spikes of rusty iron, hinting that the prisoners here died inside their cells during the collapse.

Scratched into the wall near the passageway leading to area C13 is a message in Sakvroth that reads “Help me! Bring mirrors!”

Hazard: Dozens of prisoners were crushed here during Earthfall, and their agony and fear persist in an unsettling haunt that forces those who enter the cavern to relive the disastrous event. The vampires know about this haunt and sometimes use it to punish unruly Underheaven citizens, tying them up and pushing them into the room, then pulling them out via the ropes with which they’re bound. The vampires then threaten the battered prisoner with threats that “the next time you disobey, we’ll leave you here until you’re just a stain.” Of course, only important villagers get this chance—villagers with less clout are merely taken to the Broken Palace to become food—but the punishment is intense enough that only rarely do villagers risk a second visit here.

ECHOES OF EARTHFALL


HAZARD 5

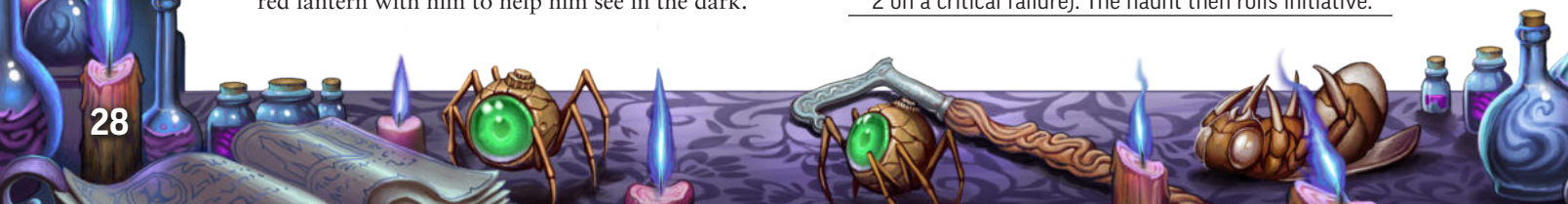
UNIQUE COMPLEX HAUNT

Stealth +13 (expert)

Description Bodiless screams arise as the room rumbles and shakes, as if in the grip of an earthquake.

Disable DC 23 Religion (expert) to exorcise the spirits or DC 23 Intimidation to stand resolute and show the spirits there’s nothing to fear; three total successes are required to disable this haunt.

Final Cries of Horror  (emotion, fear, mental) **Trigger** A living creature attempts to exit the room; **Effect** The cavern erupts into terrified cries as a deep rumbling fills the room. All creatures in area C12 must succeed at a DC 22 Will save or become frightened 1 (frightened 2 on a critical failure). The haunt then rolls initiative.



Routine (1 action; illusion, mental) A thunderous explosion rocks the room as the ceiling appears to split open and collapse. This cave-in is an illusion formed from the memories of the dead, but it can inflict real damage. All creatures in the room must attempt a DC 22 Will save.

Critical Success The creature is unaffected.

Success The creature takes 1d10 mental damage.

Failure The creature takes 1d10+6 mental damage and believes the room is filling with rubble—they're slowed 1 until the start of their next turn as they spend their energy navigating the illusory rockfall.

Critical Failure The creature takes 2d10+12 mental damage and believes they're pinned by rubble—they're immobilized until the start of their next turn.

Reset The haunt deactivates once no living creatures are in the cave at the end of a round, then resets 1 hour later as the spiritual energy rebuilds to a breaking point.

C13. Remote Cavern

Trivial 4

The walls of this tunnel are scratched with crude arrows pointing toward area C13.

The tunnel ends at a teardrop-shaped chamber with a low ceiling, barely more than four feet high. To the southeast rubble has been gathered into a low, ring-shaped barricade. The air reeks of filth, and water trickles slowly down the walls to leave puddles on the floor.

Creature: The deros aren't the only visitors from the Darklands to have found the prison. A group of morlocks, unknowing descendants of guards who managed to escape Earthfall by fleeing into the depths below En-Gokal, stumbled into this area several weeks ago only to be captured by the vampires. Intrigued by their abilities, Nalushae dominated the subterranean dwellers one by one, but a stalwart morlock named Vool managed to escape before his turn came.

Vool spent days hiding in the twisting tunnels between area C14 and Underheaven before hunkering down in this cavern. He's been living on shellfish and seaweed from area C10 and slurping what water he can from the walls for over a week now, but ironically, it's his knowledge of the nature of undeath that keeps him trapped here. Once an avid collector of Azlanti and other ancient texts, Vool was educated enough to have recognized the

vampires for what they were. He now fears that all other creatures in the prison are vampires, or at best their dominated thralls.

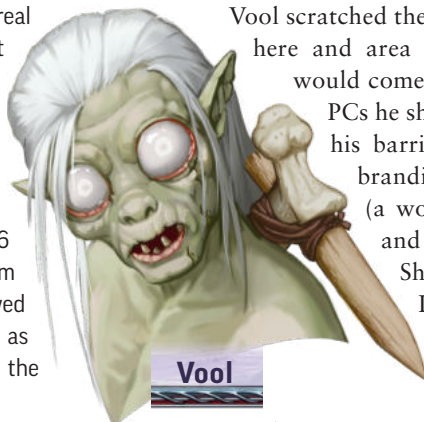
Vool scratched the messages on the walls between here and area C10 in hopes other morlocks would come to his aid, but upon seeing the PCs he shrieks in fear and cowers behind his barricade. If the PCs approach, he brandishes his anti-vampire weapon (a wooden stake lashed to a femur) and shrieks in Sakvroth, "Mirrors! Show me your reflections or... I'll kill you?" If the PCs can't understand him, he tries again in Azlanti, but if that doesn't work, he vaults his barricade

to make a Leap Attack. Vool fights until reduced to 10 HP or fewer, at which point he drops to the ground, a cowering, whimpering wreck ready to accept his fate.

If the PCs are able to establish communication with Vool, they must convince him they're not vampires before he trusts them. A DC 20 Diplomacy check to Make an Impression is enough to convince him, as is a DC 22 Intimidation check to Coerce him. A spell like *calm* makes Vool more willing to listen and reduces these DCs by 2, but a critical failure on either check compels him to attack. A PC who uses a mirror (such as the coffer lid from area B7) to present their reflection or otherwise offers proof they're not a vampire (such as by entering the running seawater to the south) automatically convinces Vool to stand down.

If the PCs convince Vool they're not vampires, he fearfully recounts how he was captured by vampires soon after he and his fellow morlocks discovered a strange cavern to the north. He describes the basic layout of Underheaven, exaggerates his bravery in his escape and headlong flight into these tunnels, and begs the PCs to help him sneak back to where he first entered the area. Vool promises to recruit help from his enclave to kill the vampires, though he admits it will take many, many sleeps to do so (a span measured in months, not days).

Once he trusts the PCs, Vool fights at their side, although his fear of vampires makes him an unreliable ally. Once the PCs reach Underheaven, he wants nothing to do with the villagers ("They're all puppets to the vampires!") and refuses to go anywhere near the middle of the cavern ("That's where the vampires live!") At the earliest opportunity, he escapes to the Darklands via the shaft at area L. Whether or not Vool returns with



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morlock reinforcements is left for you to decide, but such an effort should take at least three months.

VOOL

CREATURE 4

UNIQUE MEDIUM HUMANOID

Variant male morlock rogue (*Pathfinder Bestiary* 2 174)

Perception +8; darkvision

Languages Azlanti, Sakvroth

Skills Acrobatics +12, Athletics +9 (+11 Climbing), Crafting +11 (Repair only), Religion +8, Stealth +12, Thievery +12

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

Light Blindness

Items +1 wooden stake pick

AC 20; **Fort** +10, **Ref** +12, **Will** +8; +2 status to all saves vs. disease and poison

HP 58



Vampire Servitor

Mobility When Vool Strides or Climbs and moves half his speed or less, he doesn't trigger reactions.

Vampires are Everywhere! Vool is convinced there are vampires everywhere and is constantly frightened 1. His frightened condition can be removed via magic like *clear mind*, if someone eases his fears by Lying to him with a successful DC 18 Deception check, or by giving him something else to fear by Coercing him with a DC 18 Intimidation check. Once his frightened condition is removed, Vool becomes particularly brave for 10 minutes and gains a +2 status bonus on saving throws against fear effects. After this time (or earlier, if he sees a vampire), he becomes frightened 1 again. Vool loses this trait while in full sunlight, as that triggers his Light Blindness. (It's tough being a morlock in a vampire's world!)

Speed 30 feet, climb 20 feet

Melee ♦ wooden stake pick +12 (agile, fatal d8, magical, versatile B); **Damage** 1d6+5 piercing

Instinctual Tinker ♦♦ As morlock, but Vool can also use this to repair a broken wooden stake pick with a DC 20 Crafting check.

Leap Attack ♦♦ As morlock.

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

Swarming Stance As morlock, but Vool can't use this ability if he's frightened (because the other morlock he could share a space with *might be a vampire*).

Wooden Stake Pick Vool's "pick" consists of a femur with a wooden stake lashed to one end. This weapon functions as a light pick that also has the versatile bludgeoning trait. If Vool critically fails a Strike with the janky weapon, it breaks and becomes useless until he repairs it. If he critically hits a vampire with the weapon, the vampire must succeed at a DC 21 Fortitude save or the stake is driven into its heart, reducing the vampire to 0 Hit Points. Despite his best efforts, Vool can't teach anyone to use the otherwise awkward weapon, although anyone can wield it as a normal +1 light pick with a head made of wood.

Reward: If the PCs befriend Vool, grant them XP as if they'd defeated him in combat. If they assist him in reaching the Darklands by escorting him to area L, grant them 40 XP.

C14. The Gates of Underheaven Moderate 4

Another hallway of ancient prison cells, many filled with rubble, runs north to south here. To the south the hallway ends at an ancient collapse, but to the north the way forward is blocked by double doors. Parked near the

doors is a strange-looking carriage made of gray planks with stone disks for wheels.

Creatures: The carriage is used to transport prisoners to Underheaven and is pulled by a group of eight unarmed skeleton guards under the command of two vampire servitors. Nalushae has commanded the vampires to stand guard here, save for when new deliveries arrive, at which point they haul the prisoners to area **D1**, hand them over to the redcap Shankfingers, and return the carriage here to await the next shipment.

The vampires hiss and bare their fangs and claws as soon as they spot the PCs, but they won't attack unless they're attacked first or if a PC attempts to head north into the tunnel to Underheaven. They don't pursue PCs who retreat to the Lower Cellblock. Similarly, the skeletons don't attack unless they're attacked first, and they cease fighting if they haven't been attacked since the end of their last turn.

If Vinn travels with the PCs, he warns them about the vampires before the party enters this area. He claims the vampires can be held at bay with bright lights and commands yelled in a language they understand (Necril, in this case, a language Vinn hopes none of the PCs understand). If the PCs go along with his plan, Vinn brandishes his lantern and strides forward, yelling at the vampires in Necril, "Pretend you're afraid! I'll lead these fools to our mistress for all of you to drain!" Upon hearing this, the vampires make a big show of looking afraid as they cower and shrink away from Vinn. The PCs can attempt DC 18 Perception checks to Sense Motive; on a success, they get the feeling that the vampires aren't as frightened as they're letting on. On a critical success, they see through the ruse and realize Vinn is working with the vampires.

If Vinn knows the PCs speak Necril, he instead tells them to join him in phrases like "Stand aside, fiends! Bow before the cleansing light of bright purity!" These phrases only baffle the vampires; after a moment, Vinn says "It's not working! We must slay them!" Confused by Vinn's odd behavior, the vampires take a -2 circumstance penalty on their initiative checks, but once combat begins, their camaraderie with Vinn vanishes. The vampires focus their attacks on him as much as they do the PCs (and perhaps more so).

The vampires do their best not to kill the PCs (or Vinn), instead trying to capture them alive. When a PC is below 10 Hit Points, the vampires attack to do nonlethal damage (taking a -2 penalty to their Strikes). A PC who's dropped to 0 Hit Points

is left alone—the vampires won't hinder PCs who try to save their fallen ally and might even attempt to save them themselves with Medicine checks. However, they demand (through miming if no PC can understand them) that the PCs drop their weapons. The vampires bind PCs who surrender, pile them into the carriage, then transport them to Underheaven. See "Arriving as Prisoners" on page 34 for more details.

VAMPIRE SERVITORS (2)

CREATURE 4

Pathfinder Monster Core 336

Initiative Perception or Stealth +12

SKELETON GUARDS (8)

CREATURE -1

Pathfinder Monster Core 312

Initiative Perception +2

ENDING THE CHAPTER

This chapter ends once the PCs reach the tunnel leading north from area **C14** and head to Underheaven, either on their own or as prisoners of the vampires. From this point onward, the PCs should have easy access to food and water, and the perils of survival they endured in Chapter 1 come to a close.

However, unless they managed to navigate the dangerous underwater exit from area **C9**, the PCs still have no obvious way back to the surface. If the PCs rescued the sailors in the Upper Cellblock, the sailors can camp in area **C2** as long as the PCs keep them supplied with food and water; these prisoners don't need to accompany them into Underheaven. For simplicity, you can assure the players that provided their characters show the sailors how to use the desalinization process in area **C3**, the sailors can Subsist automatically for as long as it takes for the PCs to lift the lockdown and lead them back to the world above.

By this point in the adventure, the PCs have been trapped below ground for days or even weeks. If you feel that your players are itching to return to Talmandor's Bounty, you might rule that the tunnel from area **C9** is flooded only at high tide, leaving the PCs several hours each day in which they can swim or navigate a boat to safety. Of course, the PCs must still press on to Underheaven to confront the vampires there, but returning to the surface gives the party a chance to rest and resupply—as well as enjoy a change of scenery! If you use this option, feel free to have the vampires of the Broken Palace place new guards in the caverns between here and Underheaven, especially if the PCs take more than a week to return.

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Chapter 2: Under a False Sun

Before Earthfall, the architects of En-Gokal carved out a cavern beneath the deepest reaches of the prison. This cavern served three purposes. First, it housed a farming area where prisoners who had earned the right to work could grow food, making the prison self-sufficient. The cavern also gave those prisoners a chance to enjoy the illusion of life outside, at least for as long as their work shifts lasted. Finally, the cavern afforded the guards a bit of escape from the stresses of their work in the form of visits to an extravagant palace meant to evoke the fanciest of aristocratic manors—a place that would become known as the “Prison Palace” among the guards and inmates alike.

Two wonders of Azlanti magical engineering made all this possible—a magically controlled portal to

the Plane of Water and an artificial sun, the rays of which nourished the prisoners’ crops and the entire cavern with the illusion of a day-night cycle. Both achievements were realized through the aid of some of Azlant’s greatest inventors, masterminds who wove magic together with clockwork technology to open and secure the elemental portal and create the miniature sun.

Earthfall ended the coveted work shifts in the cavern beneath En-Gokal, as surely as it ushered the guards’ final visit to the Prison Palace. While the cavern as a whole survived the devastation, it did not do so entirely intact. The Prison Palace’s floor split in several areas, opening dangerous rifts into the cavern below. Meanwhile, an immense sinkhole opened just northwest of the Palace’s fortified foundation,

plunging an entire section of the cavern into the Darklands.

For thousands of years, the cavern remained uninhabited, save for periodic visitors from the Darklands who made a temporary home in the cavern before moving on or being supplanted by more violent successors.

When Nalushae awoke from her slumber and began exploring the prison's ruins, she was immediately taken by the cavern and its still-functional clockwork wonders. It was ironic indeed that these works of magical artistry brought to the cavern two features that made unlife difficult for vampires like Nalushae, namely running water and artificial (yet still quite painful) sunlight. However, Nalushae saw these features not as hindrances to be overcome, but as new opportunities she could exploit.

It wasn't long after she found the cavern and its wonders that she discovered the first of what would turn out to be many other survivors of Earthfall. She found a cellblock of stasis cells that had survived the devastation and, after a few botched attempts, managed to figure out the way to safely open the containment cell. She savored the human blood from her first freed victim and lost herself in gluttony. She went through nearly a quarter of the cellblock before she was able to stop herself and reason that she had a finite resource she should try to preserve.

Nalushae spent the next few hundred years populating the cavern below her new home with former prisoners held in stasis units and unfortunates abducted from the world above. The going was slow and endured a few catastrophic setbacks, but eventually Nalushae established a society of human subjects over which she could rule. From elsewhere in the Darklands, she lured a flight of strange creatures known as fogfishers to dwell in the heights of the cavern, and before long, the place adopted a permanent layer of clouds. Eventually, those who lived on the cavern floor accepted the illusion that they stood not in a cavern, but in a steep-walled valley into which the sun's light shone.

Over the course of generations, Nalushae broke the spirits of her human captives. She took an increasingly absentee role in their lives, adjusting her presence from that of a leader to something more akin to a goddess. As the populace grew and generations came and went, the prisoners' memories of the surface world faded. Today, over seven centuries and dozens of generations later, the tamed descendants of Nalushae's original subjects call their home Underheaven—for in Heaven above, in a place they refer to as the Broken Palace, their benevolent protector Nalushae dwells.

THE WAY TO UNDERHEAVEN

Underheaven lies deep underground, its fog-shrouded ceiling located hundreds of feet below the shallow seabed above. The passage the PCs take to Underheaven from the Lower Cellblock starts at 10 feet across, but its width slowly expands to 20 feet by the time the passage reaches area **D**, a winding quarter-mile's journey later. The passage is dimly lit by the ever-present blue mold, and while there are numerous cul-de-sacs along the way, no alternate routes bisect the tunnel.

The PCs arrive in Underheaven shortly before dawn, although "dawn" in Underheaven—where the days are set by the inexorable march of a clockwork sun across the cavern's fog-shrouded roof—doesn't match that of the outside world. Soon after PCs reach area **E3**, they witness the horrific glory of Heaven's Rain (see **Event 1** on page 38).

Vinn and Vool In Underheaven

The PCs might be accompanied by one of two NPCs when they arrive at Underheaven, and how these two NPCs react to their return are quite different.

Vinn: If the PCs don't yet suspect Vinn of trickery, he tries to lead them to the Broken Palace, where he'll present them as offerings to Nalushae. In return, he hopes Nalushae will transform him into a vampire. As he left on his trip into the cellblocks after hearing and recognizing the lockdown alarm, Vinn locked his gear inside his room, reasoning that an "escaped prisoner" wouldn't have equipment. He then made his way to the Lower Cellblock, along the way bribing Shankfingers, the redcap who guards the entrance to Underheaven, with a copper bracelet and a promise to share further in Nalushae's rewards, explaining that he intended to seek out the intruders in the prison above and then guide them to her very throne as living offerings. As the PCs approach area **E1**, Vinn tells them that Shankfingers, the sole guard of the entrance, will likely panic at the sight of their overwhelming numbers. For his part, Shankfingers plays along with Vinn's ruse, in hopes Vinn will trick the PCs into accompanying him to the Broken Palace. Should he lead the PCs to area **K1**, Vinn turns on the party, joining forces with the guards there. If the PCs are defeated, Vinn binds their hands and delivers them upstairs to the Broken Palace. See Chapter 3 for details about the PCs' fate if they arrive at the Broken Palace as prisoners.

Vool: Vool trembles at the thought of entering the proverbial viper's nest, but with the PCs at his side, he's braver than he would be otherwise. He warns the PCs about Shankfingers and suggests

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they should try to sneak by the redcap, making sure to caution them about opening the noisy Gates of Heaven. He then suggests the PCs investigate the village to the west to see if they can learn anything about his morlock kin. If the PCs agree, Vool lingers near the rock pillars in the southern part of the cave, so that his appearance doesn't spark panic among the villagers. When the PCs return, Vool suggests exploring other areas, to better understand what secrets the cavern holds—he's never seen the sun and, in his innocence, even suggests clambering up the cliffs to harness its power against the vampires. When the PCs decide it's time to storm the Broken Palace, Vool leads them to area **K2**, pointing out the side entrance he spotted when he and his kin first arrived here from the Darklands. Inspired by the PCs and concerned about the fate of his kin, Vool fights bravely, but if he's ever reduced to 10 Hit Points or fewer, his resolve breaks and he flees. He'll reconnect with the PCs shortly thereafter, sheepish and hopeful for healing. At your option, if Vool flees and the PCs are captured, Vool can show up later to help them escape.

Arriving as Prisoners

If the PCs are captured in area **C14**, the vampires strip them of their gear and load them into a cart to deliver them to area **E1**. Once there, they unload the PCs, leave their gear with Shankfingers, and return with their now-empty cart to area **C14**. Shankfingers mocks and threatens the PCs with descriptions of the horrific fates that await them once they're in Nalushae's clutches. The redcap manacles the PCs to the pillars before retreating into area **E2** to sort through their gear, leaving them unsupervised and giving them a chance to escape. It's a DC 22 check to Escape the simple manacles, or a DC 25 Athletics check to yank them from their anchors. Forcing Open the manacles themselves requires a critical success; otherwise, the PC's wrists remain manacled even if they're left with chains dangling after them. A critical failure at any of these checks creates enough noise to alert Shankfingers, potentially causing him to attack as detailed in area **E2**.

In the evening, Shankfingers lights the beacon atop his watchpost to alert the vampires of the Broken Palace that he has new prisoners. An hour later, the two vampire servants from area **K1** arrive to fetch the PCs. Upon learning the PCs are adventurers, one of the vampires retreats to area **E2** to interview Shankfingers about the new captives and decide what to do with their gear, leaving the other vampire alone in area **E1** to assemble the PCs into a chain gang

before unlatching their manacles. Once in a chain gang, the PCs can move around but never more than 5 feet from the characters to whom they're chained; with their arms free, a quick-thinking party might overwhelm the single vampire servitor. As detailed in area **E2**, if a fight breaks out, the PCs' foes avoid killing them—taking a –2 penalty to their Strikes to deal nonlethal damage—since dead people are of no use to Nalushae and the others.

If the PCs don't escape, the vampires march them to area **K6**, where the characters might have another chance to distract their captors. Otherwise, they're led to the Broken Palace—the fate of PCs who arrive at the Palace as prisoners is detailed in Chapter 3.

Reward: The first time the PCs escape from captivity, grant them 40 XP; future escapes award no additional XP rewards.

Underheaven Features

During the day, the "sun" above Underheaven appears to shine through the clouds of an overcast day. At night, patches of glowing mold on the cliffs, rock pillars, and even on the ground provide enough illumination that the cavern is dimly lit, as if watched over by a full moon. The cavern walls and escarpments that split the cavern into multiple levels are relatively easy to scale, requiring a DC 15 Athletics check to Climb. Likewise, the waters of Purgatory's Tears (area **G**) flow slowly enough that it's a DC 15 Athletics check to Swim the river—a check that drops to DC 10 in the cavern's lakes.

Air quality throughout the cavern is good, if a bit dank and musty, and temperatures remain consistently mild. The sun's artificial light warms the days, but not as much as one might expect. Indeed, every day at sunrise after the first, make a secret DC 20 Nature or Survival check or a secret DC 25 Perception check for the PCs. Success indicates that the PC suspects there's something off about the sun, as if the clouds were distorting the light in such a way as to make it feel like something cast by a magic item, such as an *everlight crystal*. On a critical success, the PC notes that the sun's movement across the sky seems unusual. Even factoring for cloud cover, sunrises and sunsets lack the astounding colors one expects at dawn or dusk.

The clouds begin at a height of 60 feet. Creatures within the clouds can see for 30 feet before the mist obscures all vision, and objects and creatures within this area gain concealment unless they're adjacent to the observer. The cavern rises 100 feet above the ground—no living creature, and very few unliving ones, have seen the cavern's ceiling for centuries.

Subsisting in Underheaven: The PCs should soon have access to all the food they need (see area **F3**). However, if they choose to Subsist, doing so in Underheaven is much easier than in the cellblock above, requiring only a DC 10 Survival check. Water is particularly plentiful, as the river that flows from area **G** to area **L** is fresh and clean.

Researching Underheaven

Learning about Underheaven and its strange inhabitants not only informs the players about the adventure's backstory, but it gives them hints about the foes their characters face and how they might use some of Underheaven's features to their advantage. Throughout this chapter, the PCs encounter NPCs or areas that give them a chance to research the area, using the Research rules (*GM Core* 190).

UNDERHEAVEN

RESEARCH 5

UNIQUE

Research Checks interrogating Shankfingers (area **E2**), Gathering Information from the citizens of Underheaven (area **F2**), investigating records in the town hall (area **F4**), studying notes found in the interrogation room (area **F10**)

2 Research Points The inhabitants of Underheaven have lived here for as long as anyone remembers. They believe Underheaven is an isolated valley surrounded by mountains infested with bandits, monsters, and worse. The village has a population of about 75 and is led by a woman named Mayor Danva and a man named Sheriff Vinn (a name the PCs might recognize—anyone asking for a description of Vinn confirms this is the same man the PCs encountered in area **C11**).

4 Research Points The citizens of Underheaven are ruled by a woman they call Lady Nalushae—a figure regarded as equal parts protector, queen, and religious leader. Nalushae and her court dwell above the clouds in “Heaven,” a place the chosen few can physically travel to by entering the castle at the valley's center. Other villagers aren't allowed to cross any bridges in Underheaven, for beyond the bridges lies the province of Heaven. Without exception, the residents of Underheaven are young—no one of middle age or older lives here.

6 Research Points The citizens of Underheaven lead simple lives. Once they're physically capable, they're expected to work shifts in the farms and livestock yards in the lower cavern—harvesting crops, butchering animals, or processing hides and silk for clothing—or see to general repairs around town. Evenings are for shared meals and recreation, with storytelling being the villagers' primary form of entertainment.

Typically, these stories are far-fetched tales of Lady Nalushae and those in her court fighting bandits in the mountains or monsters that have come up from Hell—and yes, just beyond the castle lies a vast chasm that does indeed descend to Hell. Without Lady Nalushae's protection, such monsters would have slaughtered the villagers long ago. In fact, Nalushae's guards only recently stopped an incursion by frightening, wide-eyed monsters (morlocks, though the villagers call them “demons”) that would have surely attacked the town had they not been captured.

8 Research Points There are neither temples in the village, nor any real form of faith. The villagers see Lady Nalushae as something like a goddess, though they don't offer prayers directly to her. Whenever a villager reaches the age of 25, an event that occurs two or three times a year, the entire village holds a festival called “Ascension.” During this day-long festival, no one works, and villagers spend time feasting and sharing memories of the locals about to ascend. An hour past sunset, a procession led by Lady Nalushae descends to welcome the villager into Heaven. After a ritual during which Nalushae drinks a measure of blood from the ascending villager, she leads that villager out of town and into Heaven, where it is believed they continue their immortal lives in the Broken Palace, reunited with those who have ascended before them. The villagers proudly admit Lady Nalushae is a vampire, and the people of Underheaven all eagerly await the day they turn 25 when, as a reward for their hard work, they are granted immortality at her side.

10 Research Points The few villagers who refuse to join Nalushae in Heaven are regarded as dangers to society corrupted by Hell. When these dissidents are discovered, the villagers are quick to turn them over to the guards. What happens to dissidents is unknown, but they're certainly never seen again. Many whisper they are whisked away by Lady Nalushae's “angels”—strange shapes in the sky that never emerge from the clouds. Misbehaving children are often warned to be good, lest these angels come and take them away. Similarly, when someone dies in Underheaven, they are placed in the forum and the villagers remain indoors until the body can be collected by the unseen angels.

12 Research Points The most recent dissident was Claithe, a strong-willed woman the villagers speak about in disapproving tones. As a child, Claithe was largely regarded as one of the bright points in the village, but not long after she reached adulthood, she discovered a gleaming silver blade while chasing down an errant beetle that had clambered over the wall of the westernmost livestock pen (area **J2**). Claithe claimed to have found the blade near the edge of Hell

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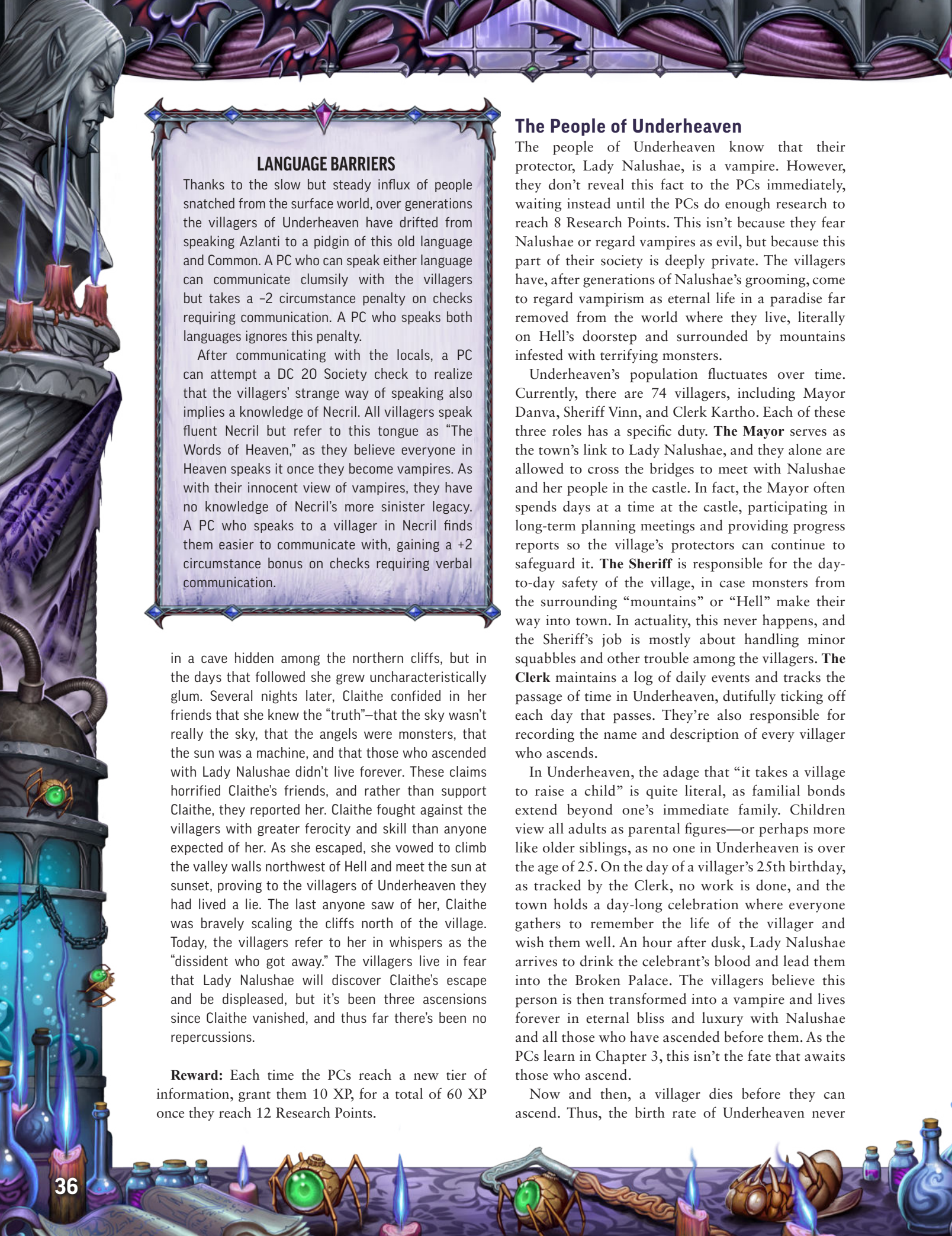
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LANGUAGE BARRIERS

Thanks to the slow but steady influx of people snatched from the surface world, over generations the villagers of Underheaven have drifted from speaking Azlanti to a pidgin of this old language and Common. A PC who can speak either language can communicate clumsily with the villagers but takes a -2 circumstance penalty on checks requiring communication. A PC who speaks both languages ignores this penalty.

After communicating with the locals, a PC can attempt a DC 20 Society check to realize that the villagers' strange way of speaking also implies a knowledge of Necril. All villagers speak fluent Necril but refer to this tongue as "The Words of Heaven," as they believe everyone in Heaven speaks it once they become vampires. As with their innocent view of vampires, they have no knowledge of Necril's more sinister legacy. A PC who speaks to a villager in Necril finds them easier to communicate with, gaining a +2 circumstance bonus on checks requiring verbal communication.

in a cave hidden among the northern cliffs, but in the days that followed she grew uncharacteristically glum. Several nights later, Claithe confided in her friends that she knew the "truth"—that the sky wasn't really the sky, that the angels were monsters, that the sun was a machine, and that those who ascended with Lady Nalushae didn't live forever. These claims horrified Claithe's friends, and rather than support Claithe, they reported her. Claithe fought against the villagers with greater ferocity and skill than anyone expected of her. As she escaped, she vowed to climb the valley walls northwest of Hell and meet the sun at sunset, proving to the villagers of Underheaven they had lived a lie. The last anyone saw of her, Claithe was bravely scaling the cliffs north of the village. Today, the villagers refer to her in whispers as the "dissident who got away." The villagers live in fear that Lady Nalushae will discover Claithe's escape and be displeased, but it's been three ascensions since Claithe vanished, and thus far there's been no repercussions.

Reward: Each time the PCs reach a new tier of information, grant them 10 XP, for a total of 60 XP once they reach 12 Research Points.

The People of Underheaven

The people of Underheaven know that their protector, Lady Nalushae, is a vampire. However, they don't reveal this fact to the PCs immediately, waiting instead until the PCs do enough research to reach 8 Research Points. This isn't because they fear Nalushae or regard vampires as evil, but because this part of their society is deeply private. The villagers have, after generations of Nalushae's grooming, come to regard vampirism as eternal life in a paradise far removed from the world where they live, literally on Hell's doorstep and surrounded by mountains infested with terrifying monsters.

Underheaven's population fluctuates over time. Currently, there are 74 villagers, including Mayor Danva, Sheriff Vinn, and Clerk Kartho. Each of these three roles has a specific duty. **The Mayor** serves as the town's link to Lady Nalushae, and they alone are allowed to cross the bridges to meet with Nalushae and her people in the castle. In fact, the Mayor often spends days at a time at the castle, participating in long-term planning meetings and providing progress reports so the village's protectors can continue to safeguard it. **The Sheriff** is responsible for the day-to-day safety of the village, in case monsters from the surrounding "mountains" or "Hell" make their way into town. In actuality, this never happens, and the Sheriff's job is mostly about handling minor squabbles and other trouble among the villagers. **The Clerk** maintains a log of daily events and tracks the passage of time in Underheaven, dutifully ticking off each day that passes. They're also responsible for recording the name and description of every villager who ascends.

In Underheaven, the adage that "it takes a village to raise a child" is quite literal, as familial bonds extend beyond one's immediate family. Children view all adults as parental figures—or perhaps more like older siblings, as no one in Underheaven is over the age of 25. On the day of a villager's 25th birthday, as tracked by the Clerk, no work is done, and the town holds a day-long celebration where everyone gathers to remember the life of the villager and wish them well. An hour after dusk, Lady Nalushae arrives to drink the celebrant's blood and lead them into the Broken Palace. The villagers believe this person is then transformed into a vampire and lives forever in eternal bliss and luxury with Nalushae and all those who have ascended before them. As the PCs learn in Chapter 3, this isn't the fate that awaits those who ascend.

Now and then, a villager dies before they can ascend. Thus, the birth rate of Underheaven never

quite keeps up with the rate at which folks turn 25 and ascend. As a result, Underheaven's population slowly but consistently dwindles. To compensate, Nalushae maintains a "stock" of replacement villagers in the Broken Palace—people her agents snatch from the surface, such as those Romi has been abducting. These unfortunates are forced to endure soul-crushing torture during which they're dominated, groomed, and subjected to alchemical procedures to wipe their memories and make them docile. Whenever the population in Underheaven drops too low, Nalushae brings in new villagers from this stock of amnesiac souls, introducing them as prisoners rescued from bandits in the surrounding mountains or wayward souls she's freed from wrongful imprisonment in Hell. The villagers know these events as "Welcoming Days," and they're rare enough that not every generation experiences one. In fact, the last Welcoming Day was over a century ago, and it will be some time before another is required. These times of integration are tricky, but traditionally more folks adapt to life in Underheaven than not, as they have no other memories to recall.

The people of Underheaven are all low-level humans. If the need arises, you can use statistics for level 0 or level -1 NPCs from *Pathfinder NPC Core*, such as commoners (*NPC Core* 66), farmers (*NPC Core* 67), or urchins (*NPC Core* 40).

Revealing the Truth

Once the PCs learn the unsettling truth about Underheaven's nature, they might try to convince the villagers that their society is far from ideal. At first the people of Underheaven resist this notion, as nothing in their experience paints vampires as predators, and they have no memories of better lives to compare their current existences against. On the contrary, they can cite plenty of ways things could be much worse, in the form of attacks from "Hell" or the surrounding "mountains." The PCs don't need to convince the villagers the truth about Underheaven to progress in this adventure, but doing so is a necessary first step to rescuing them, perhaps to lead more productive lives in Talmandor's Bounty. In fact, if the PCs don't prepare them for certain revelations, the villagers could panic and harm themselves in their despair and fear!

To convince the villagers of the truth, the PCs must spend a significant amount of time speaking to them. During a day of such interactions, a PC can take no other activities, including researching Underheaven or adventuring. At the end of a day spent trying to open the locals' eyes, the PC can attempt a DC 20

Diplomacy check, a DC 22 Deception check, or a DC 25 Intimidation check, as determined by the nature of their interactions with the locals throughout the day. These checks earn a form of Victory Points (*GM Core* 184) called Trust Points. Each day that passes without at least one PC increasing the Trust Point total by 1 or more, old traditions take hold and reduce the accumulated Trust Point total by 1d4 points (to a minimum of 0).

This Trust Point total can go into negative values if a PC critically fails a check to convince the villagers, or from the results of fear (see below). If dusk ever falls over the people of Underheaven when this Trust Point total is negative, the town panics (see page 38).

Wary Interest: Once the PCs accumulate 4 Trust Points, the villagers show a wary interest in what they're saying. While the villagers know nothing about life outside Underheaven, the PCs' descriptions of it explain many of the minor mysteries of their existence. The villagers are more open to the PCs at this point, and the DCs for checks made to research Underheaven by Gathering Information are reduced by 2 (see area **F2**) for as long as the Trust Point total remains above 4. The first time the PCs reach 4 Trust Points, grant them 20 XP.

Trust: If the PCs have at least 8 Trust Points accumulated, the villagers trust them. They might not believe the PCs' stories entirely, but they increasingly come to see the PCs, not Lady Nalushae, as their protectors. The first time the PCs reach 8 Trust Points, they immediately earn 4 Research Points as the villagers rush to the party to confess similar revelations. Grant the PCs 20 XP when this occurs.

Hope: Upon reaching 12 Trust Points, the people of Underheaven not only trust that the PCs have their best interests at heart, but they now hope for an escape from Underheaven. The villagers are prepared for the shocking revelations that potentially lie ahead, and once the PCs defeat Lady Nalushae, they're willing to be led out of Underheaven and into the world above. Grant the PCs 40 XP when they finally give the villagers hope—with further awards awaiting them once the villagers see the light of the sun for the first time (see "Concluding the Adventure" on page 71).

Fear: Whenever an event takes place that startles or frightens the people of Underheaven, Trust Points are lost, as detailed in the text of the adventure. At your option, if a PC behaves particularly poorly in public, those actions can cost 1 or more Trust Points as well. Fear, like critically failed checks, can cause Trust Points to go below 0.

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THE RUMOR MILL

Normally, there's not much worth gossiping about in Underheaven, but recent events have the villagers talking. If the PCs spend time listening to the locals or ask them about recent news, the villagers will likely chat about one of the following topics:

- A loud sound, quite different than the dirge that sounds during Heaven's Blood, echoed through the valley some time back (the lockdown alarm, a noise none of the villagers have heard previously and for which they have no explanation).
- Sheriff Vinn left the village not long after the weird sound and hasn't been back. The villagers assume he's on a mission to investigate, and they hope he returns soon.
- Mayor Danva's been away from the village for some time, which itself isn't unusual, but the villagers assume she's conferring with Lady Nalushae about the recent loud noise.
- Some of the villagers insist they saw a big-eyed demon scamper from the entrance to Hell toward Shankfingers' guard post. (This was the morlock Vool making his escape.) The sighting happened some time ago, and opinions remain divided as to whether the demon killed Shankfingers, Shankfingers killed the demon, or the two have teamed up to be evil together.

Panic: If Trust Points are ever at a negative value come sunset, the villagers panic. They refuse to work, hiding inside their hovels and creeping out only as needed to scavenge food. The PCs can no longer attempt to earn Trust Points, nor can they make any attempts to Gather Information about Underheaven. Worse, it's only a matter of time before the vampires in the Broken Palace take note of how things have changed, making things more difficult for the PCs in Chapter Three.

Too Soon! If the PCs clear the clouds from the sky above Underheaven or alter the path or pattern of the sun before reaching the Hope stage with the villagers, these mind-rending revelations cause the villagers to immediately panic.

EXPLORING UNDERHEAVEN

The remainder of this chapter presents Underheaven as a sandbox for the PCs to explore. Make sure you're familiar with the preceding information, of course,

as the players have free reign to progress however they wish during this chapter. If they desire, they can rush to the castle and force an early confrontation with the vampires in Chapter 3—a potentially foolish choice that Vinn, if he's accompanying the PCs, does what he can to accommodate. Wiser PCs will take their time to explore the area, get to know the locals, and gather resources before attempting to infiltrate the Broken Palace—a route that Vool, if he's with the PCs, encourages. The greatest advantage the PCs can secure during this chapter (beyond treasure and XP) is mastery over Underheaven's mechanical sun, for once they control this artifact, they can use it against the vampires as a potent weapon!

Event 1: Heaven's Blood

This event takes place at dawn on the first day the PCs arrive in Underheaven. You should adjust the rising of the sun at area **M4** so the event occurs before the PCs move too far into the cavern.

The thunderous sound of what might be an immense trumpet echoes off the cliff walls, shattering the silence of the dawn. A moment later, a grisly sight unfolds—a rain of blood pours from the roiling clouds in a deluge that forms a curtain of crimson near the castle to the north. The bloodfall lasts only a minute before it ends, leaving behind a bloodstained swath on the low hill just before the castle.

This unsettling sight takes place every 30 days and is an event that the people of Underheaven associate with the turning of a month. If the PCs ask the villagers about the event, they're told that every month, Lady Nalushae sacrifices the bandits and monsters of Hell her soldiers have captured. Their blood serves a promise to those still trapped in Hell and a threat that keeps Hell's evil denizens below.

In truth, the blood is the result of a sacred ritual to Zura that the vampires perform each month, leaving them exhausted for two weeks thereafter. The PCs don't realize it yet, but this display of blood gives them an advantage in the Broken Palace, provided they don't take too long to get there and don't raise an alert before they do.

Event 2: When the Tears Dry

This event takes place on the third day after the PCs arrive in Underheaven. A few minutes after dawn, the waters of Purgatory's Tears turn blood red, then slow to a trickle and stop, an event that causes the people of Underheaven no small amount of concern. If the PCs are among the villagers when this occurs,

the event is all anyone's talking about—the fact that both the sheriff and the mayor are out of town only makes things worse. Clerk Kartho walks among the villagers, assuring them that the waters run dry every 50 years, but a character who succeeds at a DC 20 Perception check to Sense Motive recognizes that he's nervous too. If confronted, Kartho admits that according to his records in the town hall (area F4), this twice-a-century event shouldn't happen for another few years. Previously, mayors were always prepared for the event, sending the sheriff to fix things when the river ran dry. The villagers don't ask the PCs to investigate, but if they make clear their intent to do so, the people of Underheaven look on hopefully. See area G for additional details.

If Purgatory's Tears remain dry past dusk on the third day, the vampires take note when they awaken, and Danva returns to town the next morning.

Reward: If the PCs restore Purgatory's Tears and the villagers learn of their actions, they automatically gain 2 Trust Points.

Event 3: Danva's Return

Mayor Danva typically spends only one or two days a week in the village, as her duty is to report to Lady Nalushae's agents in the castle, serving a role akin to an ambassador. When she returns, Danva listens to the townsfolk's concerns and brings them news of events in Heaven—events that are always the same and tell of great banquets where all the ancestors of Underheaven frolic and cavort. The townsfolk look forward to the mayor's visits eagerly, even though they're repetitive.

Unless an event catches the vampires' notice (if Purgatory's Tears in **Event 2** remain dry into the night, for example), Mayor Danva returns to the village on the dawn of day 7. She's startled to learn the PCs are in town and immediately sends a villager to invite them to a meeting in her office (area F7). If the PCs refuse to meet, Danva makes clear her displeasure by spreading word of the outsiders' untrustworthy nature—this causes the PCs to lose 2 Trust Points per day (this loss of Trust Points can't reduce the total below 0, though).

If the PCs meet with her, Mayor Danva is cordial, asking them where they're from and nodding noncommittally at their claims of what lies beyond Underheaven or their concerns about vampires. A PC who succeeds at a DC 25 Perception check to Sense Motive notes that their stories make Danva nervous. On a critical failure, the character interprets her reaction as how one might behave while listening to the fancies of a child. The longer Danva remains in town, the more difficult things become for the PCs—see pages 90–91 for details.

D. The Gates of Underheaven

A pair of heavy, reinforced wooden doors, their copper hinges green with age, prevents further progress through the tunnel. Above the doors, a message has been sculpted into the wall across an older inscription.

The message above the door was sculpted via a *shape stone* spell. It reads in Necril: "The Gates of Underheaven." A PC who succeeds at a DC 20 Perception check can make out the older inscription over which this message is written. The inscription is in Azlanti and reads: "En-Gokal Farm and Palace."

The doors groan alarmingly if pushed open, automatically alerting Shankfingers in area E2. Over the course of a minute, a PC can open the doors quietly by succeeding at a DC 20 Stealth check, but failure causes the doors to creak despite the character's efforts.

E1. Prisoner Transfer

The symmetry of this twenty-foot-high octagonal chamber is ruined by a pair of doors to the northwest, which stand just south of an arrow slit in an angled wall. A line of thirteen pillars rise to the ceiling around the room's edges. Sets of manacles dangle from rings driven into the pillars.

The simple manacles driven into these pillars are used to restrain prisoners until the vampires from the castle can gather them after dark, as detailed in "Arriving as Prisoners" on page 34.

A PC who Searches the area and succeeds at a DC 20 Perception check can find the secret door in the north wall.

If the PCs enter this area quietly, the room is empty. If they make noise while entering, or if they carry a bright source of illumination, Shankfingers arrives from area E2 to investigate.

E2. Guardpost

Low 6

A simple bed is pushed against the north wall of this octagonal room, while to the west sits a simple chair and a desk. A chest rests on the floor near the eastern wall. Arrow slits look out in four directions; those to the northeast, northwest, and southwest reveal glimpses of an open space. A rope ladder hangs from a hole in the roof near the southern door.

A PC who Searches the area and succeeds at a DC 20 Perception check can find the secret door in the east wall. The rope ladder leads 20 feet to the building's

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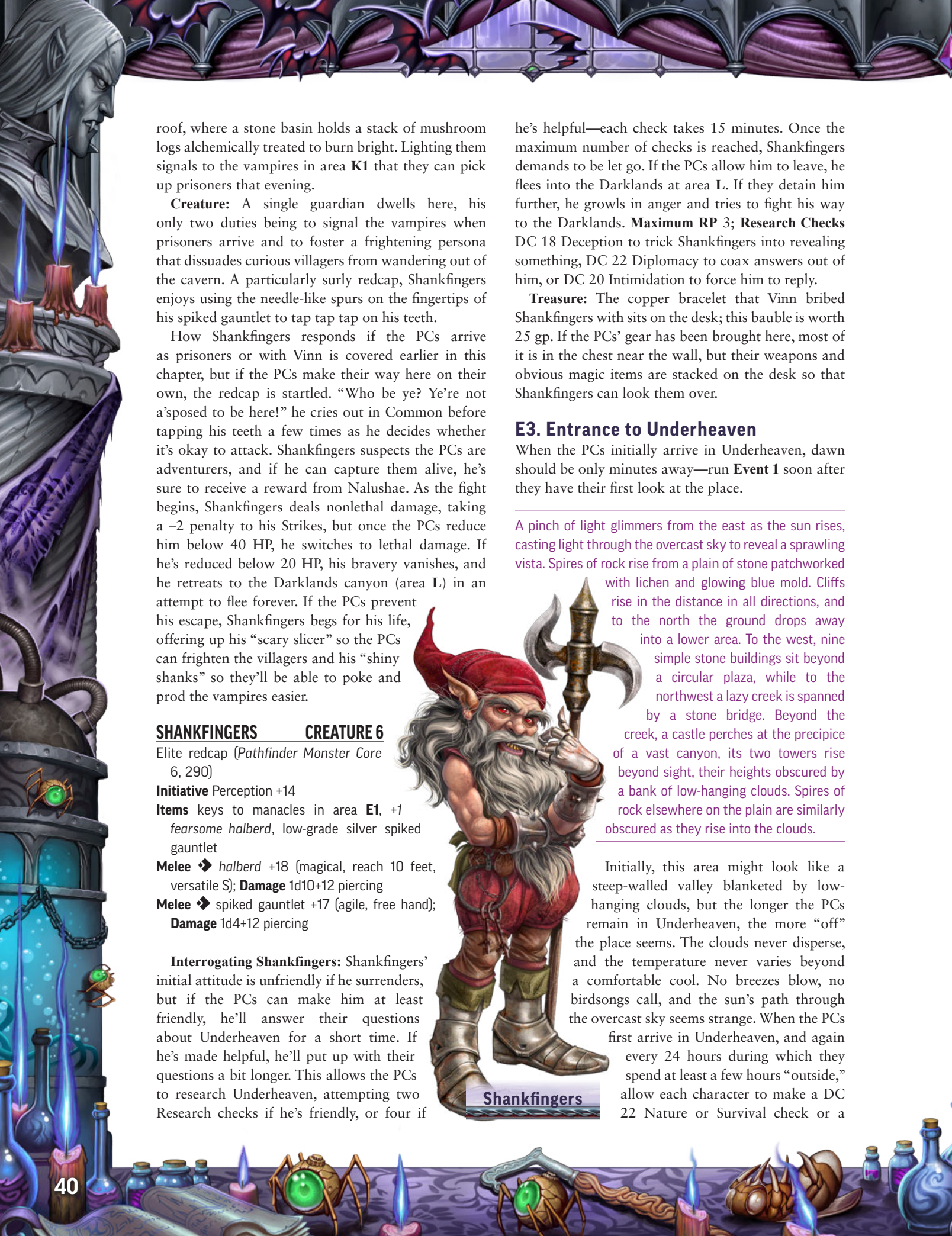
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roof, where a stone basin holds a stack of mushroom logs alchemically treated to burn bright. Lighting them signals to the vampires in area **K1** that they can pick up prisoners that evening.

Creature: A single guardian dwells here, his only two duties being to signal the vampires when prisoners arrive and to foster a frightening persona that dissuades curious villagers from wandering out of the cavern. A particularly surly redcap, Shankfingers enjoys using the needle-like spurs on the fingertips of his spiked gauntlet to tap tap tap on his teeth.

How Shankfingers responds if the PCs arrive as prisoners or with Vinn is covered earlier in this chapter, but if the PCs make their way here on their own, the redcap is startled. “Who be ye? Ye’re not a’sposed to be here!” he cries out in Common before tapping his teeth a few times as he decides whether it’s okay to attack. Shankfingers suspects the PCs are adventurers, and if he can capture them alive, he’s sure to receive a reward from Nalushae. As the fight begins, Shankfingers deals nonlethal damage, taking a –2 penalty to his Strikes, but once the PCs reduce him below 40 HP, he switches to lethal damage. If he’s reduced below 20 HP, his bravery vanishes, and he retreats to the Darklands canyon (area **L**) in an attempt to flee forever. If the PCs prevent his escape, Shankfingers begs for his life, offering up his “scary slicer” so the PCs can frighten the villagers and his “shiny shanks” so they’ll be able to poke and prod the vampires easier.

SHANKFINGERS CREATURE 6

Elite redcap (*Pathfinder Monster Core* 6, 290)

Initiative Perception +14

Items keys to manacles in area **E1**, +1 fearsome halberd, low-grade silver spiked gauntlet

Melee ♦ halberd +18 (magical, reach 10 feet, versatile S); **Damage** 1d10+12 piercing

Melee ♦ spiked gauntlet +17 (agile, free hand); **Damage** 1d4+12 piercing

Interrogating Shankfingers: Shankfingers’ initial attitude is unfriendly if he surrenders, but if the PCs can make him at least friendly, he’ll answer their questions about Underheaven for a short time. If he’s made helpful, he’ll put up with their questions a bit longer. This allows the PCs to research Underheaven, attempting two Research checks if he’s friendly, or four if

he’s helpful—each check takes 15 minutes. Once the maximum number of checks is reached, Shankfingers demands to be let go. If the PCs allow him to leave, he flees into the Darklands at area **L**. If they detain him further, he growls in anger and tries to fight his way to the Darklands. **Maximum RP 3**; **Research Checks** DC 18 Deception to trick Shankfingers into revealing something, DC 22 Diplomacy to coax answers out of him, or DC 20 Intimidation to force him to reply.

Treasure: The copper bracelet that Vinn bribed Shankfingers with sits on the desk; this bauble is worth 25 gp. If the PCs’ gear has been brought here, most of it is in the chest near the wall, but their weapons and obvious magic items are stacked on the desk so that Shankfingers can look them over.

E3. Entrance to Underheaven

When the PCs initially arrive in Underheaven, dawn should be only minutes away—run **Event 1** soon after they have their first look at the place.

A pinch of light glimmers from the east as the sun rises, casting light through the overcast sky to reveal a sprawling vista. Spires of rock rise from a plain of stone patchworked with lichen and glowing blue mold. Cliffs rise in the distance in all directions, and to the north the ground drops away into a lower area. To the west, nine simple stone buildings sit beyond a circular plaza, while to the northwest a lazy creek is spanned by a stone bridge. Beyond the creek, a castle perches at the precipice of a vast canyon, its two towers rise beyond sight, their heights obscured by a bank of low-hanging clouds. Spires of rock elsewhere on the plain are similarly obscured as they rise into the clouds.

Initially, this area might look like a steep-walled valley blanketed by low-hanging clouds, but the longer the PCs remain in Underheaven, the more “off” the place seems. The clouds never disperse, and the temperature never varies beyond a comfortable cool. No breezes blow, no birdsongs call, and the sun’s path through the overcast sky seems strange. When the PCs first arrive in Underheaven, and again every 24 hours during which they spend at least a few hours “outside,” allow each character to make a DC 22 Nature or Survival check or a



Shankfingers

DC 25 Perception check. On a success, the PC gets the impression that this is no valley, but an immense cavern. On a critical success, they note that the sun's light feels more like a magical effect than actual sunlight. Furthermore, they suspect that the sun's cycle doesn't align with their memory of the actual times of sunrise and sunset—although to be fair, the PC have been trapped underground for many days now.

F1. Heaven's Forum

A circular plaza surrounded by seven ten-foot-high pillars creates a gathering spot here, just east of the hovels beyond. Tiers of bench seating descend toward the plaza's center, where a circular pulpit with a short pedestal stands.

The villagers gather in this plaza every evening to eat and share stories. This is also where they hold funerals, on the rare occasion a villager dies of misadventure. The villagers leave the deceased here overnight, then remain indoors until a fogfisher descends from the clouds to carry off the body. Canny PCs could use the corpse of an animal or fallen foe to lure a fogfisher, but if they kill the creature before they've earned 12 Trust Points with the villagers, their act of aggression toward one of Underheaven's "angels" costs the PCs 1d6 Trust points.

F2. Hovels

Each of these one-story hovels features a stacked stone foundation and a frame of gray wood, over which sheets of pale leather have been stretched. Simple wooden doors allow entrance to the structures.

As there's little variance in temperature in Underheaven, these web grub leather buildings provide the villagers more than adequate shelter. Each of the hovels features a central space that doubles as a family room and storage area, with four smaller rooms containing simple beds to either side. Each hovel is home to an average of eight villagers of various ages.

Gathering Information: The people of Underheaven are an excellent source of information about the place, and 2 hours spent Gathering Information or entertaining the villagers with Performances allows the PCs to Research. During the day, when it's mostly children in town, it's more difficult to make sense of the children's contradictory or fanciful stories. The DC of checks made to Research during this time increase by 2. During the 2-hour period after the workday is over, speaking to the adults is easier.

Maximum RP 6; Research Checks DC 20 Performance to delight the locals and encourage them to share stories in return, DC 22 Diplomacy to convince the locals to open up, or DC 25 Perception to simply watch and listen.

F3. Warehouse

This large but low building has a stone foundation and leather walls stretched over a frame of gray wood.

The villagers use this building to store supplies, including dried web grub and beetle meat, bolts of silk cloth, simple tools for leatherworking and spinning, stacks of mushroom wood for repairs and fires, and a small collection of fishing implements. The villagers have a common understanding that anyone can use what they need as they need it. They won't raise an issue if the PCs take a reasonable amount of food or supplies from the warehouse, though they might be genuinely curious about what they're doing with them.

F4. Town Hall

Except for a table and a single chair, this room's only furnishings are the shelves that line most of the walls. Stacked on the shelves are hundreds—perhaps thousands—of thin slats of gray wood.

Creature: Clerk Kartho is a nervous young man with a scrappy beard and poorly cut hair. He spends much of his time organizing the mushroom-wood slats, recording the day's notable events (often the same old thing), and periodically preparing doses of fungus ink when supplies run low. If the PCs wander around the hovels at area F2 for long, someone's bound to let Kartho know, at which point he'll invite the party into the town hall to speak. Kartho has been particularly nervous of late, as both the mayor and the sheriff have been out of town for a long time, which technically puts him in charge. He hopes nothing significant happens that would test his leadership abilities.

The records stored here date back nearly to Underheaven's founding, not quite 700 years ago (beginning soon after an era when anyone remembered life outside of Underheaven). As a whole, the records are dull and repetitive, but there's notes every 50 years or so of Purgatory's Tears having to be "coaxed" back to life by the Sheriff, as well as periodic evidence of "welcoming days" when amnesiac newcomers were introduced to the town. Most of the records are concerned with detailing ascension days—accounts that read like upbeat obituaries. All the records are written in Azlanti.

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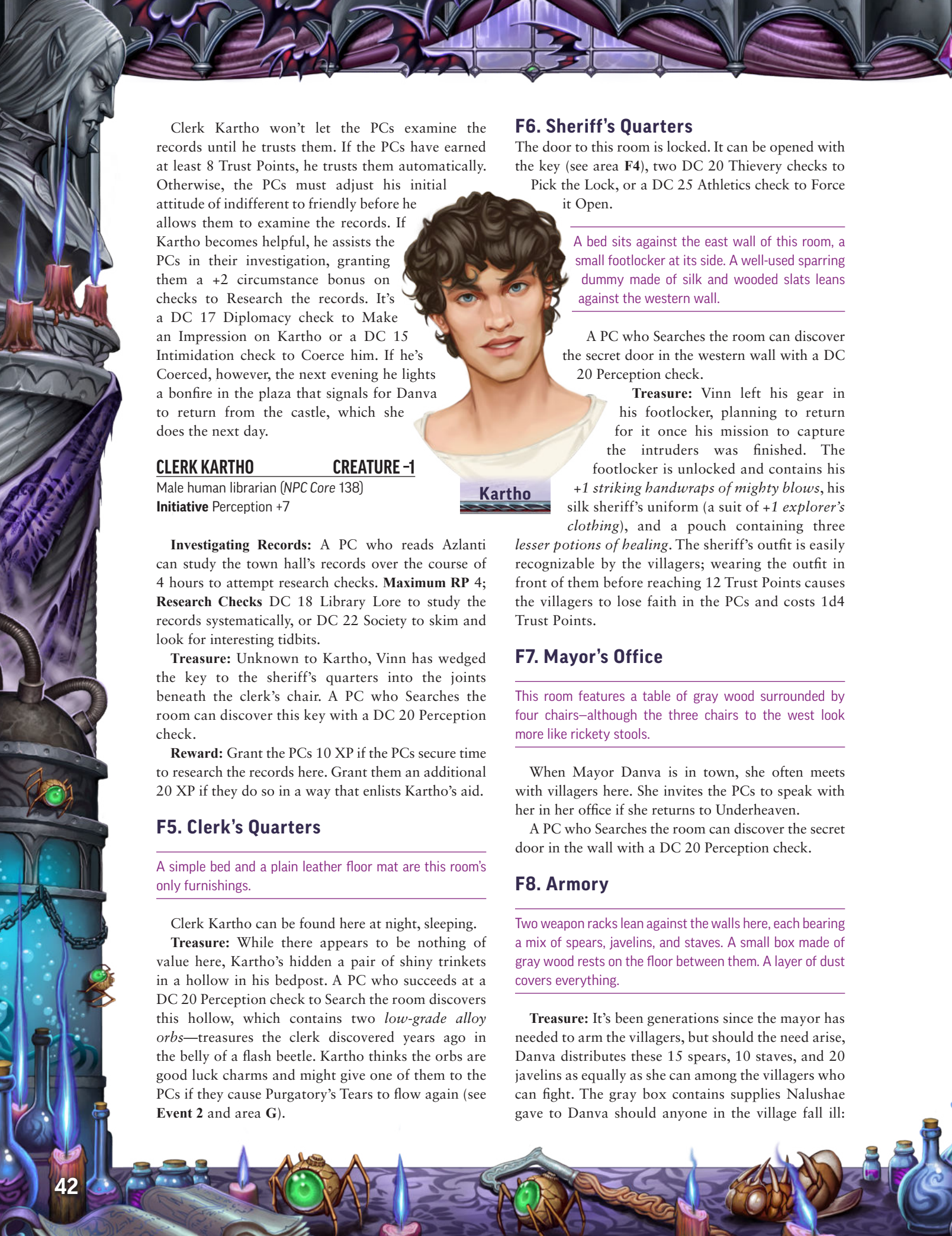
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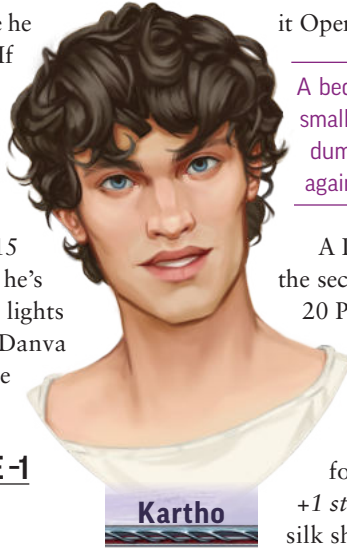
Clerk Kartho won't let the PCs examine the records until he trusts them. If the PCs have earned at least 8 Trust Points, he trusts them automatically. Otherwise, the PCs must adjust his initial attitude of indifferent to friendly before he allows them to examine the records. If Kartho becomes helpful, he assists the PCs in their investigation, granting them a +2 circumstance bonus on checks to Research the records. It's a DC 17 Diplomacy check to Make an Impression on Kartho or a DC 15 Intimidation check to Coerce him. If he's Coerced, however, the next evening he lights a bonfire in the plaza that signals for Danva to return from the castle, which she does the next day.

CLERK KARTHO

CREATURE -1

Male human librarian (NPC Core 138)

Initiative Perception +7



Kartho

Investigating Records: A PC who reads Azlanti can study the town hall's records over the course of 4 hours to attempt research checks. **Maximum RP 4;** **Research Checks** DC 18 Library Lore to study the records systematically, or DC 22 Society to skim and look for interesting tidbits.

Treasure: Unknown to Kartho, Vinn has wedged the key to the sheriff's quarters into the joints beneath the clerk's chair. A PC who Searches the room can discover this key with a DC 20 Perception check.

Reward: Grant the PCs 10 XP if the PCs secure time to research the records here. Grant them an additional 20 XP if they do so in a way that enlists Kartho's aid.

F5. Clerk's Quarters

A simple bed and a plain leather floor mat are this room's only furnishings.

Clerk Kartho can be found here at night, sleeping.

Treasure: While there appears to be nothing of value here, Kartho's hidden a pair of shiny trinkets in a hollow in his bedpost. A PC who succeeds at a DC 20 Perception check to Search the room discovers this hollow, which contains two *low-grade alloy orbs*—treasures the clerk discovered years ago in the belly of a flash beetle. Kartho thinks the orbs are good luck charms and might give one of them to the PCs if they cause Purgatory's Tears to flow again (see **Event 2** and area G).

F6. Sheriff's Quarters

The door to this room is locked. It can be opened with the key (see area F4), two DC 20 Thievery checks to Pick the Lock, or a DC 25 Athletics check to Force it Open.

A bed sits against the east wall of this room, a small footlocker at its side. A well-used sparring dummy made of silk and wooded slats leans against the western wall.

A PC who Searches the room can discover the secret door in the western wall with a DC 20 Perception check.

Treasure: Vinn left his gear in his footlocker, planning to return for it once his mission to capture the intruders was finished. The footlocker is unlocked and contains his +1 *striking handwraps of mighty blows*, his silk sheriff's uniform (a suit of +1 *explorer's clothing*), and a pouch containing three *lesser potions of healing*. The sheriff's outfit is easily recognizable by the villagers; wearing the outfit in front of them before reaching 12 Trust Points causes the villagers to lose faith in the PCs and costs 1d4 Trust Points.

F7. Mayor's Office

This room features a table of gray wood surrounded by four chairs—although the three chairs to the west look more like rickety stools.

When Mayor Danva is in town, she often meets with villagers here. She invites the PCs to speak with her in her office if she returns to Underheaven.

A PC who Searches the room can discover the secret door in the wall with a DC 20 Perception check.

F8. Armory

Two weapon racks lean against the walls here, each bearing a mix of spears, javelins, and staves. A small box made of gray wood rests on the floor between them. A layer of dust covers everything.

Treasure: It's been generations since the mayor has needed to arm the villagers, but should the need arise, Danva distributes these 15 spears, 10 staves, and 20 javelins as equally as she can among the villagers who can fight. The gray box contains supplies Nalushae gave to Danva should anyone in the village fall ill:

two moderate antidotes, two moderate antiplagues, and six minor elixirs of life.

F9. Mayor's Bedroom

A bed, footlocker, and dresser furnish this simple bedroom.

Mayor Danva prefers her more sumptuous quarters in the Broken Palace, but this is where she rests on the rare occasions she stays in the village overnight.

A PC who Searches the room can discover the secret door in the south wall with a DC 20 Perception check.

F10. Interrogation Room

This room's furnishings—a metal cage, a chair, a table set with knives and tongs, and an unlit brazier in which two branding irons rest—leave little doubt as to the chamber's cruel purpose. A dozen leather-bound books fill a shelf above the torture tools.

This grim chamber is a stark contrast to the innocuous furnishings elsewhere in the village. When someone learns too much about the nature of Underheaven, Danva brings them here so she can work on them—the torture tools are as much for her own entertainment as they are to frighten her victim into staying quiet. In most cases, Danva's victims are silently hustled off to the Broken Palace once she's finished with them. Danva hasn't had reason to use this chamber lately, but she might do so if she catches a troublesome PC alone (see her description on page 88).

The metal cage has a locking door, which can be opened with three DC 20 Thievery checks to Pick the Lock. The cage can be Forced Open with a DC 25 Athletics check.

Treasure: The torture tools are mundane, but a look through the journals on the shelf reveals that they're filled with a combination of torture notes, grisly anatomical drawings, and an exacting list of everyone in Underheaven who has had to be "taken out of society" for various reasons—curiosity, insubordination, willfulness, and excessive empathy being the most-cited offenses. All these entries are penned in Aklo by what appears to be Underheaven's last five mayors over the past 60 years. A PC who spends an hour looking through the journals can attempt a secret DC 20 Perception check. On a success, they note that the handwriting of all five mayors is identical, including that of the most recent mayor, Danva. In addition to the journals, a little iron key that can lock or unlock the cage sits on the shelf.

Studying Notes: The PCs can use these grisly journals to learn about Underheaven, provided they can read Aklo. Each attempt to research takes 4 hours of study. **Maximum RP 3;** **Research Checks** DC 20 Occultism to understand the occult shorthand used throughout the journals, or DC 22 Society to glean relevant information from the journals' more gruesome elements.

Reward: Grant the PCs 40 XP for discovering the information in the journals. If the PCs share this information with the people of Underheaven before they achieve 12 Trust Points, the revelation unsettles the villagers and costs the PCs 1d4 Trust Points.

G. Purgatory's Tears

Moderate 5

If the PCs visit this location after **Event 2**, amend the description below to omit the waterfall. If it's more than a few days after that, include the fact that the pond's water level has dropped such that it no longer empties into the creek.

A pond of water flows eastward into a creek. The pond is fed by a waterfall that cascades from an opening in the cliffside to the west. This opening is about ten feet off the ground and consists of an archway of stone carved with strange glyphs. A cave of some sort is barely visible beyond the opening.

A PC who can read Thalassic recognizes the runes carved around the archway as an invocation to the infinite bounty of the Plane of Water.

The waterfall is fed by a one-way portal from the Plane of Water. During **Event 2**, the portal becomes clogged with rusted metal, causing the waters to turn blood red for a few minutes before ceasing to flow entirely. A PC who examines the water and succeeds at a DC 15 Nature check to Recall Knowledge identifies the coloration to be the result of rust in the water, not blood.

It's usually a DC 15 Athletics check to Climb into the cave, but this drops to DC 10 if the PCs attempt to do so after the waterfall runs dry.

The cave beyond the archway contains a ring on the floor consisting of a mix of clockwork machinery and glowing stones. A stone chest to the north contains a collection of strange-looking tools (see treasure page 44). These are artisan's tools for the maintenance of clockwork devices, as a successful DC 10 Crafting check to Recall Knowledge can confirm.

Equal parts clockwork and arcane magic, the portal is 5 feet in diameter and functions as a one-way portal from the Plane of Water. While the portal is a level 20 item, its basic function is simple to

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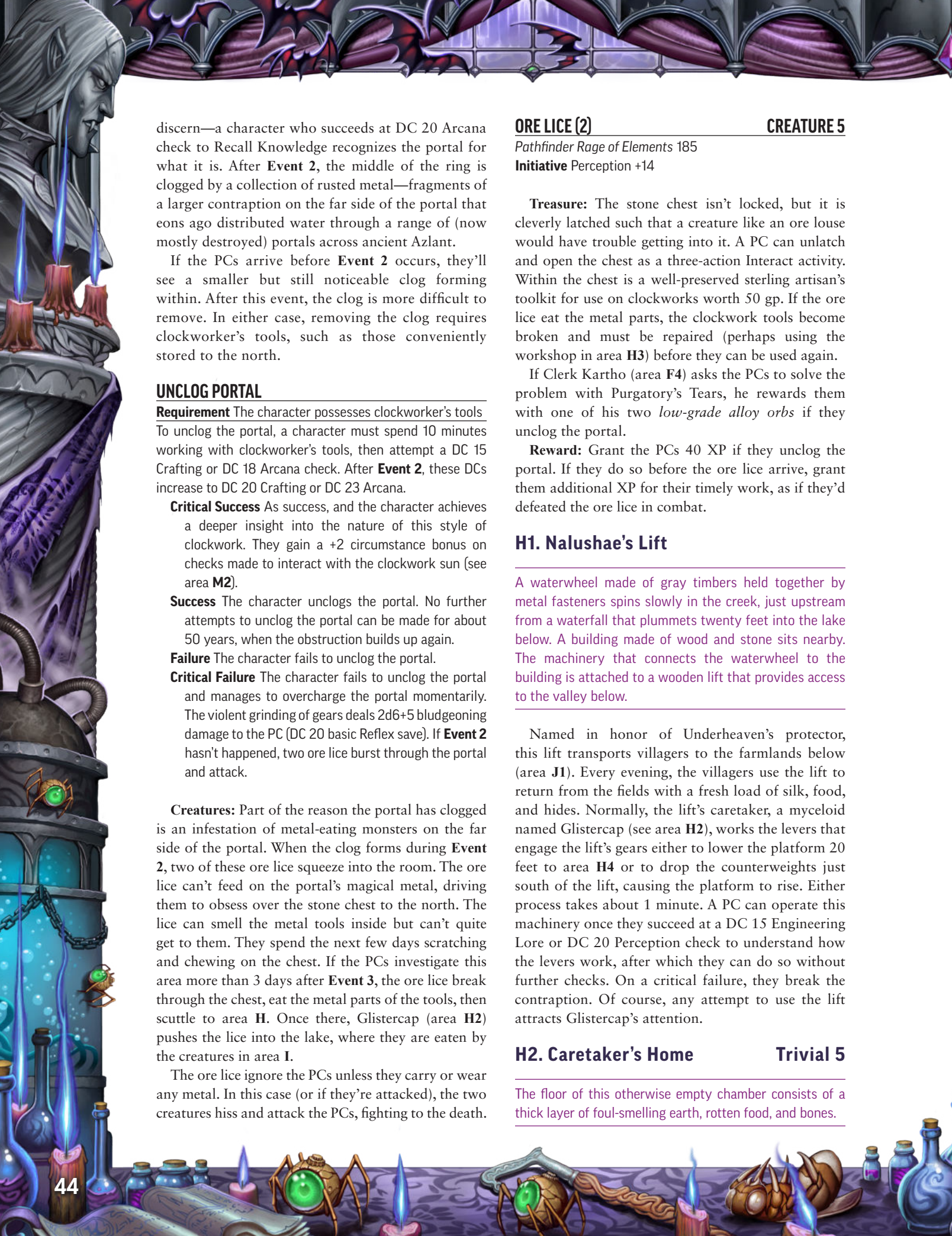
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discern—a character who succeeds at DC 20 Arcana check to Recall Knowledge recognizes the portal for what it is. After **Event 2**, the middle of the ring is clogged by a collection of rusted metal—fragments of a larger contraption on the far side of the portal that eons ago distributed water through a range of (now mostly destroyed) portals across ancient Azlant.

If the PCs arrive before **Event 2** occurs, they'll see a smaller but still noticeable clog forming within. After this event, the clog is more difficult to remove. In either case, removing the clog requires clockworker's tools, such as those conveniently stored to the north.

UNCLOG PORTAL

Requirement The character possesses clockworker's tools. To unclog the portal, a character must spend 10 minutes working with clockworker's tools, then attempt a DC 15 Crafting or DC 18 Arcana check. After **Event 2**, these DCs increase to DC 20 Crafting or DC 23 Arcana.

Critical Success As success, and the character achieves a deeper insight into the nature of this style of clockwork. They gain a +2 circumstance bonus on checks made to interact with the clockwork sun (see area **M2**).

Success The character unclogs the portal. No further attempts to unclog the portal can be made for about 50 years, when the obstruction builds up again.

Failure The character fails to unclog the portal.

Critical Failure The character fails to unclog the portal and manages to overcharge the portal momentarily. The violent grinding of gears deals 2d6+5 bludgeoning damage to the PC (DC 20 basic Reflex save). If **Event 2** hasn't happened, two ore lice burst through the portal and attack.

Creatures: Part of the reason the portal has clogged is an infestation of metal-eating monsters on the far side of the portal. When the clog forms during **Event 2**, two of these ore lice squeeze into the room. The ore lice can't feed on the portal's magical metal, driving them to obsess over the stone chest to the north. The lice can smell the metal tools inside but can't quite get to them. They spend the next few days scratching and chewing on the chest. If the PCs investigate this area more than 3 days after **Event 3**, the ore lice break through the chest, eat the metal parts of the tools, then scuttle to area **H**. Once there, Glistercap (area **H2**) pushes the lice into the lake, where they are eaten by the creatures in area **I**.

The ore lice ignore the PCs unless they carry or wear any metal. In this case (or if they're attacked), the two creatures hiss and attack the PCs, fighting to the death.

ORE LICE (2)

Pathfinder Rage of Elements 185

Initiative Perception +14

CREATURE 5

Treasure: The stone chest isn't locked, but it is cleverly latched such that a creature like an ore louse would have trouble getting into it. A PC can unlatch and open the chest as a three-action Interact activity. Within the chest is a well-preserved sterling artisan's toolkit for use on clockworks worth 50 gp. If the ore lice eat the metal parts, the clockwork tools become broken and must be repaired (perhaps using the workshop in area **H3**) before they can be used again.

If Clerk Kartho (area **F4**) asks the PCs to solve the problem with Purgatory's Tears, he rewards them with one of his two *low-grade alloy orbs* if they unclog the portal.

Reward: Grant the PCs 40 XP if they unclog the portal. If they do so before the ore lice arrive, grant them additional XP for their timely work, as if they'd defeated the ore lice in combat.

H1. Nalushae's Lift

A waterwheel made of gray timbers held together by metal fasteners spins slowly in the creek, just upstream from a waterfall that plummets twenty feet into the lake below. A building made of wood and stone sits nearby. The machinery that connects the waterwheel to the building is attached to a wooden lift that provides access to the valley below.

Named in honor of Underheaven's protector, this lift transports villagers to the farmlands below (area **J1**). Every evening, the villagers use the lift to return from the fields with a fresh load of silk, food, and hides. Normally, the lift's caretaker, a myceloid named Glistercap (see area **H2**), works the levers that engage the lift's gears either to lower the platform 20 feet to area **H4** or to drop the counterweights just south of the lift, causing the platform to rise. Either process takes about 1 minute. A PC can operate this machinery once they succeed at a DC 15 Engineering Lore or DC 20 Perception check to understand how the levers work, after which they can do so without further checks. On a critical failure, they break the contraption. Of course, any attempt to use the lift attracts Glistercap's attention.

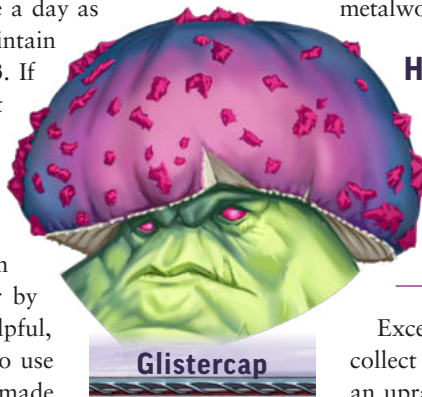
H2. Caretaker's Home

Trivial 5

The floor of this otherwise empty chamber consists of a thick layer of foul-smelling earth, rotten food, and bones.

Creature: A foul-tempered myceloid named Glistercap oversees the lift in return for a steady supply of the vampires' leftovers. Glistercap's main duties are to operate the lift twice a day as villagers come and go and to maintain the lift using the tools in area **H3**. If the PCs attempt to use the lift or otherwise disturb him, the myceloid is ready for a fight. He demands the PCs reveal who they are—his initial attitude is hostile, but the PCs have 1 minute to calm him by Making an Impression or by Coercing him. Unless he's made helpful, Glistercap doesn't allow anyone to use the lift, but he won't attack if made at least indifferent. Otherwise, the short-tempered myceloid—eager for fresh meat for his next meal—roars in a mix of anger and excitement as he attacks.

If word reaches the villagers that the PCs killed Glistercap, their trust in the PCs wavers. Unless the PCs have reached 12 Trust Points, this troubling news costs them 2 Trust Points.



Glistercap

GLISTERCAP

CREATURE 5

Elite myceloid (*Pathfinder Bestiary* 3 181, *Pathfinder Monster Core* 6)

Initiative Perception +12

Treasure: A PC who Searches the soil discovers human bones among the remains, as Glistercap often feeds on bloodless corpses the vampires deliver him under the cover of night. The villagers never enter this room, and if the PCs present evidence that Glistercap has been eating people before 12 Trust Points are reached, the revelation frightens the villagers and costs the PCs 1 Trust Point.

If a PC spends at least 10 minutes Searching the soil, they discover a skeletal corpse dressed in a rotten leather vest. An unassuming pocket inside the vest contains a *skeleton key*.

H3. Workshop

The east wall of this room is open to the air and overlooks a valley some twenty feet below, though a wall of grinding gears obstructs the view. To the south is a well-stocked workshop and forge.

A character who stumbles off the edge takes 2d6 bludgeoning damage (DC 20 basic Reflex save) from the gears before plummeting 20 feet to the ground in area **J1**. However, such a fall is easy to avoid by simply not jumping into the machinery or off the edge!

Treasure: The workshop to the south includes a sterling artisan's toolkit for working on metal, as well as a total of 100 gp worth of raw materials for metalworking—or for use in an *essence forge*.

H4. Lakeside Platform

A platform of gray wood sits astride the southern shore of a placid lake. A flight of wide steps descends from the platform into a large valley to the south.

Except when Glistercap lowers it to collect villagers, the lift platform is kept in an upraised position (in area **H1**) and can't be accessed from this location.

I. Underheaven Lake

Moderate 5

This lake's dark waters obscure its depths, but now and then a splash or a ripple suggests the presence of something swimming within. An idyllic waterfall cascades into the lake from the south, while a lazy creek flows out of the lake into a canyon to the northwest.

The lake is home to a harmless form of dark gray algae that makes the water murky. Creatures in the water are concealed after 10 feet, and the water obscures all vision beyond a range of 20 feet. The lake is a relatively uniform 30 feet deep. The creek flowing northwest is only 5 feet deep, but there are no shorelines along the creek, and the water flows slowly but inexorably over the ledge at area **L**.

Creatures: The vampires keep the lake well-stocked, every few years dispatching an agent to the larger lake below area **L** to gather more fish as the population here runs low. Villagers are allowed to fish only a few days each month, a privilege they regard as a reward from their vampiric rulers. The latest fishing "season" ended recently; in the off-season, the villagers know better than to linger on the lake's shores.

The villagers suspect something dangerous lives in the lake's depths, but they don't know any details. Mayor Danva might send the PCs here to "clean out" these threats (see Danva's NPC entry on page 88), but that mission is only a trap intended to get rid of troublesome PCs.

A pair of ancient creatures known as fulthrethus live in the lake. During the fishing season, the fulthrethus retreat to the depths, but at other times they float near the surface, looking like tangles of

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weeds. When roused, they reveal their true shape: a ray-like creature with too many eyes and many more teeth.

The fulthrethrus are Danva's allies, as she and the creatures share alghollthu lineages. Danva sometimes visits the lake at night to whisper atrocities with the monsters, but for the most part the fulthrethrus are content to drift lazily on the lake's surface, awaiting the occasional treat sent by the Broken Palace to play with, torment, and eat.

The fulthrethrus recognize the villagers by their actions. Any PC who lingers near the shore for more than a few minutes is sure to attract their attention, especially if they do something the creatures know the villagers wouldn't (such as carry bright lights, swim, or fish in the off-season). If this happens during the day, the fulthrethrus each send a Lasting Illusion of an oversized water spider to attack the PCs. If the PCs approach after dark, one of the fulthrethrus casts *illusory object* to make a treasure appear on the lake's surface, hoping to lure the PCs into the water. The fulthrethrus don't pursue PCs more than 20 feet from the lakeshore.

If one fulthrethu is slain, the other breaks off combat and retreats to the center of the lake. It then calls out for a truce, offering a "real treasure" if the PCs leave it alone. If the PCs agree, the fulthrethu fetches the prize that sits at the bottom of the lake (the crown and rune detailed in *Treasure*, below) and hands it over. If the PCs betray it after that, the creature hisses in anger and flees to the west, then casts *levitate* to rise from the water and retreat through the crevasse above the fog into area N3. Once inside the Broken Palace, the fulthrethu seeks out Danva; the PCs may well encounter the monster again, healed of its wounds, at that location.

FULTHRETHUS (2)

CREATURE 5

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Initiative Perception +12

Treasure: At the center of the lake, the fulthrethrus have used the remains of the many creatures they've eaten—swapping out older bones with new ones—to create an ever-changing "statue" of a veiled master. Amid the bones of this sculpture lies their only treasure, a gold and silver crown shaped for a weird, elliptical head. While the crown won't fit most PCs, its eerie aesthetic makes it worth 120 gp as a work of art (or as raw materials for an *essence forge*). Wedged into the crown's tentacle-like, upward-curling tines is a disk of red crystal etched with a *shifting* weapon rune.

J1. Farmlands

In this rocky valley, fields of brightly colored mold, lumpy puffballs, or tree-sized mushrooms grow in tidy rows amid heaps of decaying, oversized insects and grubs.

The people who worked and lived here didn't always tend this sort of livestock and crops. When En-Gokal was in operation, the prisoners tended a lush variety of crops growing unhindered by the foggy skies today. Long ago when Nalushae discovered this place, the only crops that remained had grown wild. These were normal grains and vegetables that one would find growing in farmlands on the surface, kept alive with the pure waters of the cavern and the clockwork sun. Some plants that needed careful tending died out, but fruiting vegetables that drop their seed continued to thrive unhindered by the changes from normal seasons crops on the surface must contend with. Wheat grew in thick clumps throughout much of this area, interspersed with nourishing squashes and rich and hearty greens. A group of spindly pepper plants took hold in the southern part of the farmlands, holding their ground against the encroaching nightshades.

This lush variety provided well for Nalushae's burgeoning village and her subjects grew healthy as they learned how to tend these now-wild crops. Tragedy struck over 200 years ago when a catastrophic fungal blight swept through the cavern and overtook the soil. Nearly all crops were destroyed and even the saved seed wouldn't grow in the now-tainted soil. Nalushae implored the dero she had contact with to share their expertise on food that could be grown in Underheaven. It took a few seasons, but Underheaven eventually stabilized and now features a mix of molds and fungus as staple crops made more appetizing with the help of nightshades, greens, and spicy peppers.

The oversized insects bred for leather, silk, and meat in the northern fields also serve as a source of nutrients for Underheaven's farms. Much of the villagers' daily work involves the hauling of web grub carcasses to these fields to cultivate the fungus that provides the wood-like material used for building throughout Underheaven as well as a selection of hardy plants that can grow under the *clockwork sun*. These small tubers, like radishes and beets, and leafy greens, such as lettuces and spinach, provide the humans here with much needed nourishment and a balanced diet supplemented with protein from the insects and fish. During the day, the villagers that toil in these fields are too busy to speak to the PCs at length; attempts to Gather Information or earn Trust Points during this time are impossible. However, a PC who works with the villagers for an 8-hour shift can attempt a DC

15 Farming Lore or Nature check. On a success, the villagers become more comfortable around the PCs, and for the next 24 hours, checks made to Gather Information or earn Trust Points gain a +1 circumstance bonus (or a +2 bonus on a critical success). On a critical failure, the PCs cause some sort of disaster, and from that point forward, the villagers refuse to let the PCs help them.

J2. Livestock Pens

A rocky plateau overlooks water and a vast pit. Much of the plateau has been subdivided by ten-foot-high stone fences. Gates made of gray wood create several points of entry into these corrals.

To the east, the clouds shroud an entrance in the cliffs that leads to area **M4**. Unless the clouds have been cleared the PCs cannot see this entrance.

A PC who spends at least a few minutes here during the day hears a muffled grinding sound from somewhere overhead. A PC who succeeds at a DC 20 Perception check notes that the strange sound seems to move from east to west, as if following the route of the cloud-shrouded sun above. A critical success allows the PC to recognize the sound as that created by some sort of clockwork device.

Creatures: The pens are used to contain Underheaven's livestock. The two smaller pens to the north hold squirming masses of yellow and green grubs that excrete sheets of silk over mounds of eggs. These web grubs are an immature form of the hiss beetles that wallow in the southern and westernmost pens. Both types of creatures are relatively harmless unless provoked. The villagers use the web grubs' silk for clothes and harvest their skin for leather when the grubs fail to mature into hiss beetles. Unlike the stringy and slightly toxic meat of a web grub, a hiss beetle's flesh is edible, but the creatures don't live long, typically dying soon after they lay eggs. Villagers who work the livestock pens are kept busy feeding fungus to the grubs, gathering eggs from the beetles, or slaughtering the creatures as needed.


As in area **J1**, a PC can labor alongside these villagers, but the work here is more difficult, requiring a DC 18 Farming Lore or DC 22 Nature check. The grubs and beetles attack only if they're attacked first, and individuals flee as soon as they take damage.

WEB GRUBS (30)

CREATURE 0

Variant giant maggot (*Pathfinder Bestiary* 2 120)

Initiative Perception +3

Web Spray  **Trigger** A creature damages the web grub with a non-reach melee Strike; **Effect** The web grub exudes sticky silk from its hide. The triggering creature must succeed at a DC 19 Reflex save or become clumsy 1 for 1 minute (clumsy 2 on a critical failure). This reaction replaces the giant maggot's Regurgitation reaction.


HISS BEETLES (30)

CREATURE -1

Variant flash beetles (*Pathfinder Monster Core* 42)

Initiative Perception +6

Speed 5 feet

Unnerving Hiss  (auditory, mental) **Frequency** once per round; **Effect** Hiss beetles aren't bioluminescent like a typical flash beetle, and thus lack that creature's Luminescent Aura and Light Flash abilities. Instead, a hiss beetle can rasp its wide, stumpy legs together to create an unsettling hissing sound. Any creature other than a hiss beetle within a 20-foot emanation must attempt a DC 13 Will save or become frightened 1 (or frightened 2 on a critical failure). Creatures are then temporarily immune to Unnerving Hiss for 24 hours.

J3. Unlucky Explorer

The entrance to this cavern is three feet high. Creatures in the westernmost pen notice the entrance only if they succeed at a secret DC 20 Perception check. PCs who have reached 12 Research Points and heard the story of Claithe can spot the entrance automatically.

There's barely enough room for a halfling to stand in this low-ceilinged cavern. Slumped against the northern wall is a humanoid skeleton dressed in matte leather armor.

Medium creatures must Crawl in this cavern.

Treasure: The bones are the long dead remains of an ayindilar (cavern) elf who had the misfortune to be swallowed by a viper bat. The elf fought from inside the bat as best he could, but by the time the bat vomited him here, the elf's memories had already been digested. The viper bat fled, and the elf, reduced to less than an animal's intellect, crawled to the back of the cave to die of his wounds.

Years later, an Underheaven local named Claithe found the elf's remains and claimed his sword, only to end up another victim of the cavern in area **M4**. Time has destroyed most of the elf's gear, but the suit of +1 *shadow leather armor* he wears remains perfectly functional. A ruined belt pouch at his side contains four vials of *holy water*.

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STAKING VAMPIRES

Most of the wood found in Underheaven is harvested from the large mushrooms that grow in the fields of area **J1**. This wood works just as well to stake a slumbering vampire as any other. If a PC wields a tool or weapon that deals slashing damage, they can craft a functional stake from a piece of mushroom wood as a single Interact action, or as a three-action Interact activity without such a tool.

K1. Welcoming Hall

Low 5

The interior of this blocky fortress is bare of decor. Several stone pillars support the roof, which rises to a height of nearly a hundred feet above. Swaths of glowing mold cling to the walls, while to the northwest, a balcony some forty feet above the floor provides access between two exits from the room. On ground level, a single door leads west, while double doors lead east.

The villagers of Underheaven have all sorts of stories about the castle's supposedly glorious decor, and the sight of this bare, featureless chamber would unsettle them—in truth, the building is little more than a facade meant to impress from outside.

Creatures: The chamber is empty during the day, but after dark, the two vampire servitors from area **K5** emerge from their coffins to stand guard here, taking up positions near the narrow windows to watch for the distant glow of the signal beacon on the roof of area **E2**. The vampires don't expect visitors unless **Event 3** has taken place, in which case Danva has told them to defend this room from possible troublemakers. Should this occur, the vampires hide behind the pillars and roll Stealth rather than Perception for initiative. Regardless, they immediately attack anyone they don't recognize. Overly confident in their abilities, the vampires fight until destroyed.

VAMPIRE SERVITORS (2)

CREATURE 4

Pathfinder Monster Core 336

Initiative Perception or Stealth +12

K2. Disposal Access

This empty room's southwest door is locked; the key hangs on a peg on the inside wall. Without the key, the PCs can Force Open the door with a DC 22 Athletics check or Pick the Lock with three DC 20 Thievery

checks. The room gives the vampires easy access to the Darklands rift (area **L**) when they need to dispose of something quickly, but it could also give the PCs a way to enter the lower fortress unnoticed.

K3. Kitchen

Stone tables covered with various implements stand against the walls of this room. From the look of these implements, one might assume this chamber is a kitchen, but no place to cook food is apparent.

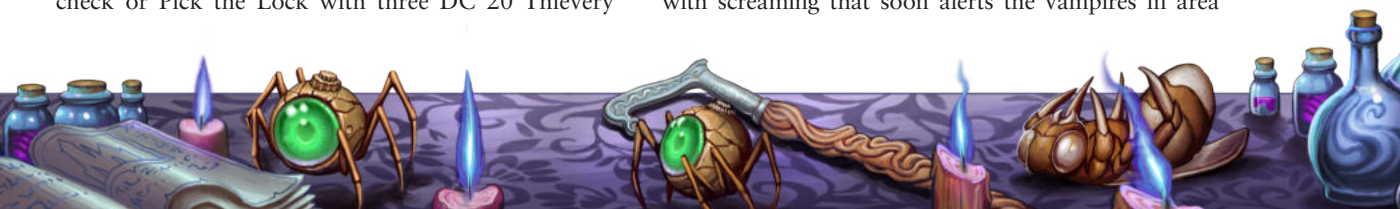
During an hour at dawn and dusk, the dominated pirates from the two storerooms (area **K4**) work here to prepare food for the morlocks who stand guard in area **K6**. The morlocks prefer to eat their meals raw—be they the typical repasts of bat and spider mixed with fungi or the rare, once-every-few-months treat of meat pulled from the bones of the vampires' victims. If the pirates are encountered here, they stare mutely at the PCs, and flee to the storerooms in terror if they're attacked.

K4. Storage

Filthy bedrolls lie amid heaps of dead bats and spiders that range in size between that of a human hand and a human head. The area stinks of a combination of body odor and bad meat.

Creatures: Except for when they're preparing meals for the morlocks, a pair of silent, vacant-eyed prisoners occupies each of these rooms, which are also used to store the bats and spiders the servants of the Broken Palace sometimes catch. The prisoners are pirates Romi plucked from their ships months ago. Nalushae dominated all four of the pirates and ordered them to wait quietly here when not preparing meals. They're allowed outside (via the exit at area **K2**) only to relieve themselves into the rift and are malnourished after subsisting all this time on uncooked spiders. A character who succeeds at a DC 26 Perception check to Sense Motive can determine that the pirates have been dominated.

As long as they remain dominated, the pirates are uncommunicative, responding only in grunts and moans to any demands or questions. If Nalushae is slain, their domination ends, but they hide here for some days afterward and likely perish in their desperate attempts to escape unless the PCs rescue them. In the unlikely event that the PCs counteract Nalushae's domination of one or more of the pirates, they snap out of their fugue with screaming that soon alerts the vampires in area



K1, unless a PC succeeds at a DC 20 Diplomacy check to calm their nerves. The pirates can describe the route through area **K7** into area **N13** of the Broken Palace, but after Nalushae dominated them, their memories of the Palace became indistinct and hazy.

PIRATE PRISONERS (4)

CREATURE 1

NPC Core 147

Initiative Perception +6

Reward: If the PCs lead the pirates safely out of En-Gokal, grant them 10 XP for each pirate they rescue, to a maximum reward of 40 XP if all four are saved.

K5. Lower Crypt

A flight of stairs winds upward along the inside of this 100-foot-high chamber. Two coffins made of gray wood rest on the floor.

During daylight hours (or after they've been reduced to 0 Hit Points) the two vampire servitors from area **K1** sleep in these coffins.

K6. Ascendance Hall

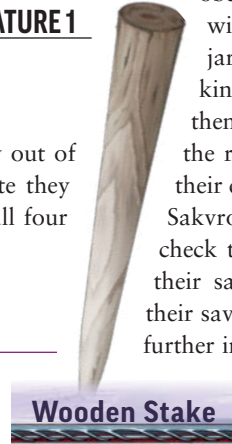
Low 5

The northern portion of this chamber leads onto a balcony that overlooks the water some twenty feet below and provides a view of a field of livestock pens to the north. At ground level, several crude bedrolls are spread throughout the hall and trash and broken weapons and furniture are strewn about. Double doors stand in the western and southern walls.

Creatures: Soon after Vool (area **C13**) and his fellow morlocks clambered into Underheaven from the Darklands, Nalushae dominated the lot of them, then gave a portion of them to the nosferatu Vikandian to serve as thralls. The four she stationed here currently serve as guardians—she's not sure what to do with them and, for the most part, leaves the morlocks to entertain themselves. By now, they've grown quite bored. When the PCs arrive, the morlocks challenge them in Sakvroth to a bout of sparring. If the PCs arrive here as prisoners, this idea amuses their vampire captors, who allow the PCs to pick one of their number to engage in an exhibition match against a pair of morlocks. For their part, the morlocks graciously arm the chosen PC with a club. This development gives captured PCs a final opportunity to escape, although without their gear they'll need to scavenge weapons from those strewn about the chamber. If a fight breaks

out here, the vampires hang back, delighted to watch their prisoners fight the morlocks. If a PC attacks one of the vampires (or once the morlocks are defeated), the vampires turn on the PCs.

Nalushae's domination ensures that the morlocks obey any vampire's spoken commands. If Vool is with the PCs, however, the sight of the morlocks jars him into action. He addresses his dominated kin in a quick but impassioned speech, begging them to come to their senses. Each morlock in the room can attempt a DC 26 Will save to end their domination immediately. A PC who can speak Sakvroth can attempt a Diplomacy or Intimidation check to Aid Vool, giving the morlocks a bonus to their saving throw. Any morlock who succeeds at their save joins forces with Vool; those who don't fall further into Nalushae's clutches and attack. Surviving morlocks are eager to accompany the PCs to the Broken Palace...so long as Vool remains at their side!



Wooden Stake

MORLOCKS (4)

CREATURE 2

Pathfinder Bestiary 2 174

Initiative Perception +7

Treasure: The broken weapons and other trash strewn about this room can serve as clubs, staves, improvised javelins, or improvised spears. If a PC wishes to grab such a weapon, they can attempt a DC 11 flat check. On a success, there's a weapon of their preferred type close enough to pick up immediately. On a failure, the PC must move 10 feet to retrieve one that suffices.

Reward: Grant the PCs XP for any morlock they free from Nalushae's domination as if they'd defeated them in combat.

K7. Stairway to Heaven

The stairs in this chamber lead to area **N1** of the Broken Palace.

L. Pit into Hell

A vast chasm splits the ground here. To the east, two waterfalls drain into the chasm, their flow quickly turning into a constant rain that disappears into the lightless depths.

While the villagers of Underheaven regard this canyon as the mouth of Hell itself, in truth it drops hundreds of feet into the Darklands below. A DC 20 Athletics check to Climb allows a PC to scale the chasm's walls, but the distance of the drop should be

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enough to deter most PCs from doing so. The chasm opens into cavern filled by an immense lake fed by the waterfall from area **I**. What adventures await in the Darklands below Underheaven are beyond the scope of this campaign.

This chasm is meant to give a creepy flavor to Underheaven and explain the influx of wildlife and other creatures—not as a place to find adventure! It's best to assume that no PC is in danger of an accidental fall into the chasm, even if they fight the fogfishers in area **M1** or **M2**. If a PC would fall into the chasm, simply describe how they're able to grab onto the chasm's edge and avoid a deadly plummet. A PC who chooses not to save themselves plunges far enough to pass entirely out of this campaign—even if they survive the fall into the Darklands below.

(If you're concerned that a pit into the Darklands might prove too distracting for your group, feel free to add some stairs carved into the chasm's wall. The stairs lead to chambers where the PCs face nothing but minor encounters against level 1 or lower foes, until they either grow bored enough to return to Underheaven or you and your group decide to move the campaign in an entirely different direction!)

M1. Steps to the Sun

Accessible via a stone arch that connects to a pair of doors in a tower to the east, this flat outcrop gives an amazing—if unsettling—view of the vast chasm to the northeast. To the north, a ten-foot-wide ledge leads upward, swiftly passing into the layer of mist above.

The outcropping is 40 feet above ground level. To the north, four short sets of steps lead upward; each section increases the elevation 10 feet, so that the second set of steps rises into the fog.

Fogfisher Attacks

Low 5

This close to the fog that fills the upper 40 feet of the cavern, the PCs are certain to attract the curiosity of the fogfishers that dwell within the mist. Eight fogfishers in total live in the cavern—not a lot, but over the course of many years, more than enough to create the permanent layer of fog that fills the area. The PCs are unlikely to draw the attention of more than a pair of fogfishers at a time.

The first two fogfishers descend from the fog to attack the PCs a few rounds after they arrive at area **M1** but before they start the ascent to area **M2**. Additional pairs attack when the PCs reach areas **M2**, **M3**, and **M4**, or whenever the PCs attempt to interact with the *clockwork sun*.

The fogfishers dislike drifting too far from the clouds, and rather than risk dropping meals into the chasm, they take care to harpoon PCs only while they float above a ledge. All fogfishers fight to the death. Every two fogfishers the PCs kill causes the fog to recede 10 feet over the course of an hour, so that an hour after the last pair is slain, the true nature of the cavern is revealed for all to see. If the PCs haven't earned 12 Trust Points with the villagers when this occurs, the incomprehensible sight of the cavern's ceiling costs the PCs 2d4 Trust

Points. The lack of clouds also reveals several cracks in the roof, each of which is fitted with safety nets—see Chapter 3 for details on these unlikely access points into the Broken Palace.

If you get the feeling that, after two or three fights against fogfishers, your players are getting fed up with them, consider having them fight three at once. Alternatively, the remaining fogfishers might simply decide to abandon the area and descend into the Darklands to find a safer home—they aren't dominated by Nalushae, after all, and they are free to relocate if they get spooked!

Claithe

FOGFISHERS (2)

CREATURE 4

Page 85

Initiative Perception +13

Reward: Regardless of the effect it might have on the villagers, grant the PCs 80 XP if they lift the fog from Underheaven.

M2. Sundown Overlook

Depending on whether the PCs killed the fogfishers and when they visit this area, this ledge is either shrouded in fog as normal or grants an even grander view of Underheaven than the one in area M1 when the obscuring fog is cleared. Adjust the description of that location as needed for this one.

Every evening, the *clockwork sun* trudges out of the hanging mist on its slow journey into night, moving across this ledge and up into the tunnel to the north (area M3). While initially the PCs might mistake the fantastic Azlanti creation as some sort of clockwork creature, it is in fact a potent artifact. The *clockwork sun* is fully detailed on page 80 of the Adventure Toolbox.

When the *clockwork sun* “sets” by crawling into area M3, it nestles into the western alcove and becomes motionless and unilluminated. It remains there for several hours until it reactivates and crawls to the eastern end of area M3, resting there for a bit until it’s time to “rise” again. It reemerges in Underheaven at area M4, then illuminates and makes its slow crawl across the cavern roof, taking a full day to return to area M2 to repeat the cycle.

These night hours give the PCs an excellent opportunity to study and take control of the *clockwork sun*. To do so, the PCs must spend an hour investigating the clockwork sun with a set of clockwork tools, such as those found in area G. A PC can then attempt a DC 20 Arcana or Crafting check or a DC 25 Perception check to understand how to activate the sun and Set its Cycle. Once they learn how to activate it, the PCs can use the clockwork sun as a potent weapon against the vampires in the Broken Palace—see “Concluding the Chapter” on below for more details.

If any fogfishers remain alive, a pair of them attack the PCs while they tinker with the sun.

Reward: If the PCs gain control of the *clockwork sun*, grant them 80 XP.

M3. Night's Walk

This tube-like tunnel allows the clockwork sun to travel to its sunrise location each day. The tunnel is 10 feet in diameter. Its smooth, polished floor is treated as difficult terrain.

M4. Sunrise Overlook

Like area M2, this ledge offers a breathtaking view of Underheaven, unless the fog hasn’t cleared, in which case the mist-shrouded ledge seems to poke out into nothingness.

Treasure: Slouched against the northern wall is a human skeleton—the remains of one of Underheaven’s most outspoken would-be heroines, Claithe. Claithe hoped to show the people of Underheaven what really lurked in the fog above them, but after a brutal fight with the fogfishers, she scrambled here and succumbed to her wounds. Memories of the burning pain caused by her sword have kept the fogfishers from eating her remains. Claithe still clutches the +1 *striking vitalizing low-grade silver longsword* she found on the body of the elf in area J3. While the silk armor she once wore has long since rotted away, the *choker of elocution* dangling from her neck is fully functional. The choker grants knowledge of the Azlanti language, but if one or more PCs in the party can already speak this language, feel free to change this language to Sakvroth, Necril, Chthonian, or some other language that might be helpful to the party.

Concluding the Chapter

As mentioned earlier, this chapter should play out as a sandbox, with the players’ choices setting the course of the adventure. Underheaven gives the PCs plenty of opportunities to find treasure, gain experience, and engineer advantages against the threats that await them in Chapter 3. At the very least, you should encourage the players to explore Underheaven until they reach 6th level.

The “best ending” of the chapter is one in which the PCs reach a Trust Point total of 12 with the villagers of Underheaven, rescue the pirates in area K4 (and perhaps ally with some of the morlocks in area K6), clear the “skies” of fog and the threat of fogfishers, and gain control of the *clockwork sun*.

With the fog cleared, the PCs can program the *clockwork sun* to climb through one of the rifts in the cavern’s ceiling and shine directly into the interior of the Broken Palace. Doing so forces the vampires to remain in their respective wings and prevents them from teaming up against the PCs, giving the PCs the opportunity to make multiple forays into the Palace, retreating as needed to rest and recover. If the PCs use this trick too often, of course, one of the vampires might send one of its non-vampire minions to reprogram the *clockwork sun*; otherwise, this tactic gives the PCs a significant advantage against their powerful foes.

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Chapter 3: To Bleed in Heaven

Though they don't know it, the villagers of Underheaven are victims, even if the PCs aren't concerned about or enraged by the situation these people have endured over the centuries. To confront those responsible for the frightening shadow above Talmandor's Bounty, the party must enter the place the villagers call "Heaven"—and what those inside call the Broken Palace.

Within her domain of the Broken Palace, Nalushae has carefully recreated a microcosm of the larger society she once enjoyed—a place where her right to rule entitled her to explore the promises of evident sanctity. She, of course, always enjoyed the finer things in life, but what she coveted the most was power—her rightful power. By literally farming humans and presenting herself as their protector

against an imaginary but very compelling threat, she has transformed the seemingly serene Underheaven into the very empire that, in her previous life in Azlant, she felt that she deserved.

After centuries of rule, however, Nalushae now finds that evident sanctity has started to wear thin. The machinations of the lower-ranking vampires she invited to join her in the Palace bore her, and even her faith—once something she held close to her rotten heart—wavers. Nalushae has come to see vampirism not just as a limitation, but as a curse. Yet she is hesitant to simply throw away the power her immortality has afforded her.

In recent years, and particularly since their successful display of power over the surface world, Nizca's faith in the obscure god Nin has intrigued Nalushae. Nin is a



divinity who, like Zura, urges vampires to embrace the glories of their condition. But, whereas Zura promotes overindulgence and self-gratification (tenets very much in keeping with evident sanctity), Nin teaches that the limitations of vampirism can be overcome and it is a vampire's responsibility to use their inherent power to work to overcome these limitations. Recently, Nalushae has taken to stealing away from the Broken Palace to meet with Nizca, though these meetings became less frequent as Nizca neared completion of their and Deg's device, something that has frustrated Nalushae to no end. Soon, Nalushae hopes, she'll abandon her centuries-long experiment in Underheaven and join Nizca in ushering forth a new age of vampiric rule. No longer will she rule an underground village and a court of squabbling vampires, she will take her place in the world.

And what better gift to her new ally than a party of blood-filled adventurers who threaten the plan?

BROKEN PALACE FEATURES

Known in En-Gokal by the administrators and guards as the Prison Palace when the prison was operational, the Broken Palace sits just above the vast cavern of Underheaven. Once a decadent retreat for the elite of the prison's guards, the Prison Palace boasted fine foods in a luxurious setting, plenty of fine drinks from throughout the empire, and regular entertainment in the form of musicians, dancers, and short plays. The palace had a garden, game rooms, and fine suites where those who worked in En-Gokal and were approved by the administrators could "vacation" in the palace for weeks at a time. The elegantly appointed halls and ballrooms, along with the full service provided by eager and attentive stewards, made it possible to forget one was in the heart of a place of severe judicial confinement. Earthfall shattered that illusion once and for all.

During that catastrophe—and the many subsequent minor earthquakes—portions of the Palace crumbled, opening treacherous gaps into the cavern below. Today, the place is ruled by vampires.

Even as recently as a few years ago, the three vampires who rule the Broken Palace—the moroi Nalushae, the nosferatu Vikandian, and the vrykolakas Idebilor—were a tightly allied group who enjoyed each other's company and their shared pursuit of indulgent decadence. They treated Underheaven as a grisly wine cellar, retrieving victims from the village whenever they grew hungry, all while basking in the distant adoration of those yet to be drained.

Today, though, their relationship is strained. Vikandian's inability to create servitors has caused

him to grow jealous of his rivals. Meanwhile, Idebilor has become increasingly enraged by the "little blasphemies" he's witnessed Nalushae commit against Zura, the demon god the three vampires have worshipped for so long. Nalushae is simply growing bored. She plots to betray both her worshippers in Underheaven and her one-time allies within the Broken Palace once she moves on to join Nizca at their side. (Nalushae hasn't even considered whether Nizca wants anything to do with her or not.)

In short, it's the perfect time for the PCs to invade the Broken Palace and use the vampires' crumbling allegiances against each other.

Within the Broken Palace, all chambers are kept unlit, as the vampires can see in the dark and their prisoners cannot. Exceptions exist as noted in the text, particularly in areas where the floor is missing and the light of the *clockwork sun* shines into the Palace from the cavern below. This indirect illumination never grows brighter than dim light, however, unless the PCs reprogram the *clockwork sun* to shine into one of the accessible areas, as detailed in those specific encounters.

The walls and floors are worked stone but are buckled and cracked in places, giving the structure an air of decrepitude. Unless otherwise specified, ceilings are 15 feet high. The doors are made of iron and lack locks unless otherwise noted.

During **Event 1**, the vampires take part in a grisly monthly ritual to Zura in area N2. Afterward, the three become engorged on blood and demonic rapture, much as a human might after indulging in a decadent feast. For the next two weeks, the vampires slumber in their respective crypts. After this time, they become more active, but even then, their brewing hostilities prevent them from meeting until the end of the month, when they once again gather to worship.

Factions in the Broken Palace

The five regions in the Broken Palace and their associated factions follow.

Common Grounds (N1–N4): These areas are ruled by all three vampires, but currently the vampires have little interest in what goes on here—the guards in these areas are left to their own devices.

Vikandian's Wing (N5–N6): As the leader of the lowest-ranked faction, the nosferatu Vikandian commands the smallest wing. He's served mostly by morlock thralls, and his faith in Zura is more lip service than actual belief. While more powerful than Idebilor, Vikandian is frustrated with the current

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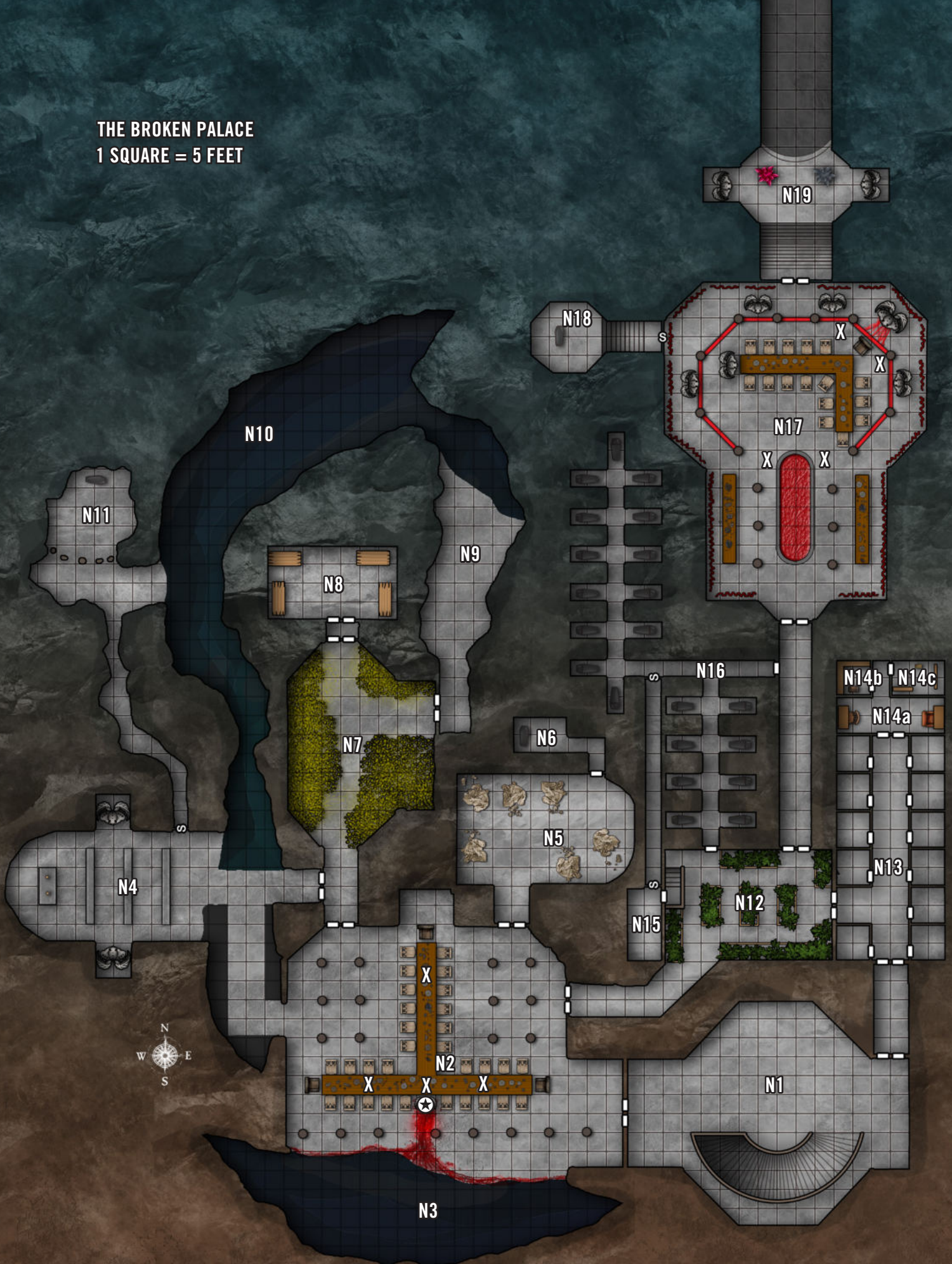
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1 SQUARE = 5 FEET



situation in the Broken Palace and could become an unlikely conspirator in a plan to defeat the other two vampires.

Idebilor's Wing (N7–N11): The least powerful of the vampires, the vrykolakas Idebilor nonetheless commands a larger wing than Vikandian, thanks to his congregation of followers and position of power in Zura's cult. His vampiric forces are bolstered by an eclectic collection of strange creatures. His suspicion that Nalushae's faith in Zura is wavering could encourage him to ally with the PCs against her.

Nalushae's Wing (N12–N19): The most powerful of the vampires is Lady Nalushae. Her interest in evident sanctity ensures that this wing's decor—including the use of living people as furnishings and the presence of alchemically grown, bloodthirsty gardens—remains both gruesome and decadent. It is in this wing that prisoners are kept until their fates are decided.

Researching Nizca's Plan

As in the previous chapter, the PCs might encounter locations or NPCs in the Broken Palace that give them an opportunity to learn—in this case, to research the sinister nature of Nizca's plan to blot out the sun. This information won't be much help to the PCs in this adventure, but it might prove invaluable if they are to defeat Nizca in the campaign's finale!

At times during this chapter, the PCs have opportunities to research the area, using the Research rules (*Pathfinder GM Core* 190). Unless noted in the text, all Research Checks made on this topic require 10 minutes of activity.

NIZCA'S PLAN

RESEARCH 6

UNIQUE

Research Checks speaking with Vikandian (area N6), speaking with Idebilor (area N11), speaking with rescued prisoners (area N13), reading Danva's notes (area N14), speaking with Miranette (area N17), reading Nalushae's journals (area N18)

- 2 **Research Points** This structure is known as the Broken Palace. The Palace has been under Lady Nalushae's control since her escape from a cell deeper in En-Gokal centuries ago. While there are still plenty of vampires in the Broken Palace, recently many moved north to the Ebon Tower to join the cause of an even more powerful vampire named Nizca.
- 4 **Research Points** The frightening shroud of darkness that swept over the region and still shrouds the tower is an early manifestation of a more lasting effect Nizca is working to create. While the vampires of the Broken Palace are eager to see that plan succeed and recognize what it means for their

USING THE CLOCKWORK SUN

If the PCs reprogram the *clockwork sun*, they can send the Huge artifact into the Broken Palace through the netting in area N3 or N10. The sun's size prevents it from moving into any hallway that's 10 feet wide or narrower. Areas into which the artificial sun shines are painful for vampires and other creatures sensitive to light, and they avoid entering those areas.

Positioning the sun to illuminate the banquet hall (area N2) effectively "locks" the three vampires into their wings, preventing them from fleeing to another's side for reinforcements. Word of this development quickly spreads throughout the Palace, and their fear causes all creatures with the vampire trait to take a –1 status penalty to Will saves as long as the *clockwork sun* illuminates the area.

Positioning the sun near area N4, N9, or N11 has additional benefits, as detailed in those locations.

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kind to be able to walk among the mortals on the surface, those who remain are more interested in their own continued comfort—they have a "good thing" going here and aren't ready to leave it behind.

- 6 **Research Points** Nalushae adheres to the ancient philosophy of "evident sanctity," a belief that those born into aristocracy are mandated by the gods to live in comfort, while those born below that station are worthy only to serve. When she became a vampire eons ago, Nalushae took this belief even further than she previously had when she was a mortal aristocrat. She now regards those not born into nobility as little more than objects and, ultimately, food.
- 8 **Research Points** Some of the vampires in En-Gokal were imprisoned in stasis before Earthfall and have only recently escaped. Nalushae did so several hundred years ago, but Nizca's reemergence is recent. Nalushae is intrigued by Nizca. While it's unclear if that interest is romantic, it's certain Nalushae knows about Nizca's pre-Earthfall lover Lograsi and seems frustrated they're still distracted by him, even though he's likely long dead.
- 10 **Research Points** Nizca's ultimate plan is to create a lasting darkness and ascend beyond the limitations of vampirism. They are a follower of an obscure vampire divinity called Nin. Nalushae's own faith in Zura is drifting toward Nin, a change that's sowing discord among the vampires of the Broken Palace.



12 Research Points Some of the vampires who moved from the Broken Palace to join Nizca in the Ebon Tower are reporting that after Nizca activated their device, beings from the Netherworld known as velstracs appeared in the tower. In the days since, the velstracs began fighting against the resident vampires and taking more and more territory in the tower. Nizca appears uninvolved and not taking sides on either party in this conflict.

14 Research Points In a private conversation with Nalushae, Nizca revealed that their lover Lograsi was somewhere far to the east and that's why they needed to escape En-Gokal. Considering they were separated 10,000 years ago, the location was likely western Thassilon, and it's possible he survived to the modern day, especially if he was among those who, until recently, were time-trapped in Xin-Edasseril. Since this was a private conversation, bringing up Nizca's lover could be used as a distraction against them.

N1. Zura's Welcome

Moderate 6

The flight of stairs winds over a full circuit around the tower's interior before arriving at a roughly hexagonal chamber. The ceiling rises to a vaulted height of thirty feet above. The walls and floor of the room bear remnants of once fine workmanship, with carvings of long-lost landscapes in all directions. Today, however, these carvings are missing sections, marred by cracks, and encrusted with dust.

The PCs arrive from the tower stairs below to what was the reception room of the Palace. Though the Palace receives far fewer guests than it used to, this remains the first place the people of Underheaven see once they've ascended. From here they're brought to the pens deeper within until they can be drained.

Creatures: A pair of what appear to be slender male humans dressed in leather coats and long black gloves guard the entrance to the Broken Palace. If the PCs arrive as prisoners, the guards watch as their vampiric captors lead the PCs northeast to area N13. Otherwise, the two "men" attack on sight, silent but eager to cause pain. The two guards aren't human, but demonic minions of Zura known as kalakaighs. As soon as they damage a foe, the demons reveal their true nature using Shocking Reveal. At first, the demons do their best to capture the PCs alive, relying on fear and paralysis to weaken their foes and taking a -2 penalty on their Strikes to inflict nonlethal damage. Once one of the demons is slain, though, the remaining demon switches to lethal tactics and fights to the death.

KALAKAIGHS (2)

CREATURE 6

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Initiative Perception +14

N2. Banquet Hall

Moderate 6

The thirty-foot-high ceiling of this immense banquet hall is supported by rows of stone pillars. A massive T-shaped banquet table surrounded by iron chairs fit with padded but threadbare cushions fills the center of the hall. At the table's three heads loom larger chairs that look like thrones. A statue of a demonic, winged woman stands at the southern edge of the table. Chandeliers made of bones and bronze hang from the ceiling, casting an unsettling light throughout the room.

It's impossible to say how large this chamber might have been, for to the south, the floor drops away into a chasm. The edge of the chasm is stained with blood from a slick pool that originates at the base of the demonic statue. The most unnerving sight, however, are the four men and women who pose as centerpieces on the table.

Originally used for banquets by the prison's guards, this hall is now one of two areas in the Broken Palace where the bickering vampires feel safe to gather with one another. Once each month, the vampires come together here to perform a complex rite to Zura. The statue at the south end of the table was carved nearly 200 years ago by a particularly skilled—though short-lived—servant of Nalushae's. PCs can attempt a DC 20 Religion check to Recall Knowledge to recognize the statue represents the demon lord Zura.

During the rite, the vampires and their spawn gather around the table to gorge on blood. During many of these feasts, the vampires feed on a recently ascended villager from Underheaven or a few choice prisoners from area N13, but in lean times the menu relies on creatures captured from the Darklands and, in recent months, captives brought here from Romi's cult of Camazotz. The ritual magically increases the amount of blood these victims produce, such that there's more than enough for all attendants, with the excess flowing toward the Zura statue and then spilling over the edge of the chasm. This overflow is the source of the event the villagers of Underheaven know as Heaven's Blood.

Creatures: The vampires recently completed their latest ritual and have retreated to their respective wings of the Broken Palace, but this chamber is far from empty. During the day (or day and night if the *clockwork sun* has been reprogrammed to shine into the chasm), four of Vikandian's morlock thralls stand guard. At night, the morlocks are replaced

by four of Nalushae's vampire servitors. There is a few-minute window twice a day while the guards are changing watch where all are present. In either case, the guards attack the PCs on sight, hissing and growling in rage.

Morlock thralls fight until only one remains standing, at which point that morlock flees to area N6 to warn Vikandian. Vampire servitors fight until reduced to 10 Hit Points, then retreat in different directions. The most damaged retreat to area N16 to allow their fast healing and the safety of their coffins to heal them. If they're not destroyed inside their coffins within an hour, two of these vampires rise to join Nalushae in area N18, while the others split up to warn Vikandian (area N6) and Idebilor (area N11). If their route is blocked by the *clockwork sun*, the vampires move to area N13 to guard the prisoners there.

The four humans who pose atop the table (at locations marked with an "x") all lived in Underheaven but now serve Nalushae as "living decor." They remain motionless for the entirety of their grueling, 8-hour shifts, then stagger dutifully back to area N13 to eat and sleep as other prisoners take their place. Long years spent dominated and brutalized by the vampires have left the prisoners with a range of physical and mental scars. They refuse to move even if a fight breaks out, potentially complicating the encounter for PCs who want to avoid harming innocent victims with wild swings or attacks that affect a wide area. See area N13 for more information about how the people forced to be living decor can be rescued.

If Vool accompanies the PCs and encounters morlock thralls here, the morlocks recognize each other. The thralls are delighted to see that Vool survived and invite him to visit Vikandian so he might join them. Vool has no interest in doing so, of course. If the PCs try to pressure him into accepting the invitation so that they can accompany him to meet Vikandian, he gets agitated and frightened, attempting to flee rather than be forced to meet with the vampire. On the other hand, if the PCs are not accompanied by Vool and are able to communicate with the thralls rather than fight them, they might ask the morlocks to arrange a meeting with their leader Vikandian themselves, a prospect the thralls agree to. If these events play out, this meeting takes place in area N5.

VAMPIRE SERVITORS (4)

CREATURE 4

Pathfinder Monster Core 336

Initiative Perception +12

MORLOCK THRALLS (4)

CREATURE 4

RARE **MEDIUM** **HUMANOID**

Male variant morlock nosferatu thrall (*Pathfinder Bestiary* 2 174)

Perception +10; darkvision

Languages Azlanti, Sakvroth

Skills Athletics +11 (+13 climbing), Crafting +12 (Repair only), Intimidation +11

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


Items +1 *falchion*, hide armor

Light Blindness

AC 20; **Fort** +13, **Ref** +8, **Will** +10; +2 status to all saves vs. disease and poison


HP 70, fast healing 5; **Weakness** mental 10

Mindbound (divine) If any creature other than Vikandian targets the morlock thrall with an effect that would give the morlock the controlled condition, Vikandian rolls a counteract check against the effect, with a +16 counteract check modifier.

Mortal Shield  **Trigger** The morlock thrall will do anything to protect their master. If the morlock thrall is adjacent to Vikandian when Vikandian would take damage from a Strike or spell attack; **Effect** The morlock throws himself in front of his master, taking half the damage of the attack (before applying any weaknesses or resistances). Vikandian takes the remaining damage, applying any weaknesses or resistances as normal.


Reactive Strike 


Speed 30 feet, climb 20 feet

Melee  *falchion* +14 (forceful, magical, sweep); **Damage** 1d10+7 slashing


Instinctual Tinker  As morlock.

Leap Attack  As morlock.

Rally  **Trigger** The thrall ends their turn more than 30 feet away from Vikandian; **Effect** The thrall Strides up to their Speed toward Vikandian.

Revel in the Gore  (manipulate, mental, visual) **Requirement** The morlock thrall's previous action was a critical hit with a melee Strike; **Effect** The morlock shrieks in excitement and springs forward to slurp at the gore. Any creatures within 20 feet who can see the disgusting display must attempt a DC 21 Fortitude save or become sickened 1 (or sickened 2 on a critical failure). Vampires and other morlocks in the area are emboldened instead and gain a +1 circumstance bonus to Will saves until the end of their next turn.

Swarming Stance As morlock.

Swipe  The morlock thrall makes a melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within the morlock's melee reach and adjacent to each other. The sweep bonus of the morlock's falchion applies to these attacks. Roll damage once and apply it to each

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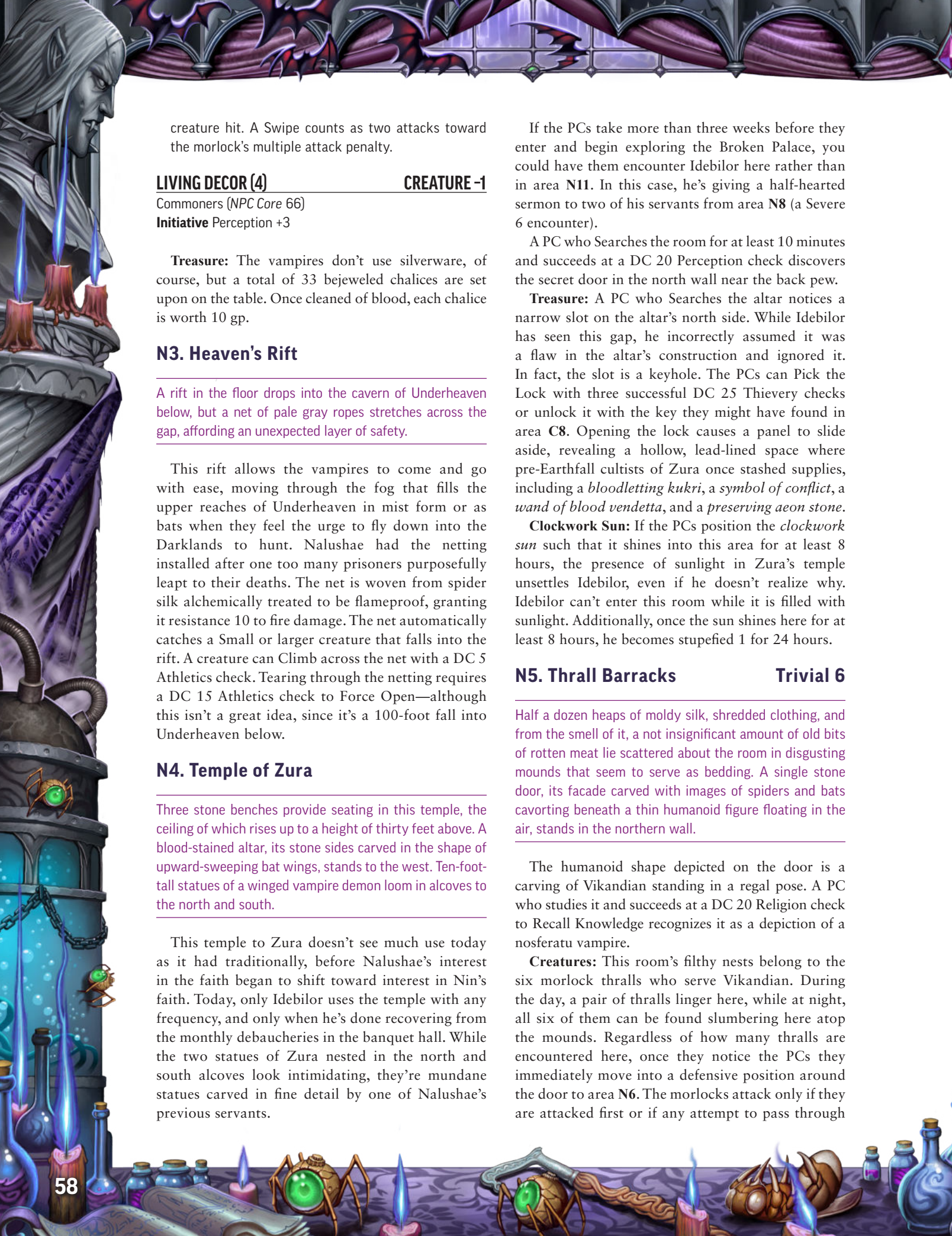
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creature hit. A Swipe counts as two attacks toward the morlock's multiple attack penalty.

LIVING DECOR (4)

Commoners (NPC Core 66)

Initiative Perception +3

Treasure: The vampires don't use silverware, of course, but a total of 33 bejeweled chalices are set upon on the table. Once cleaned of blood, each chalice is worth 10 gp.

N3. Heaven's Rift

A rift in the floor drops into the cavern of Underheaven below, but a net of pale gray ropes stretches across the gap, affording an unexpected layer of safety.

This rift allows the vampires to come and go with ease, moving through the fog that fills the upper reaches of Underheaven in mist form or as bats when they feel the urge to fly down into the Darklands to hunt. Nalushae had the netting installed after one too many prisoners purposefully leapt to their deaths. The net is woven from spider silk alchemically treated to be flameproof, granting it resistance 10 to fire damage. The net automatically catches a Small or larger creature that falls into the rift. A creature can Climb across the net with a DC 5 Athletics check. Tearing through the netting requires a DC 15 Athletics check to Force Open—although this isn't a great idea, since it's a 100-foot fall into Underheaven below.

N4. Temple of Zura

Three stone benches provide seating in this temple, the ceiling of which rises up to a height of thirty feet above. A blood-stained altar, its stone sides carved in the shape of upward-sweeping bat wings, stands to the west. Ten-foot-tall statues of a winged vampire demon loom in alcoves to the north and south.

This temple to Zura doesn't see much use today as it had traditionally, before Nalushae's interest in the faith began to shift toward interest in Nin's faith. Today, only Idebilor uses the temple with any frequency, and only when he's done recovering from the monthly debaucheries in the banquet hall. While the two statues of Zura nested in the north and south alcoves look intimidating, they're mundane statues carved in fine detail by one of Nalushae's previous servants.

CREATURE -1

If the PCs take more than three weeks before they enter and begin exploring the Broken Palace, you could have them encounter Idebilor here rather than in area N11. In this case, he's giving a half-hearted sermon to two of his servants from area N8 (a Severe 6 encounter).

A PC who Searches the room for at least 10 minutes and succeeds at a DC 20 Perception check discovers the secret door in the north wall near the back pew.

Treasure: A PC who Searches the altar notices a narrow slot on the altar's north side. While Idebilor has seen this gap, he incorrectly assumed it was a flaw in the altar's construction and ignored it. In fact, the slot is a keyhole. The PCs can Pick the Lock with three successful DC 25 Thievery checks or unlock it with the key they might have found in area C8. Opening the lock causes a panel to slide aside, revealing a hollow, lead-lined space where pre-Earthfall cultists of Zura once stashed supplies, including a *bloodletting kukri*, a *symbol of conflict*, a *wand of blood vendetta*, and a *preserving aeon stone*.

Clockwork Sun: If the PCs position the *clockwork sun* such that it shines into this area for at least 8 hours, the presence of sunlight in Zura's temple unsettles Idebilor, even if he doesn't realize why. Idebilor can't enter this room while it is filled with sunlight. Additionally, once the sun shines here for at least 8 hours, he becomes stupefied 1 for 24 hours.

N5. Thrall Barracks

Trivial 6

Half a dozen heaps of moldy silk, shredded clothing, and from the smell of it, a not insignificant amount of old bits of rotten meat lie scattered about the room in disgusting mounds that seem to serve as bedding. A single stone door, its facade carved with images of spiders and bats cavorting beneath a thin humanoid figure floating in the air, stands in the northern wall.

The humanoid shape depicted on the door is a carving of Vikandian standing in a regal pose. A PC who studies it and succeeds at a DC 20 Religion check to Recall Knowledge recognizes it as a depiction of a nosferatu vampire.

Creatures: This room's filthy nests belong to the six morlock thralls who serve Vikandian. During the day, a pair of thralls linger here, while at night, all six of them can be found slumbering here atop the mounds. Regardless of how many thralls are encountered here, once they notice the PCs they immediately move into a defensive position around the door to area N6. The morlocks attack only if they are attacked first or if any attempt to pass through

the door is made. The thralls address the PCs first in Sakvroth, then in Azlanti, telling them that Lord Vikandian will eat them if they don't leave at once. If the PCs are polite, they can arrange a meeting with Vikandian; one of the morlocks fetches the vampire from his slumber at once.

If the morlock thralls from area N2 retreated here, one of those encountered there race to area N6 to awaken Vikandian. If the PCs take more than 5 minutes to reach this room, they encounter the nosferatu here, where his thralls can protect him. See area N6 for details.

If combat breaks out, the morlocks fight until only one remains, at which point that morlock flees to area N6 to warn their lord.

If Vool accompanies the PCs, the morlocks recognize each other as detailed in area N2.

MORLOCK THRALLS (2)

CREATURE 4

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Initiative Perception +10

Treasure: A PC who spends 10 minutes Searching through the nests turns up two things of interest aside from the disgusting debris—an infestation of biting fleas that expose the PC to a strain of malaria (*Pathfinder GM Core* 88) and a *cloud pouch* one of the morlocks uses as a pillow. The *cloud pouch* is fully functional but could use a deep cleaning.

N6. Vikandian's Crypt

Moderate 6

Carvings of spiders adorn the lower portion of this chamber's walls, while images of bats dominate the upper half. A stone sarcophagus rests against the western wall.

Creature: If the PCs reach this area within two weeks of **Event 1** in Chapter 2, the nosferatu Vikandian is sleeping off his gluttony inside the sarcophagus. Unless his morlock thralls have roused him, the PCs can open Vikandian's sarcophagus without alerting him by succeeding at a DC 26 Stealth check. The inside of his coffin is packed with foul-smelling soil. Once the sarcophagus is opened, Vikandian awakens after 1 round, so swift PCs might be able to stake him if they have a magical stake on hand (such as the one that's part of Vool's pick). A non-magical stake used in this way only wakes up Vikandian, unlike a regular moroi vampire.

While Vikandian is a dangerous foe, fortunately for the PCs, his discontent with Nalushae's vanity and impatience with Idebilor's zeal—combined with a growing desire to see the outside world again—make the vampire open to conversation. Unlike some of the

vampires in the Broken Palace, Vikandian still sees this place as a prison. His initial attitude (if not staked) is indifferent, and if the PCs are willing to talk, he offers them a trade. If they destroy the other two vampire leaders here—Idebilor and Nalushae, Vikandian promises to abandon the Broken Palace and seek out new opportunities in the Darklands, never to return.

If, during their conversation, the PCs increase Vikandian's attitude to friendly, he lets one of the PCs borrow his *charm of electricity resistance*, explaining that Nalushae favors the use of electricity in combat. (If the PCs don't return this charm after she's defeated, though, Vikandian hunts them down.) In addition, to throw the other two vampires off their game, Vikandian advises that the PCs kill Idebilor's pets to prevent the vrykolakas from escaping into their bodies, and suggests tormenting Idebilor by reminding him that he's not a true vampire master and can't create his own spawn or servants.



Vikandian

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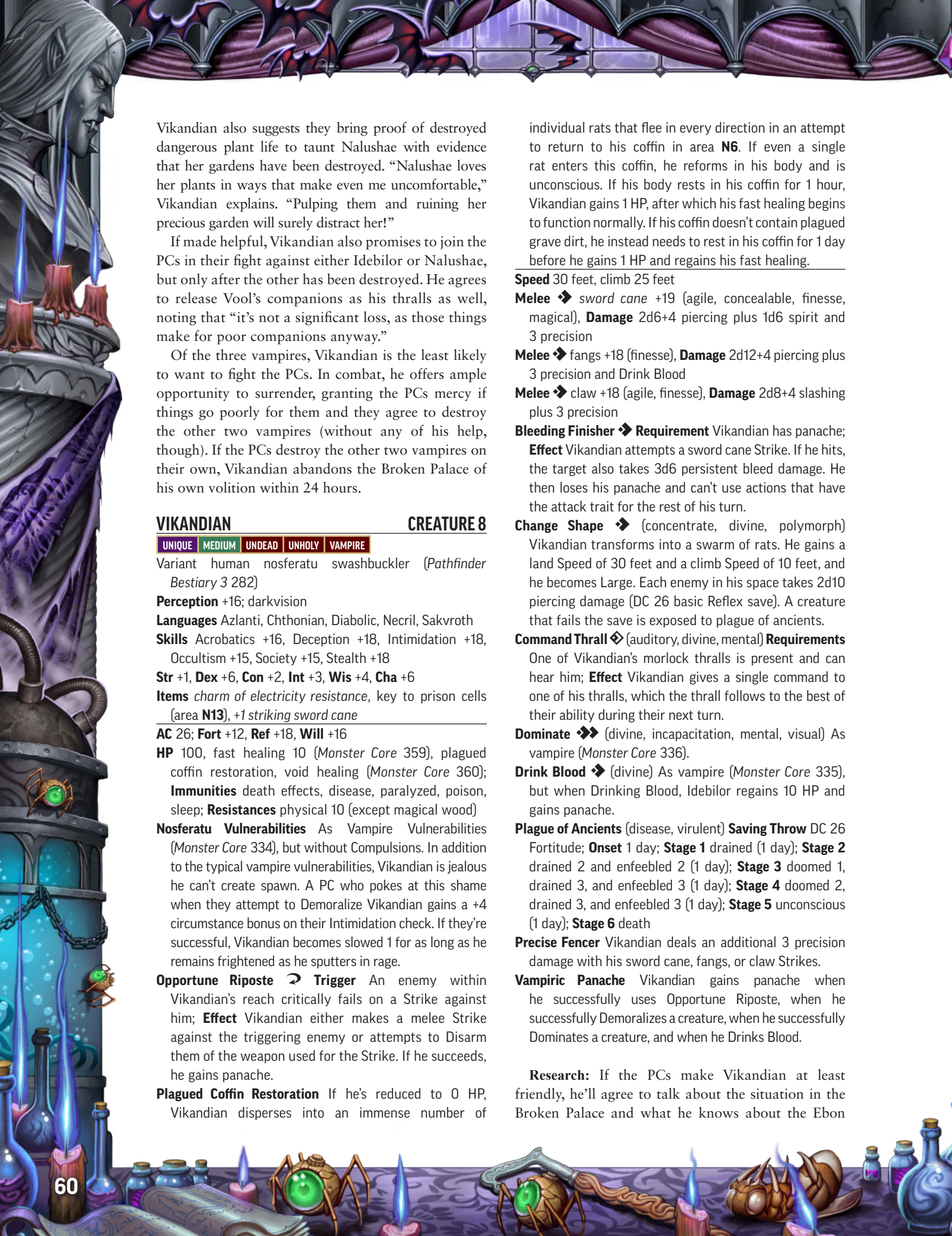
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Vikandian also suggests they bring proof of destroyed dangerous plant life to taunt Nalushae with evidence that her gardens have been destroyed. “Nalushae loves her plants in ways that make even me uncomfortable,” Vikandian explains. “Pulping them and ruining her precious garden will surely distract her!”

If made helpful, Vikandian also promises to join the PCs in their fight against either Idebilor or Nalushae, but only after the other has been destroyed. He agrees to release Vool’s companions as his thralls as well, noting that “it’s not a significant loss, as those things make for poor companions anyway.”

Of the three vampires, Vikandian is the least likely to want to fight the PCs. In combat, he offers ample opportunity to surrender, granting the PCs mercy if things go poorly for them and they agree to destroy the other two vampires (without any of his help, though). If the PCs destroy the other two vampires on their own, Vikandian abandons the Broken Palace of his own volition within 24 hours.

VIKANDIAN

CREATURE 8

UNIQUE MEDIUM UNDEAD UNHOLY VAMPIRE

Variant human nosferatu swashbuckler (*Pathfinder Bestiary* 3 282)

Perception +16; darkvision

Languages Azlanti, Chthonian, Diabolic, Ncril, Sakvroth

Skills Acrobatics +16, Deception +18, Intimidation +18, Occultism +15, Society +15, Stealth +18

Str +1, **Dex** +6, **Con** +2, **Int** +3, **Wis** +4, **Cha** +6


Items *charm of electricity resistance*, key to prison cells (area **N13**), +1 striking sword cane

AC 26; **Fort** +12, **Ref** +18, **Will** +16

HP 100, fast healing 10 (*Monster Core* 359), plagued coffin restoration, void healing (*Monster Core* 360);

Immunities death effects, disease, paralyzed, poison, sleep; **Resistances** physical 10 (except magical wood)


Nosferatu Vulnerabilities As Vampire Vulnerabilities (*Monster Core* 334), but without Compulsions. In addition to the typical vampire vulnerabilities, Vikandian is jealous he can’t create spawn. A PC who pokes at this shame when they attempt to Demoralize Vikandian gains a +4 circumstance bonus on their Intimidation check. If they’re successful, Vikandian becomes slowed 1 for as long as he remains frightened as he sputters in rage.

Opportune Riposte  **Trigger** An enemy within Vikandian’s reach critically fails on a Strike against him; **Effect** Vikandian either makes a melee Strike against the triggering enemy or attempts to Disarm them of the weapon used for the Strike. If he succeeds, he gains panache.


Plagued Coffin Restoration If he’s reduced to 0 HP, Vikandian disperses into an immense number of


individual rats that flee in every direction in an attempt to return to his coffin in area **N6**. If even a single rat enters this coffin, he reforms in his body and is unconscious. If his body rests in his coffin for 1 hour, Vikandian gains 1 HP, after which his fast healing begins to function normally. If his coffin doesn’t contain plagued grave dirt, he instead needs to rest in his coffin for 1 day before he gains 1 HP and regains his fast healing.


Speed 30 feet, climb 25 feet


Melee  sword cane +19 (agile, concealable, finesse, magical), **Damage** 2d6+4 piercing plus 1d6 spirit and 3 precision


Melee  fangs +18 (finesse), **Damage** 2d12+4 piercing plus 3 precision and Drink Blood


Melee  claw +18 (agile, finesse), **Damage** 2d8+4 slashing plus 3 precision

Bleeding Finisher  **Requirement** Vikandian has panache; **Effect** Vikandian attempts a sword cane Strike. If he hits, the target also takes 3d6 persistent bleed damage. He then loses his panache and can’t use actions that have the attack trait for the rest of his turn.

Change Shape  (concentrate, divine, polymorph) Vikandian transforms into a swarm of rats. He gains a land Speed of 30 feet and a climb Speed of 10 feet, and he becomes Large. Each enemy in his space takes 2d10 piercing damage (DC 26 basic Reflex save). A creature that fails the save is exposed to plague of ancients.

Command Thrall  (auditory, divine, mental) **Requirements** One of Vikandian’s morlock thralls is present and can hear him; **Effect** Vikandian gives a single command to one of his thralls, which the thrall follows to the best of their ability during their next turn.

Dominate  (divine, incapacitation, mental, visual) As vampire (*Monster Core* 336).

Drink Blood  (divine) As vampire (*Monster Core* 335), but when Drinking Blood, Idebilor regains 10 HP and gains panache.

Plague of Ancients (disease, virulent) **Saving Throw** DC 26 Fortitude; **Onset** 1 day; **Stage 1** drained (1 day); **Stage 2** drained 2 and enfeebled 2 (1 day); **Stage 3** doomed 1, drained 3, and enfeebled 3 (1 day); **Stage 4** doomed 2, drained 3, and enfeebled 3 (1 day); **Stage 5** unconscious (1 day); **Stage 6** death

Precise Fencer Vikandian deals an additional 3 precision damage with his sword cane, fangs, or claw Strikes.

Vampiric Panache Vikandian gains panache when he successfully uses Opportune Riposte, when he successfully Demoralizes a creature, when he successfully Dominates a creature, and when he Drinks Blood.

Research: If the PCs make Vikandian at least friendly, he’ll agree to talk about the situation in the Broken Palace and what he knows about the Ebon

Tower beyond. **Maximum RP 2; Research Checks DC 20 Athletics** to agree to spar with Vikandian while he reveals a few secrets, or **DC 22 Diplomacy** to speak to the vampire without annoying him.

Reward: If the PCs strike a deal with Vikandian, grant them 40 XP.

N7. Sanguine Menagerie

Trivial 6

Mounds of noxious dirt infested with piles of mushrooms, shimmering molds, and other fungal growth fill much of this large chamber's area, piled as tall as halfway up the ten-foot-high ceiling above. Here and there, gleaming white skulls seem to watch from the filth. A relatively clear path winds through the middle of the room, splitting along its length to provide access to two double doors, one to the north and one to the east. Ticks the size of dogs crouch menacingly throughout the room, while dozens of bats hang motionless from silk wires affixed to the ceiling.

The mounds of moldy fungus are difficult terrain. The air is rank and the first time a creature breathes in this area, they must succeed at a **DC 15 Fortitude** save or become sickened 1 (or sickened 2 on a critical failure), after which they become immune to the smell. The bats and most (but not all) of the giant ticks are taxidermy displays.

Creatures: Idebilor has a fondness for creatures that drain blood, considering them to be blessed by Zura. He's gone to great lengths to make this room a comfortable den for four of these creatures—a tough species of giant tick known as a mold tick. These Darklands-dwelling ticks typically infest immense subterranean creatures such as cave worms, but they'll just as eagerly pounce on PC-sized creatures that move into the room. The mold ticks ignore the room's difficult terrain.

MOLD TICKS (4)

CREATURE 2

Elite giant tick (*Pathfinder Bestiary* 2 6, 260)

Initiative Perception +8

N8. Idebilor's Workshop

Trivial 6

Four workbenches occupy the corners of this room. Each is covered with a selection of knives, needles, bulging sacks, coils of silk thread, and dead bats.

Idebilor uses this room to pursue his passion for taxidermy. He stuffs his subjects with fungus spores akin in texture to sand (the contents of the bulging



sacks) before stitching them up with spider-silk thread. Currently, giant ticks and bats are Idebilor's preferred subjects, after several unsatisfying attempts to stuff and display blood-drained humans. He hasn't given up on this, however, and is researching better methods before his next attempt.

Creature: Idebilor gives one of his pets, a skull peeler named Ismarendia, free rein in this room. Idebilor allows the skull peeler to play with any displays that don't turn out, but Ismarendia's favorite toys are, of course, the heads of creatures left over from the vampires' feasts. She particularly likes those that once belonged to dwarves, peeling them from the middle while keeping the hair at both ends (the top and beard) for last. Her anticoagulant drool is a pleasing mixer that Idebilor often takes advantage of before feasting from his victims.

The skull peeler squeals in excitement at the sight of newcomers, a rare treat since Idebilor's given her permission to strip the flesh from anyone she doesn't recognize. On her first turn in combat, Ismarendia uses an **Interact** action to reverently place her latest project—a mostly peeled dwarf head—onto a workbench. She then flaps into the air and attacks, fighting to the death.

ISMARENDIA

CREATURE 6

Skull Peeler (*Pathfinder Bestiary* 3 243)

Initiative Perception +17

Treasure: The beard of Ismarendia's most recent toy is adorned with fine copper ringlets worth a total of 120 gp. Idebilor's taxidermy tools constitute a sterling artisan's toolkit. Ismarendia wears a spider-silk collar set with chips of garnet and jet worth 30 gp.

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N9. Lesser Roost

Low 6

The worked-stone hallway in the southern portion of this room quickly degrades into a cavern with an uneven floor riddled with cracks and rubble. Sheets of cobwebs cling to the ceiling, and the northern portion of the cave drops away into a rift. What appears to be a body covered in a crust of dried mucus slouches against the northeast wall near the rift's edge.

Creatures: This cavern is home to Idebilor's largest and most dangerous "pet"—a rare denizen of the Darklands known as a viper bat. As a supernatural creature that feeds on and is sustained by memories rather than meat, viper bats prefer intelligent prey. This one is named Kosk and he's enjoyed Idebilor's company for many years, in no small part because his distaste for undead flesh allows the two to enjoy long, stimulating discussions on various topics. Kosk is much smarter than most "pets," but he doesn't mind his relationship with Idebilor, especially since the vampire lets the viper bat come and go as he will.

When the PCs first enter this cavern, Kosk is asleep, roosting inside a crack in the cavern's ceiling. He drops down to attack once he notices the PCs, but if reduced to 30 HP or fewer he flees to area N10. Once there, Kosk spends 3 Interact actions to rip a hole through the netting, before escaping into the Darklands. Kosk does not return.

KOSK

CREATURE 7

Viper bat (page 87)

Initiative Perception +15

Treasure: The mucus-crusted body shoved against the wall is the remains of Kosk's latest meal—a dwarf he snatched during a recent hunting flight into the Darklands. The viper bat regurgitated the body here once the dwarf died and could no longer provide him with memories. The dried mucus covering the dwarf is foul-smelling but otherwise harmless and flakes off as the PCs inspect the body. Currently, the dwarf's body is headless—should the PCs care to test it, the dwarf's neck stump matches perfectly to the head being peeled in area N8. Of perhaps greater interest to the PCs are the striped spider-leather boots of bounding that adorn the dwarf's feet.

Clockwork Sun: If the PCs position the *clockwork sun* such that it shines into this area for at least 12 hours, Kosk abandons the area and retreats to the Darklands—in this case, the viper bat isn't encountered in this adventure.

Reward: If the PCs flush out Kosk using the *clockwork sun*, grant them XP as if they had defeated the viper bat in combat.

N10. Hell's Rift

A rift in the floor opens into the cavern below, but a net of pale gray ropes stretches across the gap.

Like the one in area N3, this rift allows the vampires to come and go from the Broken Palace; see that area for details on how to navigate the net. Anyone who falls through this net has a long trip down, as this rift opens above area L.

Creatures: A pair of spider swarms live along the walls and ceiling of this rift, overlooking the net and gap below. The spiders are obvious—individually, the fat white arachnids scuttle across the stone, snatching cave insects or bats that fly through the area. The spiders attack only if the PCs attack them first, or if someone tries to climb through the area. The larger threat these spiders present is that if even one of them lives, the vrykolakas Idebilor can use that spider to escape destruction.

SPIDER SWARMS (2)

CREATURE 0

Pathfinder Monster Core 320

Initiative Perception +4

Reward: If the PCs destroy these two swarms, grant them 10 XP—not for defeating the creatures in combat, but for cutting off one of Idebilor's potential escape routes.

N11. Idebilor's Crypt

Low 6

Stalactites and stalagmites line the entrance to this cave, creating the unsettling appearance of a wide, fanged mouth. A sarcophagus rests on the ground near the northern wall of the cave.

Excavated after Earthfall, this cavern was not part of the original Prison Palace. The vrykolakas vampire Idebilor makes this cavern his home.

Creature: Like the other vampire leaders, the vrykolakas vampire Idebilor rests inside his stone coffin for two weeks after **Event 1**. As in area N6, if the PCs haven't raised an alarm, they can open the sarcophagus with a DC 26 Stealth check, giving themselves 1 round to destroy Idebilor before he wakes—but note that a wooden stake in the heart doesn't do much to a vrykolakas. Instead, a PC must use three actions to behead the vampire with

a slashing weapon. Driving a wooden stake into Idebilor's heart as if he were a normal vampire deals 4d6 piercing damage but merely causes him to awaken in a foul mood. Should this occur, Idebilor attacks at once, fighting with the stake protruding uselessly from his chest.

Once combat begins, Idebilor fights until he's destroyed, confident that if he's defeated, he can project his spirit into one of the many animals in the area—a mold tick in area N7 or any of the spiders in the swarms in area N10 will do.

If the PCs awaken Idebilor without staking him, or if they arrive here two weeks or more after **Event 1**, the vampire smiles upon seeing them, an expression that would appear almost kindly were it not for his fangs and the sinister glint in his eyes. Curious, Idebilor asks the PCs who they are and what they're doing here, giving them all a minute or so to speak. His initial attitude is indifferent; if the PCs make him friendly, he taps his chin as if in thought before asking them if they could do him a favor.

Idebilor explains that he suspects Nalushae has lost her faith in Zura. He asks the PCs to confront her in combat—if Nalushae no longer enjoys Zura's favor, the PCs should have no problem defeating her. If he's wrong, they will likely end up as her puppets or as meals—but Idebilor quickly assures the PCs that he's almost certain she's lost her faith. If the PCs agree to the plan, Idebilor suggests the PCs taunt Nalushae with evidence that her gardens have been destroyed. (It's possible the PCs have already heard of this tactic from Vikandian in area N6.) He also notes that the PCs can use filth to their advantage against her, as Nalushae loathes filth and soil other than that which is in her coffin.

If the PCs make Idebilor helpful, he'll loan them his *wand of crisis of faith*, but as with the similar loan from Vikandian (area N6), Idebilor demands the wand's return once Nalushae is slain. Unlike any alliance the PCs might make with Vikandian, Idebilor has no intention of letting them go. If they defeat Nalushae, he's eager to take her place as the leader of Broken Palace and tries to capture the PCs when next they meet (likely, as honorable PCs return to give Idebilor the wand he loaned them).

Skills Athletics +15, Butchering Lore +15, Crafting +13, Deception +15, Intimidation +17, Medicine +17, Religion +17

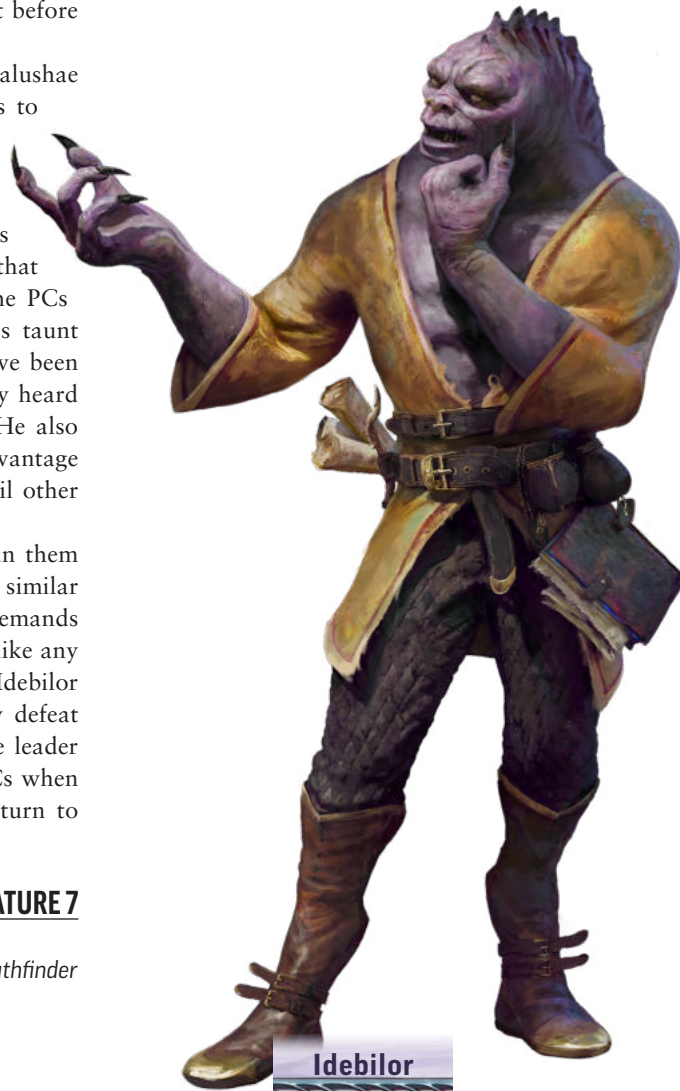
Str +4, **Dex** +2, **Con** +4, **Int** +2, **Wis** +6, **Cha** +4

Items key to prison cells (area N13), *wand of crisis of faith*

AC 25; **Fort** +15, **Ref** +13, **Will** +17

HP 112, void healing (*Monster Core* 360); **Immunities** death effects, disease, paralyzed, poison, sleep

Feral Corruption ♦ (curse, divine, incapacitation, mental, possession) **Trigger** Idebilor is reduced to 0 Hit Points and an animal (such as a mold ticks in area N7 or any of the spider swarms in area N9) is within 100 feet; **Effect** Idebilor casts his spirit into a nearby animal, which must attempt a DC 25 Will save. On a failure, the animal is possessed (as per the *possession* spell) for 7 days. This possession can be counteracted only by effects that can counteract a curse. If, at any point, an animal critically succeeds at this save or no animal is within 100 feet, Idebilor is destroyed.



Idebilor

IDEBILOR

CREATURE 7

UNIQUE MEDIUM UNDEAD UNHOLY VAMPIRE

Variant human vrykolakas cleric of Zura (*Pathfinder Bestiary* 2 274)

Perception +17; darkvision

Languages Azlanti, Chthonian, Necril

THE BROKEN PALACE

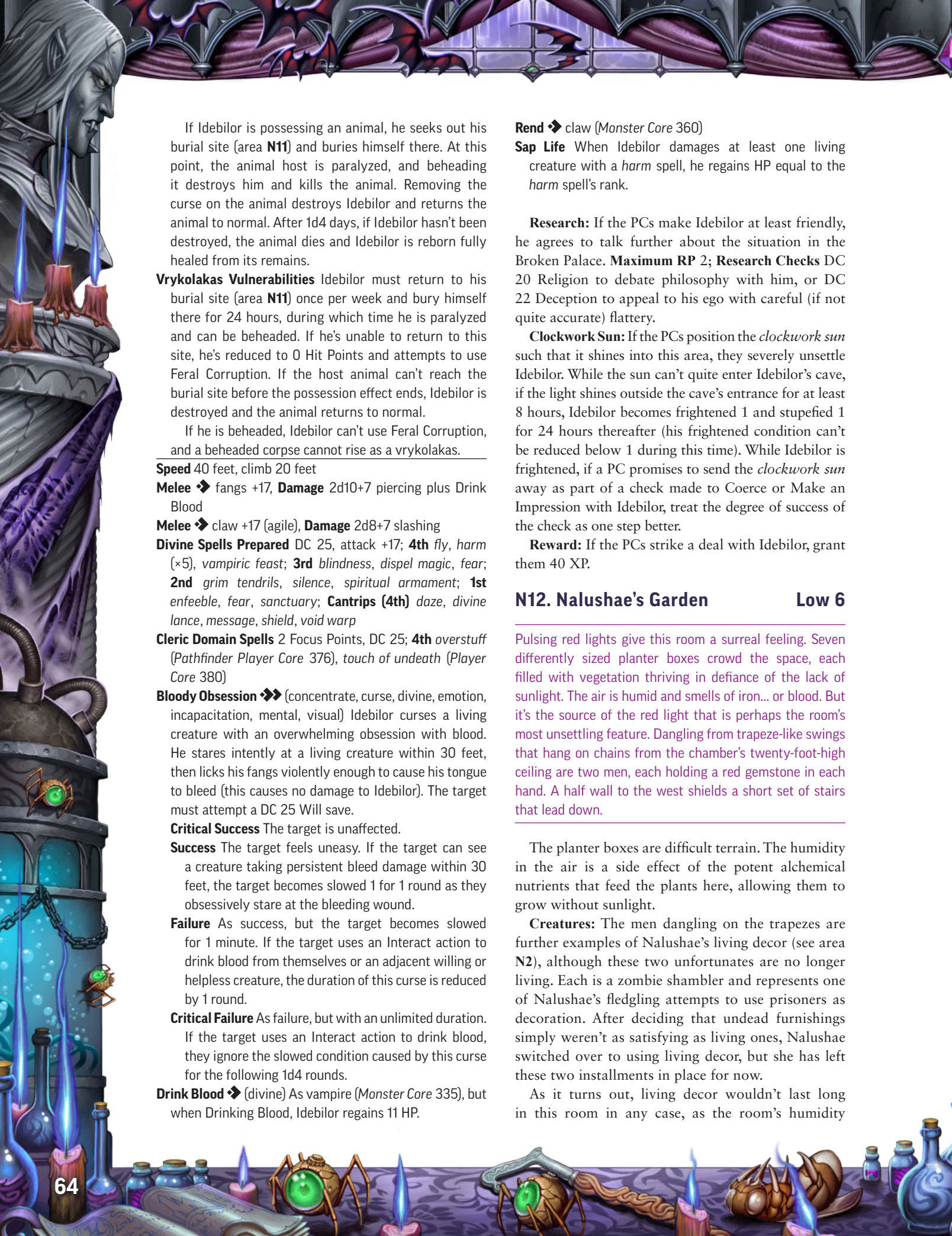
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If Idebilor is possessing an animal, he seeks out his burial site (area **N11**) and buries himself there. At this point, the animal host is paralyzed, and beheading it destroys him and kills the animal. Removing the curse on the animal destroys Idebilor and returns the animal to normal. After 1d4 days, if Idebilor hasn't been destroyed, the animal dies and Idebilor is reborn fully healed from its remains.

Vrykolakas Vulnerabilities Idebilor must return to his burial site (area **N11**) once per week and bury himself there for 24 hours, during which time he is paralyzed and can be beheaded. If he's unable to return to this site, he's reduced to 0 Hit Points and attempts to use Feral Corruption. If the host animal can't reach the burial site before the possession effect ends, Idebilor is destroyed and the animal returns to normal.

If he is beheaded, Idebilor can't use Feral Corruption, and a beheaded corpse cannot rise as a vrykolakas.

Speed 40 feet, climb 20 feet

Melee ♦ fangs +17, **Damage** 2d10+7 piercing plus Drink Blood

Melee ♦ claw +17 (agile), **Damage** 2d8+7 slashing

Divine Spells Prepared DC 25, attack +17; **4th** fly, harm (×5), vampiric feast; **3rd** blindness, dispel magic, fear; **2nd** grim tendrils, silence, spiritual armament; **1st** enfeeble, fear, sanctuary; **Cantrips (4th)** daze, divine lance, message, shield, void warp

Cleric Domain Spells 2 Focus Points, DC 25; **4th** overstuff (Pathfinder Player Core 376), touch of undeath (Player Core 380)

Bloody Obsession ♦♦ (concentrate, curse, divine, emotion, incapacitation, mental, visual) Idebilor curses a living creature with an overwhelming obsession with blood. He stares intently at a living creature within 30 feet, then licks his fangs violently enough to cause his tongue to bleed (this causes no damage to Idebilor). The target must attempt a DC 25 Will save.

Critical Success The target is unaffected.

Success The target feels uneasy. If the target can see a creature taking persistent bleed damage within 30 feet, the target becomes slowed 1 for 1 round as they obsessively stare at the bleeding wound.

Failure As success, but the target becomes slowed for 1 minute. If the target uses an Interact action to drink blood from themselves or an adjacent willing or helpless creature, the duration of this curse is reduced by 1 round.

Critical Failure As failure, but with an unlimited duration. If the target uses an Interact action to drink blood, they ignore the slowed condition caused by this curse for the following 1d4 rounds.

Drink Blood ♦ (divine) As vampire (Monster Core 335), but when Drinking Blood, Idebilor regains 11 HP.

Rend ♦ claw (Monster Core 360)

Sap Life When Idebilor damages at least one living creature with a harm spell, he regains HP equal to the harm spell's rank.

Research: If the PCs make Idebilor at least friendly, he agrees to talk further about the situation in the Broken Palace. **Maximum RP 2**; **Research Checks** DC 20 Religion to debate philosophy with him, or DC 22 Deception to appeal to his ego with careful (if not quite accurate) flattery.

Clockwork Sun: If the PCs position the *clockwork sun* such that it shines into this area, they severely unsettle Idebilor. While the sun can't quite enter Idebilor's cave, if the light shines outside the cave's entrance for at least 8 hours, Idebilor becomes frightened 1 and stupefied 1 for 24 hours thereafter (his frightened condition can't be reduced below 1 during this time). While Idebilor is frightened, if a PC promises to send the *clockwork sun* away as part of a check made to Coerce or Make an Impression with Idebilor, treat the degree of success of the check as one step better.

Reward: If the PCs strike a deal with Idebilor, grant them 40 XP.

N12. Nalushae's Garden

Low 6

Pulsing red lights give this room a surreal feeling. Seven differently sized planter boxes crowd the space, each filled with vegetation thriving in defiance of the lack of sunlight. The air is humid and smells of iron... or blood. But it's the source of the red light that is perhaps the room's most unsettling feature. Dangling from trapeze-like swings that hang on chains from the chamber's twenty-foot-high ceiling are two men, each holding a red gemstone in each hand. A half wall to the west shields a short set of stairs that lead down.

The planter boxes are difficult terrain. The humidity in the air is a side effect of the potent alchemical nutrients that feed the plants here, allowing them to grow without sunlight.

Creatures: The men dangling on the trapezes are further examples of Nalushae's living decor (see area **N2**), although these two unfortunates are no longer living. Each is a zombie shambler and represents one of Nalushae's fledgling attempts to use prisoners as decoration. After deciding that undead furnishings simply weren't as satisfying as living ones, Nalushae switched over to using living decor, but she has left these two installments in place for now.

As it turns out, living decor wouldn't last long in this room in any case, as the room's humidity

and strange scent are a side effect of the dangerous plants Nalushae grows among the mundane ferns, shrubbery, and grasses. One of these six vampire nettles grows in each of the smaller planter boxes, with the longer L-shaped one to the south containing none of the dangerous plants. The vampire nettles lie in wait until the PCs spread throughout the area before they attack, fighting until destroyed.

VAMPIRE NETTLES (6)

CREATURE 2

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Initiative Stealth +9

UNDEAD DECOR (2)

CREATURE -1

Zombie shamblers (*Pathfinder Monster Core* 356)

Initiative Perception +0

Treasure: The four pulsing gemstones the zombies hold in their hands are specially crafted *everlight crystals* that create a dim red illumination that pulses slowly, as if in tune to a heartbeat. While less useful for illumination, their unusual nature and quality construction make them as valuable as standard *everlight crystals*.

The PCs might have learned from one of the other vampires that showing Nalushae evidence of her garden's destruction will unsettle her—a minute's work is all that's required to mangle a dead vampire nettle into a Bulk 1 object for such use.

N13. Prison Block

Rows of iron doors set with narrow windows line this ten-foot-wide hallway.

Each of these doors is locked. The locks can be opened with the key in area N14c or Forced Open with a DC 40 Athletics check. Picking a Lock requires three DC 25 Thievery checks (this check increases to DC 30 if made from inside a cell). Each cell is furnished with a thin sleeping mat of woven fungus fiber, a set of filthy spider-silk sheets, and two metal pails—one for water and one for a toilet. The cells are stuffy, but vampire servants change out the pails frequently, as Nalushae wants her prisoners kept clean and healthy.

Creatures: Each cell can house a pair of prisoners. In all, 24 prisoners are kept here, but at any time eight are “on duty” as living decor in area N2 or N17. The rest of their time is spent trapped inside their lightless cells. The prisoners are without hope and assume any attempt to free them is a cruel trick. The prisoners silently obey any orders given them,

but until they witness a PC slay a guard, they don't speak or show any signs of independence. They are terrified any disruptions to the normal state of things will make their lives even worse. A DC 20 Diplomacy check to Make an Impression convinces one of the prisoners to trust the PCs (or two prisoners on a critical success). Once the PCs earn the trust of at least half the prisoners, the others follow suit.

LIVING DECOR (16)

CREATURE -1

Commoner (*NPC Core* 66)

Initiative Perception +3

Research: Once they earn the prisoners' trust, the PCs can ask them about what they've learned about the Broken Palace. **Maximum RP 2; Research Checks** DC 20 Diplomacy to carefully interview the prisoners without dredging up awful memories and making them hesitant to talk.

N14. Warden's Suite

Trivial 6

A pair of archaic-looking looms made of iron and wood sit at the east and west ends of this narrow room. Two iron doors stand in a short hallway to the north.

This suite of rooms serves as a combination workshop, storage room, and warden's chamber. Prisoners periodically use the looms in area N14 to turn piles of cobwebs gathered from areas N3 and N10 into silk for bedding or for crafting nets; loom duty is a coveted reward for the prisoners, but currently there's no work going on here. Of note, the looms are the only sources of mundane wood in the Broken Palace. The PCs can break them apart to fashion wooden stakes, but doing so is sure to draw Danva's attention.

A set of iron shelves in area N14b holds rolls of raw silk and stacks of bedding, as well as dried fungus, spider meat, and a stone urn filled with drinking water placed here as meager rations for the prisoners working the loom.

Creature: Area N14c is Mayor Danva's comparatively luxurious bedroom, furnished with a writing desk and chair, a cabinet for clothing and supplies, and a comfortable bed. Danva prefers staying here rather than in her chambers back in Underheaven. If **Event 3** of Chapter 2 has yet to be triggered by the time the PCs arrive, Danva is here, either sleeping in her bed or at her desk writing in a journal. If Danva has returned to Underheaven, she might be encountered here if she returns to the

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palace later—see her description on page 88 for more details, as well as for information about how she reacts to the PCs.

DANVA

CREATURE 6

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Initiative Perception +13

Treasure: An iron key to the prison cell doors (area N13) hangs on a hook near the door in area N14c. A total of 20 books sit on the writing desk or are stacked on the floor nearby. The books are a combination of Danva's journals and her failed attempts at poetry, with one or two books of poems from established authors mixed in among her personal collection. A PC who studies the journals can learn about Underheaven and the Broken Palace (see Research below) and discover much about the ugothol mayor's true history, as detailed on page 88.

A PC who spends a minute to Search the desk drawers discovers a stash of supplies Danva uses to keep prisoners alive after accidents. The supplies include five lesser elixirs of life, two moderate antiplagues, a *truth potion*, three vials of *lesser psyche salts*, and two vials of *moderate psyche salts* (page 81) among a bundle of spider silk gauze and other mundane medical supplies.

Research: Danva's journals contain helpful information about the Broken Palace, but sifting through the notes takes time. A PC who reads Aklo can spend an hour studying the journals to attempt a check to research. **Maximum RP** 3; **Research Checks** DC 20 Library Lore to sort the journals methodically, DC 22 Occultism to navigate Danva's strange shorthand, or DC 24 Perception to focus on the important parts of the texts.

N15. Botanical Workshop

Trivial 6

The air in this room smells acrid. A shelf to the west is covered with alchemical tools, potted plants, and dozens of jars filled with various liquids and powders. A stone basin filled with water protrudes from the opposite wall. To the south sits a workbench covered with more tools and scrolls.

A PC who succeeds at a DC 20 Perception check to Search the room discovers the secret door to the north.

Creature: Glormungost, an ugothol vampire, uses this room to prepare the alchemical reagents used during the vampires' monthly banquets, as well as the concoctions that keep Nalushae's garden (area N12) healthy. One of the vampires' longest-serving agents,

Glormungost was the first servitor Nalushae created upon her awakening. The days of Nalushae's magical control over Glormungost are long gone, and for many centuries Glormungost's devotion to Nalushae was legitimate, not magically compelled. Yet today, the relatively recent addition of Danva to the "family" has caused Glormungost's loyalty to falter. That Nalushae hasn't yet turned Danva into a vampire is the one thing that's kept Glormungost true to Nalushae, though recently the ugothol has been plotting to arrange an "accident" by which Danva would be removed from the Palace. In so doing, Glormungost hopes that Nalushae will once again treat them with the respect they feel they deserve.

Glormungost is intrigued by the PCs' presence in the Broken Palace, and throws their hands up in a show of intent to stay off violence. They prefer to remain in their true form these days, knowing their appearance is unsettling to the unprepared, and their *truespeech* ability makes communication with the PCs simple. Upon meeting the PCs, the ugothol offers to join forces to engineer a "painful surprise for a shared enemy." If the PCs seem hesitant, Glormungost releases a gurgling sigh and attacks. They fight until destroyed, knowing they can retreat to their coffin in area N16 if needed.

If the PCs humor Glormungost, the ugothol explains further—they've long harbored resentment toward their rival, Danva, but haven't dared to move against her. The PCs' arrival is the best chance Glormungost has to poison Danva with bitterblood elixir, an alchemical concoction Glormungost has brewed specifically for this purpose. They explain that bitterblood elixir infuses a living creature's blood with a "caustic vim" that causes pain to those who drink from them. Glormungost's plan is for the PCs to imbibe the elixir and then allow Danva to feed from them, hoping she perishes from the concoction. At the very least, the elixir should weaken Danva enough that the PCs will be able to finish her off.

If the PCs haven't yet learned that Danva is an ugothol, Glormungost shakes their head impatiently, as if to say "How could you not realize this?" If asked why they haven't simply tried to poison a source of blood she's about to drink, Glormungost sputters, "If it didn't work, she'd realize it was me and would have Nalushae exile me, or worse!" In Glormungost's mind, the PCs being the vector for this scheme leaves themselves safe from implication—a shortsighted assumption, to be sure. If the PCs press Glormungost on this logical fallacy, the ugothol hisses as they realize the ridiculous nature of their

plan. They attack at once, but on the first round of combat are slowed 1 as their anger distracts them. Glormungost fights until destroyed, hoping to silence the PCs before they spread word of their plot to use bitterblood elixir against Danva.

GLORMUNGOST

CREATURE 6

UNIQUE MEDIUM UNDEAD UNHOLY VAMPIRE

Gender ugothol vampire alchemist (*Pathfinder Monster Core* 12, 334)

Perception +10; darkvision

Languages Alghollthu, Azlanti, Necril, Sakvroth, Thalassic; truespeech

Skills Acrobatics +12, Athletics +14, Crafting +12, Deception +14, Nature +12, Stealth +12

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

Items +1 striking sickle

Assume Form (concentrate, occult, polymorph) As ugothol.

Blood Bombs Glormungost carries 6 glass vials filled with alchemically treated blood that deal persistent bleed damage, and 2 splash slashing damage. Glormungost replenishes these bombs each day using blood drawn from prisoners.

AC 24; **Fort** +12, **Ref** +14, **Will** +10; +2 status to all saves vs. auditory and visual

HP 66, coffin restoration, fast healing 7, void healing;

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

Vampire Vulnerabilities As vampire.

Speed 25 feet, climb 25 feet

Melee ♦ sickle +15 (agile, finesse, magical, trip), **Damage** 2d4+6 slashing

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

Ranged ♦ blood bomb +14 (range increment 20 feet, splash), **Damage** 2d6 persistent bleed and 2 splash slashing damage

Occult Innate Spells DC 21; **Constant (5th)** truespeech

Compression As ugothol.

Drink Blood ♦ As vampire, but when Glormungost drinks blood, they do so via their long thin tongue rather than with their fangs. When Drinking Blood, Glormungost regains 6 HP.

Quick Bombardier ♦ Glormungost draws a blood bomb with an Interact action and throws it as a ranged Strike.

Revert Form ♦ As ugothol.

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

Treasure: While the blood bombs Glormungost carries are infused alchemical items, there are normal versions found here, along with some other examples

of the alchemist's work. These items include six moderate blood bombs (*Pathfinder Adventure Path #194: Cult of the Cave Worm* 78) and three doses of bitterblood elixir (page 81). While Glormungost knows better than to drink from someone who's under the effects of this elixir, they haven't realized (in another classic Glormungost miscalculation) that the PCs might use the elixir against Nalushae.

The water in the basin has been alchemically treated. Plants watered with it can grow without sunlight, but the liquid spoils if Glormungost doesn't revitalize it daily (an ability they believe—hopes—makes them invaluable in Nalushae's estimation).

N16. Crypts of the Faithful

Simple stone sarcophagi rest within the many alcoves that line these long hallways.



Glormungost

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In all, Nalushae is attended by eight vampire servitors, but two of them keep their coffins in Underheaven. The remaining six retreat to these sarcophagi to slumber, and they can be found here during daylight hours. The vampires generally sleep in the six southernmost alcoves, while Glormungost (area N15) sleeps in the northernmost one. The remaining sarcophagi were used by the vampire servitors who have since left to join Nizca in the Ebon Tower. Their current situation battling for territory with invading velstracs is detailed in the next adventure.

A PC who succeeds at a DC 20 Perception check to Search the east-west hallway of the crypts discovers the secret door to area N15.

N17. Nalushae's Throne

Severe 6

Pillars of blood-red stone support the ceiling of this vast chamber. Silk curtains depicting a demonic vampire feasting on all manner of attractive men and women hang from the twenty-foot-tall walls. Vines with red flowers curl along the curtains' rods. To the south, a pair of tables display an assortment of grisly statuettes. A thirty-foot-long fountain occupies the space between these tables. Blood fills both the fountain and a channel set in the floor along the pillars to the north. In the center of these pillars stands an L-shaped banquet table surrounded by iron chairs set with red silk cushions. Of the chairs, the one to the northeast is the most ostentatious.

Beyond the table loom statues of the same demonic vampire depicted in the curtains. Blood drips from each statue's outstretched wings. To the northwest stands a stone arch from which hangs a bronze bell. Rather than a traditional clapper, a length of chain hangs from the inside of the bell. Glowing runes shimmer on the bell.

None of the blood in this room—be it in the pool, in the channel, or dripping from the demonic statues—is real. Rather, it is a convincing illusion created by Zura's malevolent influence over the area. The rest of the decor in the room is very real.

The secret door in the west wall can be discovered by a PC who Searches the area and succeeds at a DC 25 Perception check. A PC who specifically looks behind the curtains reduces this check to DC 20.

A PC who succeeds at a DC 20 Religion check to Recall Knowledge recognizes the statues and the images on the curtains as depictions of Zura.

Creatures: Nalushae sometimes holds banquets here, either to reward her favored servants or to celebrate Nizca's infrequent visits from the Ebon Tower. Nalushae isn't present when the PCs first visit the area, but the room is far from empty.

Nalushae's living decorations—prisoners trained to serve as displays, tables, or footrests—stand in their demanded pose at each of the four locations marked with an "x." The prisoners remain motionless unless Nalushae directs them to assume a different position to sate her cruel whims.

Two pairs of undead are posted in the room as well. Lounging in the chairs closest to the throne is a pair of vampire servitors holding a conversation with one another, while two herexens (once priests of Sicva, like those in area B9) stand at attention at the north end of the blood fountain, gazing across the room.

The most dangerous occupant of the room, however, is neither mortal nor undead. Lounging on the throne in a guise meant to evoke that of Nalushae herself is Nalushae's demonic advisor and proxy, a succubus of Zura named Miranette. While Miranette's appearance is unlikely to fool anyone who's met the real Nalushae, the PCs probably don't have that advantage and take her disguise as truth. She introduces herself as Nalushae as the PCs enter, calling out for them to step forward so she can get a better look at the "troublesome heroes" who've been causing such a ruckus in Underheaven and the Broken Palace.

Miranette doesn't want to fight the PCs, for like many others in the Broken Palace, she's frustrated and annoyed at Nalushae. Unlike Vikandian, who only suspects Nalushae's faith is faltering, Miranette knows this for a fact, as Zura has made her displeasure known deep within Miranette's mind. However, an ancient pact Miranette swore to Nalushae prevents her from taking direct action against her mistress for this faltering in her faith. Instead, the succubus hopes to trick the PCs into doing her dirty work for her. But first she wants to see them in action.

As the PCs step forward, Miranette orders the vampires and herexens to attack. As the PCs and undead clash, she remains seated on her throne, assessing the PCs' capabilities and reacting to each blow with both delight and harsh criticism. The undead fight until they're destroyed, at which point Miranette rises and claps in delight. She invites the PCs to take seats at the table and join her in a drink. If the PCs blanch, she smirks and says, "Ah, not *that* kind of drink!"

She indicates a crystal and silver decanter of golden liquor on the table before her and invites the PCs to sample it. The alcohol is real and quite potent—a masterful creation of Glormungost's, at Miranette's request. A PC who sips from the wine must succeed

at a DC 20 Fortitude save or take a –1 item penalty to Will saves for an hour (this is a poison effect). If at least half the PCs sample the wine, Miranette's attitude immediately shifts from indifferent to friendly. She invites the PCs to explain what they're doing in the Broken Palace, listening quietly to their replies. At this point, a PC can attempt to Make an Impression or Coerce Miranette to increase her attitude further.

Regardless of the result, once the PCs have finished speaking, Miranette leans forward with a conspiratorial twinkle in her eye. She whispers, "I'm not actually her, you know." As her sly smile fades, she continues, "Lady Nalushae sleeps in her coffin right over there, beyond a secret door." Miranette gestures to the west. "You dispatched those undead swiftly enough. I can't help but wonder how easily you would finish her!"

At this, Miranette leans back in her throne, waiting to see how the PCs react. If the PCs seem hesitant, she employs every trick in the book to convince them to slay Nalushae, stopping just short of using magic—she's already walking a thin line as to what the terms of her bargain with Nalushae allow. If she feels it might help, she reveals her true form to the PCs and admits she's served Nalushae for many centuries. If made helpful, she even offers a Profane Gift to her favorite PC. If asked whether she wants to be set free, or if she's willingly betraying Nalushae, Miranette only shrugs and smiles, hoping to make the point to the PCs that this line of questioning should end.

If the PCs refuse to go along with her request, or if they're unpleasantly rude or violent, Miranette sighs in frustration. "I guess you don't have what it takes," she says. "A shame, but you'll do as replacements for the servants you've destroyed." She then attacks, assuming her true form and taking to the air.

In combat, Miranette prefers to use her spells to divide the party's loyalties, making no more than one Strike per round with her bladed scarf (preferably as her first action, so she can use Zura's Gift on a creature taking bleed damage). If reduced to fewer than 30 HP, she casts *translocate* at 5th rank to flee to area N11 and alert Idebilor (the vampire she would secretly prefer to serve). She then returns with Idebilor to attack the PCs again. If she finds Idebilor destroyed, she instead waits an hour before translocating to area N18 to check on Nalushae.



Miranette

The terms of Miranette's service don't compel her to come to Nalushae's aid, but she's curious if the PCs went ahead and killed her mistress anyway. If they did, she once again offers her favorite a Profane Gift, but if the PCs still refuse or remain belligerent, she rolls her eyes and translocates north into the tunnel from area N19; in the next adventure, she might try to recruit the PCs against Nizca for "seducing her mistress away from Zura's embrace" or simply try to kill them as revenge.

Miranette is aware that Nizca activated their device. The shadow effects didn't penetrate much beneath the area, but Miranette was able to sense something off when it activated as she felt the Netherworld overlap with this world nearby, though she didn't know any of these specifics at the time. She's since heard from Nalushae that one of the resident vampires that went with Nizca to the Ebon Tower recently returned, expressing regret over his rash decision to move and support Nizca.

MIRANETTE

CREATURE 7

Variant female succubus (*Pathfinder Monster Core* 78)

Initiative Perception +15

Items +1 striking wounding bladed scarf (*Pathfinder Treasure Vault* 25)

Melee ♦ *bladed scarf* +17 (disarm, finesse, magical, reach, sweep, trip, unholy), **Damage** 2d6+8 slashing plus 1d6 persistent bleed

Zura's Gift ♦♦ (concentrate, divine) Miranette motions toward a creature taking persistent bleed damage within 30 feet, causing their blood to transform into a whipping tendril. The creature must attempt a DC 26 Fortitude save. Miranette can't use Zura's Gift again for 1d4 rounds.

Critical Success The creature takes no damage, and their persistent bleed damage ends.

Success The creature becomes clumsy 1 until the end of their next turn as the blood tendril interferes with their movements.

Failure The creature becomes clumsy 1 and slowed 1 until the end of their next turn. The blood tendril lashes about in a 10-foot emanation, dealing 6d6 slashing damage to all other creatures in the area (DC 26 basic Reflex save). Fiends and the initial target of Zura's Gift are immune to this slashing damage.

Critical Failure As failure, but with a 20-foot emanation, and the creature is also drained 1.

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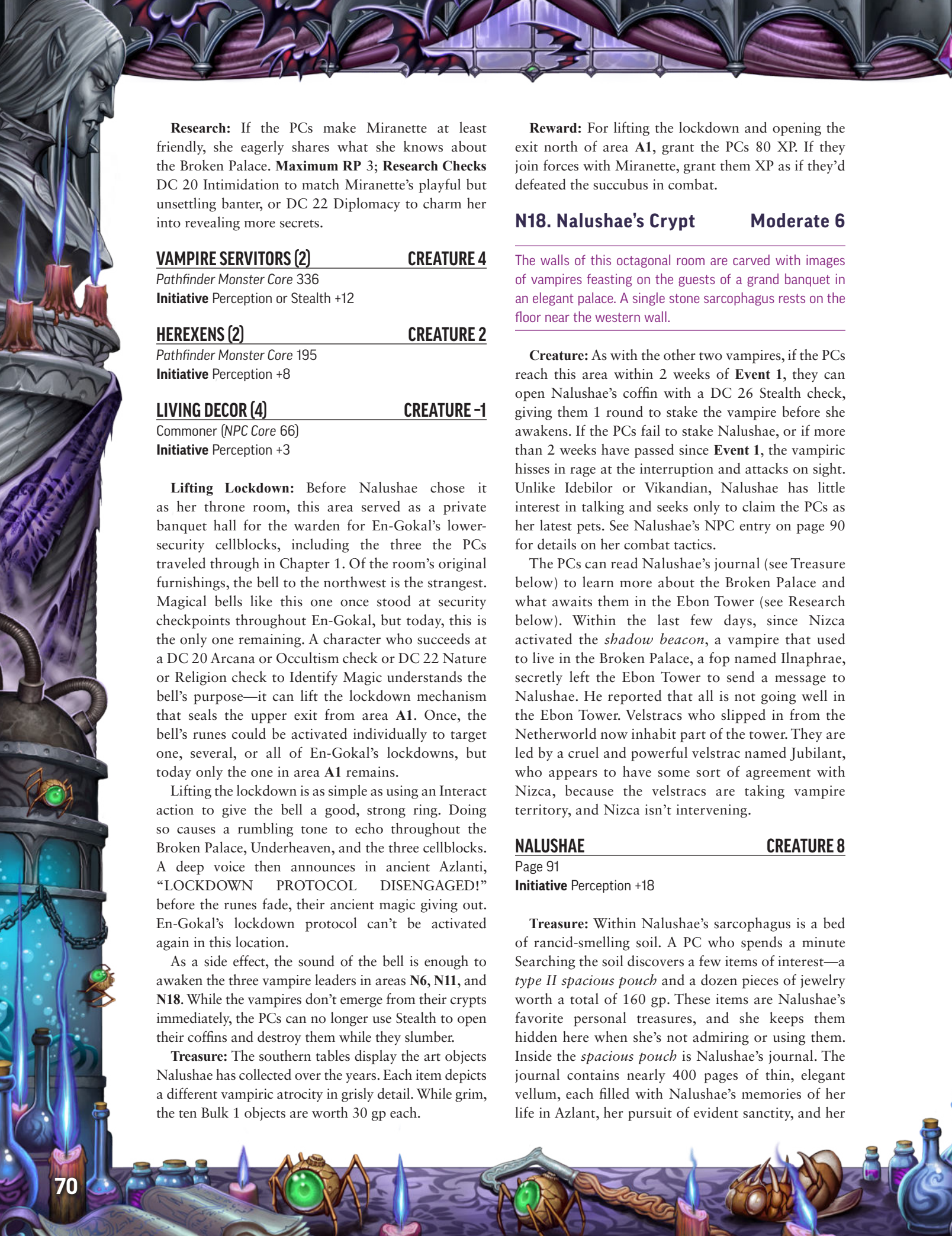
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Research: If the PCs make Miranette at least friendly, she eagerly shares what she knows about the Broken Palace. **Maximum RP 3; Research Checks** DC 20 Intimidation to match Miranette's playful but unsettling banter, or DC 22 Diplomacy to charm her into revealing more secrets.

VAMPIRE SERVITORS (2)

CREATURE 4

Pathfinder Monster Core 336

Initiative Perception or Stealth +12

HEREXENS (2)

CREATURE 2

Pathfinder Monster Core 195

Initiative Perception +8

LIVING DECOR (4)

CREATURE -1

Commoner (NPC Core 66)

Initiative Perception +3

Lifting Lockdown: Before Nalushae chose it as her throne room, this area served as a private banquet hall for the warden for En-Gokal's lower-security cellblocks, including the three the PCs traveled through in Chapter 1. Of the room's original furnishings, the bell to the northwest is the strangest. Magical bells like this one once stood at security checkpoints throughout En-Gokal, but today, this is the only one remaining. A character who succeeds at a DC 20 Arcana or Occultism check or DC 22 Nature or Religion check to Identify Magic understands the bell's purpose—it can lift the lockdown mechanism that seals the upper exit from area A1. Once, the bell's runes could be activated individually to target one, several, or all of En-Gokal's lockdowns, but today only the one in area A1 remains.

Lifting the lockdown is as simple as using an Interact action to give the bell a good, strong ring. Doing so causes a rumbling tone to echo throughout the Broken Palace, Underheaven, and the three cellblocks. A deep voice then announces in ancient Azlanti, "LOCKDOWN PROTOCOL DISENGAGED!" before the runes fade, their ancient magic giving out. En-Gokal's lockdown protocol can't be activated again in this location.

As a side effect, the sound of the bell is enough to awaken the three vampire leaders in areas N6, N11, and N18. While the vampires don't emerge from their crypts immediately, the PCs can no longer use Stealth to open their coffins and destroy them while they slumber.

Treasure: The southern tables display the art objects Nalushae has collected over the years. Each item depicts a different vampiric atrocity in grisly detail. While grim, the ten Bulk 1 objects are worth 30 gp each.

Reward: For lifting the lockdown and opening the exit north of area A1, grant the PCs 80 XP. If they join forces with Miranette, grant them XP as if they'd defeated the succubus in combat.

N18. Nalushae's Crypt

Moderate 6

The walls of this octagonal room are carved with images of vampires feasting on the guests of a grand banquet in an elegant palace. A single stone sarcophagus rests on the floor near the western wall.

Creature: As with the other two vampires, if the PCs reach this area within 2 weeks of **Event 1**, they can open Nalushae's coffin with a DC 26 Stealth check, giving them 1 round to stake the vampire before she awakens. If the PCs fail to stake Nalushae, or if more than 2 weeks have passed since **Event 1**, the vampiric hisses in rage at the interruption and attacks on sight. Unlike Idebilor or Vikandian, Nalushae has little interest in talking and seeks only to claim the PCs as her latest pets. See Nalushae's NPC entry on page 90 for details on her combat tactics.

The PCs can read Nalushae's journal (see Treasure below) to learn more about the Broken Palace and what awaits them in the Ebon Tower (see Research below). Within the last few days, since Nizca activated the *shadow beacon*, a vampire that used to live in the Broken Palace, a fop named Ilnaphrae, secretly left the Ebon Tower to send a message to Nalushae. He reported that all is not going well in the Ebon Tower. Velstracs who slipped in from the Netherworld now inhabit part of the tower. They are led by a cruel and powerful velstrac named Jubilant, who appears to have some sort of agreement with Nizca, because the velstracs are taking vampire territory, and Nizca isn't intervening.

NALUSHAE

CREATURE 8

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Initiative Perception +18

Treasure: Within Nalushae's sarcophagus is a bed of rancid-smelling soil. A PC who spends a minute Searching the soil discovers a few items of interest—a *type II spacious pouch* and a dozen pieces of jewelry worth a total of 160 gp. These items are Nalushae's favorite personal treasures, and she keeps them hidden here when she's not admiring or using them. Inside the *spacious pouch* is Nalushae's journal. The journal contains nearly 400 pages of thin, elegant vellum, each filled with Nalushae's memories of her life in Azlant, her pursuit of evident sanctity, and her

observations on the nature of vampires and their gods. Even a PC who can read Azlanti might at first take the journal's entries as vapid, ephemeral musings, but a DC 24 Society check to Decipher Writing is enough to sift through Nalushae's idle fancies. A character who decodes the entries (and reads Azlanti) can reference the journal for 10 minutes to gain a +1 item bonus to checks made to Recall Knowledge about Azlant, vampires, or vampire gods. The journal is worth 60 gp.

Research: Nalushae's journal contains a fair amount of information about the Broken Palace and her plans, but a PC must be able to read Azlanti and have decoded the entries to understand them. Such a PC can attempt a check to research after reading the journal for 2 hours. **Maximum RP 3; Research Checks DC 20** Library Lore to use speed reading techniques to scan the pages for pertinent information, DC 22 Religion to identify and ignore Nalushae's frequent digressions into parables, or DC 24 Perception to focus on the important parts of the text.

N19. En-Gokal Transport

A cylindrical tunnel reaches north into the darkness. The tunnel pulses softly with dim red light, and every now and then, a flickering tendril of what looks like black lightning arcs silently along the walls, wafting the scent of hot metal through the air. A strange panel is affixed to the wall to the right of the tunnel's entrance. Square panes of colored crystal and unfamiliar writing fill the panel.

This tunnel leads north, connecting to the basement levels of the Ebon Tower. The panel near the mouth of the tunnel is a control console for the transport capsule system once in use in En-Gokal before Earthfall. The system allowed for quick transport to different sections of the prison, mainly used to transport wounded prisoners to the medical wing of the prison set below the central command tower.

A PC adjacent to the console who understands Azlanti can attempt a DC 20 Arcana or Crafting check to examine the console as a single action, understanding how to operate the console on a success. For those who understand how to operate it, using the console is a single action that has the manipulate and concentrate traits. Otherwise, operating the console is a three-action activity. Creatures who don't understand Azlanti must additionally succeed at a DC 22 Arcana, Crafting, or Society check to intuit the meaning of the controls each time they attempt to operate the console. The panel can activate one of four functions: call a capsule, send the capsule to

the next station, open communications with the next station, or trigger an alarm. The latter two functions are inoperable.

Upon calling a capsule, the panel begins emitting a muted and steadily repeating ding, and within a few minutes, PCs standing near the tunnel entrance can hear a low hum as the capsule approaches. The rhythmic ding stops once the capsule is in the station. Activating the send capsule function causes the ding to return, but with a longer frequency between the dings that speeds up over the course of a minute, after which the capsule glides north through the dark tunnel.

CONCLUDING THE ADVENTURE

The PCs don't need to slay all of the vampires or bring their prisoners to safety to proceed to the next adventure—to do that, they need only reach area N19 and deduce the functionality of the transport system there. PCs who don't bother to defeat the vampires, however, allow Nalushae and her minions to come to Nizca's aid, potentially creating more dangerous encounters in this Adventure Path's final adventure. Perhaps worse, PCs who simply abandon the area consign the people of Underheaven to a terrible doom. In the wake of the PCs' passage through this part of En-Gokal, the vampires soon realize that Romi is dead and that their experiment has come to an end. In retaliation, the vampires invade Underheaven and murder everyone in a single night of red ruin. Where the vampires go from there is left to your designs.

Hopefully the PCs don't simply storm their way through the final chapter. The Broken Palace not only contains information about Nizca's plans, but also several items and resources that might help the PCs prevail in the trials that await them. In the meantime, the people of Underheaven, the prisoners of the Broken Palace, and the victims rescued in the cell block need the PCs' help. If the PCs lift the lockdown, they can lead the prisoners to safety and escort the people of Underheaven to the surface world (provided they've reached 12 Trust Points with them). Between the prisoners in Chapters 1 and 3 and the people of Underheaven, there are dozens of lives at stake. If the PCs lead 71 or more of these people to safety, grant them 80 XP. If they rescue 20 to 70 people, grant them 40 XP. If they rescue 1 to 19 people, the PCs earn 10 XP. If no one survives, perhaps the next time they pass through Underheaven, the PCs are met with the vengeful spirits of those they left behind—innocent people who simply wanted to ascend to Heaven.

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Zura

Zura began life as a mortal princess but knew from a very early age she was destined for much more than being reduced to food for worms in a box in the ground. As the only daughter of a royal family with five older brothers in a patriarchal region of old Azlant, she realized she had little chance of growing into a position of power, and so she cultivated other skills. She grew precocious and manipulative, learning swiftly that she could coax her mother and father into fulfilling her wishes with just the threat of a tantrum or by playing one against the other. The sights and sounds of the bitter arguments she triggered in her parents became one of her greatest entertainments—here were two people who once loved each other, grown to hate, yet bound together by her very existence. Her brothers she increasingly regarded as fools, and one by one she arranged for their increasingly unlikely and grisly fates. By the time she was the only scion of the royal line, her delusional parents saw not the monster she had become but a last chance for their family line to retain the throne.

Behind the scenes, Zura pressured her parents into hosting increasingly violent galas and depraved gatherings. The manipulative young woman lured her mother and father into the practice of cannibalism. This monster behind the throne brought the nation into an era of fear and horror, and when at last she coaxed her mother to serve her father for dinner on her 20th birthday, Zura rewarded this final atrocity with a swift slash to her dear mother's throat. She ascended to a throne drenched in blood, and none in her realm dared draw notice by attempting rebellion. This was especially true as those in positions of power found favor with their bloodthirsty new queen and were rewarded for their service with the power to draw strength from the flesh and blood of their own kin.

When word finally spread to the rest of Azlant beyond the borders of her remote lands, other nobles couldn't believe the rumors. However, time and again those sent to investigate went missing, and the truth eventually became too blatant to ignore.

"We are your lords and shall drink to our fill.
"You are but cattle with warm blood to spill.
"Every night you shall ask us inside.
"Bow before Zura! Bleed out with pride!"
—Zuran lullaby



When neighboring nations finally accepted the awful truth and formed an alliance to confront Zura, they found their own disbelief and reticence to act had given the power-hungry ruler all the time she needed to transform her lands into a blood-drenched nightmare. Confronted with irrefutable evidence of hideous cannibal banquets and vast baths filled with blood, many attempted to bring her rule to an end. Yet as atrocious as Zura had grown, her followers remained devoted to her cause and willingly threw themselves into battle to defend her. None could stop her, it seemed, until one of her own numerous lovers revealed themselves as her doom. Zura perished on the blade of this betrayal, yet as she died, her body decayed away into smoke and flensed the flesh and blood away from her slayer. Zura's soul moved on to the Outer Rifts to become a vampiric succubus whose thirst for power was even greater than before.

For a while, back on Golarion, the people of Azlant believed Zura's time was over. Cousins and other distant relations who once counted themselves as part of her line created new identities and went into hiding, and the buildings and shrines that once dotted her lands were razed so that temples to the gods of purity could be put in their place. Yet Zura was far from gone.

Not all of those who claimed to be disgusted by her grisly excesses were honest in their conviction. Many saw in Zura's unwholesome acts permission, as nobles, aristocrats, and politicians, to use those who they ruled as they desired. Hidden chapels and secret shrines to Azlant's new Vampire Queen rose throughout the empire, and not even Earthfall could

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completely quash the tenacity of her vampiric cult. While worship of Zura isn't as widespread as it was during its height in Azlant, it persists and flourishes the same—in shameful chapels and secret cathedrals built and maintained by those who squander their responsibilities to their people in return for the dizzying power found in the flesh and blood of their own.

PERSONIFICATION AND REALM

Little documentation remains of what Zura may have looked like as a mortal. As a demon lord, she has the capacity to assume many shapes and forms, and does so often as needed to carry out her violent delights. To some, she may appear as a voluptuous woman, while to others a wise matronly queen. Yet her true form reveals her true nature—an emaciated humanoid with bat-like wings for arms, a mouth full of razor fangs, and long streamers of blood that waft from the tips of her wings and hair alike to ripple like lengths of crimson ribbons in the air.

Zura's path to power after her death and transformation into a vampiric succubus is fraught in mystery and contradiction. Some maintain that she devoured her way up through the ranks in the Outer Rifts, feeding on demons more powerful than she while absorbing their strength and wits with each gruesome bite. Others claim she brokered deals with Urgathoa, and in return for the Pallid Princess's secret sponsorship, supplied her with the information she needed to ensure nearly a dozen other demon lords associated with undeath met grisly ends. The truth will likely never be known, for Zura has long played those who serve her against each other, and just as she once manipulated her parents with lies, trickery, and threats, so too have those who professed their faith found themselves at each other's throats. Many secrets went to the grave among Zura's followers, and only she knows which of those graves contain buried truths.

Zura's realm in the Outer Rifts is a place known as Nesh, a mountainous realm with twisting valleys and jagged peaks, stretching from frozen wastelands above to sweltering jungles below. It's in between these two extremes that countless hamlets and villages populated by ignorant yet fearful peasants plucked from countless worlds dwell. Zura's presence prevents the demons and fiends from slaughtering these subjects, but not because she feels an urge to protect them. To Zura, these villagers are toys and playthings, a collection of trophies stolen from worlds all across the Universe. It's always night in Nesh, yet the plants grow profusely in the lands below. The sky

above is unnervingly similar to the night sky above Golarion, with what appear to be clouds, a moon, and stars. For the most part, those who dwell below are unaware that they dwell in the Outer Rifts, yet this truth is well known to the sadists who run those communities and serve as mouthpieces for the queen of the land.

DOGMA AND WORSHIPPERS

A priest of Zura often has one overwhelming desire—to become a vampire. Most who come to her worship initially seek this reward more than any other. Once a priest is granted vampirism, they may ascend higher through the ranks of the faithful, and their desires become more personal and varied. Some simply seek to continue gaining power or knowledge. Some hope to serve at Zura's side in Nesh or be granted rule over one of that realm's hapless hamlets. Some seek vengeance against those who wronged them, and some simply continue the decadent lives they once lived without fear of death at the end of a long decline.

Over the centuries, the method of Zura worship has split into two primary categories outside the blood-loving demons in Nesh. The majority are members of society's elite—aristocrats and politicians, nobles and guild leaders, merchant princes and princesses who continue to seek lives of luxury. These followers compete in their methods of cruelty against those who serve them, often pitting underlings and employees against each other in increasingly violent clashes for their favor. In the same way, Zura manipulates these worshippers as well. To Zura, the sound of worshippers bickering and plotting against each other is a soothing nostalgia in its purest form—her parents are long dead, but in each betrayal and clash played out among her faithful, she experiences pleasure in memories of how it all began.

The other category of worshipper is the lone hunter—pattern killers, executioners, warmongers, and adventurers who keep their faith secret and seek to please Zura with their mounting list of cruelties and crimes so that someday, payment might come due in the form of a vampiric transformation. These worshippers sometimes hide their beliefs behind veneers of civility so that they can continue to operate in society, yet others revel in their faith and instead hide out in the shadows, spending all effort at cultivating a legacy of horror. These urban legends and bogeymen prefer to prey upon lone settlements, and those rare few who draw Zura's delight may find themselves the catalyst for Nesh's latest abducted

addition to those distant valleys in the deeper chasms of the Great Beyond.

A third and far less common category of worshipper are those who have no desire to be transformed into a vampire but are already blood-drinking monsters. This can include werebats who want a more elegant patron to dedicate their bloody sacrifices to than Camazotz or even dhampirs who don't seek full transformation and feed to simulate their inherited hunger. Rare indeed, this category is a catch-all for those who find their way to Zura, be it a misguided redcap, chupacabra that finds itself intelligent enough to hunger for purpose, or even a heretical ugothol who shunned their kind's abhorrence of gods and found faith.

One strong belief all worshippers of Zura hold dear is that their queen was the first vampire to rise from the grave. Urgathoa's faith long predates that of Zura, which casts doubts upon this religious conviction. Likewise, the history of the shadowy strigoi seems to have risen in parallel with that of Zura's faith, yet the records of that ancient time are contradictory and sparse. Zura herself has had a hand in the dulling of these memories, for she is the first to claim the role of first vampire. Those who profess to have proof to the contrary often find themselves among the Vampire Queen's greatest enemies.

TEMPLES AND SHRINES

As in the early days of her faith in Azlant, Zura's worshippers seek to practice their faith in unsuspecting societies. Such a pursuit typically comes with the necessity of consecrating shrines and raising temples in hidden reaches. Basements, caverns, and other underground complexes are popular both because of their locations and also because they vastly limit the touch of the sun's rays. Even those who aren't yet vampires seek to limit their time spent in the sun. After all, best to become used to such a lifestyle early, when a mistake results only in a psychological shock rather than the scouring of undead flesh from bone.

The grandest of these hidden temples are ancient affairs built deep beneath bustling cities where the mortals walk above unaware of what lies beneath. From these fortified temples, Zura's faith carefully hunt among the populace at night, bringing them back to the temple to be sacrificed in bloody rites attended by some of the city's most powerful players who indulge in profane worship.

Those who maintain villas or palaces above ground often set aside a single room or suite somewhere deep within the structure. A few have even been known to

build these shrines in the tops of spires or areas fitted with many windows that are kept covered with thick curtains—out of an arrogant need to show no fear or an unacknowledged urge for self-destruction.

When a cult of Zura moves into a new territory (often because they were routed out of another settlement and needed to establish a new temple), they acquire expansive and abandoned places such as factories, asylums, and other sprawling buildings with plenty of rooms and basements to hide their activities. If they're careful with their comings and goings, don't prey on the nearby population too carelessly, and obtain the property in a safe manner, a cult of Zura can go unnoticed for generations.



Zura Worshipper

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A PRIEST'S ROLE

Zura's faith has little organizational core. There are no long-standing traditions and ceremonies that must be followed religiously, and each of the different sects or lone worshippers come to the faith with their own rules and methodology. The one thing all priests of Zura seek is power—be it power as a ruler over a settlement (either somewhere in the world or beyond its borders in far Nesh), power over their families and legacies, or power over life itself culminating in a transformation into a vampire. All actions the priest takes are informed by this self-centered need, and other worshippers of Zura are suitable targets for betrayal if such would bring themselves greater strength and strength.

At the same time, all priests of Zura understand that their faith is feared and hated by others. As such, they hone their skills at deception and blackmail, seeking constantly to undermine the convictions and purity of others in positions of power throughout their surrounding society. Corrupting leaders, rival faiths, and heroes to lifestyles of sin and horror is another constant goal, for when those who would cast you out are themselves the very monsters they profess to fight against, the threat of exposure is greater protection than any suit of armor or secret hideout. And those who fall fully into Zura's faith often see the priest as a mentor or sponsor, and learn only too late that the central tenet of the Vampire Queen is that it's every vampire for themselves.

Zurans who find themselves in remote areas far from the oversight of enemies of the faith yet with a sizable number of locals to manipulate often seek to emulate the way in which their goddess keeps collections of unknowing victims in Nesh. Whether the occupants of these remote settlements know the truth about their vampiric leader and seek to earn their way into her faith or live deluded lives ignorant of what they're really being kept safe for varies from priest to priest.

HOLIDAYS

As disorganized as the faith is, each worshipper of Zura has their own personal favorite days during which they typically celebrate with a blood-soaked feast or a murderous hunt. In societies where the Zurans openly control a town, they'll often set up special days during which their subjects feast and frolic—often thinly obscured festivals aimed at selecting a (knowing or otherwise) sacrifice to the vampire lady or lord. Others simply celebrate the day they first came to the faith as a sort of birthday to themselves, while still others co-opt

local holidays and do their best to twist them into excuses for hidden atrocities. To these cruel Zurans, successfully training a society into fearing a once-beloved festival as a time when the monsters come out is as good as it gets.

APHORISMS

While the faith of Zura is fractured and disparate, certain practices and phrases have found resonance over time. These phrases are often used more as passphrases between worshippers as one way to establish a higher likelihood of shared values. Of course, enemies can learn these aphorisms and use them—to say nothing of how eager some Zurans are to betray their own kind—and so the eldest among the faith use these phrases less as religious mantras or codes than they do as ironic jokes. When a new worshipper of Zura reacts to a spoken aphorism with religious zeal or a glint of excitement at “knowing the secret words,” the Zuran elders smile inside and mark the fool for the feast. As with holidays and holy texts, these phrases can vary wildly, but they often revolve around feasting or drinking.

HOLY TEXT

Zurans don't have a specific single holy text, yet texts remain important to the faithful. Lone Zurans—the secret murderers, executioners, or warlords who exist in an unsuspecting society—keep journals of their accomplishments and goals, often written in code or lost languages in the event of their records falling into the wrong hands. Those Zurans who flaunt their positions in high society keep similar journals, though these appear to be more like an eclectic collection of recipes, party notes, family lineages, organizational charts, and social calendars than anything sinister. Yet these books are coded as well, each unique to the individual worshipper so that rivals in the faith won't learn their secrets. A notation of a recipe for “poached salmon with mint,” for example, could be a cunning record of the writer's feasting upon a family of riverside fishers hunted down in their own herb garden. Similarly, a series of dates in a calendar listing birthdays and anniversaries of supposed friends and acquaintances are in fact lists of entirely different victims captured and devoured by the writer. In general, any attempt to read and learn the secrets of a Zuran's journal requires the reader to understand the obscure language they're written in, but also to successfully Decipher Writing with a Society check (typically against a standard DC for the writer's level) in order to learn the truth.

RELATIONS WITH OTHER RELIGIONS

Zura's faithful often have to maintain lip service to other deities, even those whose dogma teaches that undead and vampires are reprehensible monstrosities that must be slain. This is all part of the game of deception, and a worshipper of Zura never need fear castigation from the faith or a fall from grace simply because they offer daily prayers to Sarenrae or constantly send offerings to the local temple of Pharasma. To the Zuran, this is merely another example of life's great deceptions and the thrill of manipulation. The long con of corrupting a rival faith into acts of cannibalism or drinking blood is the greatest honor a Zuran can bring to the Vampire Queen, after all.

Still, faiths like those of Sarenrae and Pharasma see Zura's worship as particularly hateful and dangerous, and more often than not, they see through attempts at deception. In these cases, the Zuran faithful rarely stand and fight, instead offering up loyal and often delusional underlings to stand in the way of rival faiths' wrath while the vampire-worshipping leaders escape to new lands ignorant of their plots and beliefs.

It remains unclear whether Zura worshipped Urgathoa in life. Certainly the faith of the Pallid Princess predates Zura's rise in Azlant. While the two faiths have much in common—both being associated with undeath and the pleasures of forbidden consumptions—the relationship between the faiths (as well as between Urgathoa and Zura) is more complicated. At times, they work closely together toward a common goal or mingle in shared holidays where blood flows freely. Yet sometimes they clash in violent conflicts that rival those of any interfaith war. Both faiths appeal to similar categories of sinner, and thus there's much competition among the priesthood of each to recruit these sinners into their ranks.

One significant difference between these faiths is in their relationship to blood. For Urgathoa's faith, blood is seen as life—a sustaining fluid that all vampires crave and that all living creatures need. To drain a creature of its blood is to remove from it the purity of life. To the cult of Zura, though, blood can give life. Just as it can nourish the hungry vampire, it can be used to empower horrific constructs, allow plants to grow in areas the sun might never shine, and can even flow through the gears of clockworks instead of oil and allow them to run without need for winding as long as their siphons receive regular donations of blood.

Zura is also part of a number of pantheons, those loose alliances of gods and their followers based on

shared outlooks and mutual areas of concern. She is of course part of the group of divinities referred to as demon lords, but she also holds a place in the ancient Azlanti pantheon since she was closely associated with Azlant in her mortal life through the continent's destruction during Earthfall. The smallest and most interesting pantheon Zura is a part of is called the Children of the Night. This pantheon is a collection of gods known for their predatory, cruel, and blood-soaked faiths, and include other deities such as Camazotz, Nin, Urgathoa, and Yaezhing, in addition to Zura. For more information on the Children of Night see *Pathfinder Lost Omens Divine Mysteries* page 242.

ZURA

Zura is the patron of the vampire predator—be they a feral beast who ravages the countryside or the influential noble who treats their people as a buffet. Once an Azlanti aristocrat herself, her faithful in the modern world may have dwindled, but those who worship her are no less zealous and obsessed with earning her praise.



THE VAMPIRE QUEEN

Areas of Concern blood, cannibalism, vampires

Edicts Drink blood, seek vampirism, cause bleed damage

Anathema Expose vampires for what they are, heal a bleeding wound without first drinking blood from it

Divine Attribute Strength or Charisma

Devotee Benefits

Cleric Spells 1st: *charm*; 4th: *vapor form*; 7th: *mask of terror*

Divine Font *harm*

Divine Sanctification must choose unholy

Divine Skill Diplomacy

Domains disorientation, indulgence, nightmares, undeath

Alternate Domains decay, swarm

Favored Weapon rapier

Avatar Form

When casting *avatar* (*Player Core* 316), a worshipper of Zura transforms into a bat-winged and emaciated version of themselves, with streamers of blood drifting from their joints to waft and ripple in the air as if they were descending crimson ribbons. They gain the following additional abilities.

- **Zura** Speed 30 feet, fly 70 feet; **Melee** ♦ jaws (deadly 3d8), **Damage** 6d6 piercing plus 2d6 persistent bleed; **Ranged** ♦ blood ribbon lash (range 60 feet), **Damage** 6d4 slashing plus 2d4 persistent bleed

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ESSENCE FORGES

The spellcasters of Azlant were talented beyond measure, and though Earthfall destroyed their society, many of their methods for constructing magical items persisted through the Age of Darkness. Not all their crafting secrets survived, however—the once-widespread *essence forges* were sadly among the methodologies lost to modern magical artisans.

Like forges used to craft metal tools, *essence forges* are sizable and not easily transported. While the forges found in this volume's adventure are essentially impossible to move from the locations where they're found, at your discretion, PCs who discover them could eventually reverse engineer them or develop methods to transport them elsewhere, though such a feat is beyond the scope of this campaign.

ESSENCE FORGE

ITEM 6+

RARE MAGICAL

Bulk 20

An *essence forge* consists of a large stone workbench with a receptacle for fuel built into the left side. Sparkling crystals are embedded across the forge's structure, with additional flourishes made from a different material, as appropriate to the type of forge.

Life forges are adorned with fossilized bones and petrified wood. They're used to craft items associated with the divine and primal magic traditions. One must attempt a Nature or Religion check to prime a *life forge*.

Matter forges are decorated with strips of precious metal. They can be used to craft items associated with the arcane and primal magic traditions. One must attempt an Arcana or Nature check to prime a *matter forge*.

Mind forges are accentuated with glittering gemstones. They can be used to craft items associated with the arcane and occult magic traditions. One must attempt an Arcana or Occultism check to prime a *mind forge*.

Spirit forges are emblazoned with strange runes and obscure symbols enhanced by different pigments. They can be used to craft items associated with the divine and occult magic traditions. One must attempt an Occultism or Religion check to prime a *spirit forge*.

Activate—Prime the Forge 1 minute (concentrate, manipulate) **Requirements** The *essence forge* doesn't currently contain any stored essence; **Effect** You prepare the *essence forge* for use by placing raw materials in

ESSENCE FORGE CRAFTING

When you finish crafting with an *essence forge*, consult the following to determine how successful you were.

0 or fewer Forge Points: The essence was tainted or your concentration was lacking. An illusory object manifests, but it's a non-magical, worthless level 0 replica of the item you intended to craft.

1–3 Forge Points: The item you craft is functional but temporary. It falls apart after it's activated or after 24 hours, whichever comes first.

4–5 Forge Points: You successfully craft the item.

6 or more Forge Points: You successfully craft the item, and it works better than expected. Choose one of the following enhancements to add to the item:

- If the item has an activation that has a frequency of once per day, that activation can be made an additional time each day.
- If the item has an activation that has a save DC or Strike modifier, that DC or Strike gains a +1 bonus.
- If the item is an invested item, it grants a +1 item bonus to initiative checks as long as you have it invested.
- The item is well crafted and can be sold for 60% of its price, rather than half of its price.

its receptacle then spend an hour concentrating on the forge, using your own magical potential to consume the materials. The combined gp value of the raw materials sets the maximum price of the item you can craft with the *essence forge*. An *essence forge's* receptacle can hold no more than 3 Bulk of raw materials, so coins, gemstones, or small valuable objects or items make for the best sources of fuel. Attempt an Arcana, Nature, Occultism, or Religion check as appropriate for the tradition of *essence forge* you're using to focus your magical potential on the receptacle; the DC for this check depends on the type of forge (lesser, moderate, or greater) you're using.

Critical Success The raw materials are consumed, and the *essence forge* stores essence equal to the value of the raw materials. Additional essence overflows

back into you, granting an item bonus to the skill you used to Prime the Forge for the next 24 hours. The size of the item bonus depends on the type of the forge.

Success The raw materials are consumed, and the *essence forge* stores essence equal to the value of the raw materials.

Failure The raw materials are consumed, but the burn is inefficient, and the *essence forge* stores essence equal to half the value of the raw materials.

Critical Failure The raw materials are consumed and lost, but no essence is stored in the forge; the raw materials are wasted.

Activate—Craft an Item 2 hours (concentrate, manipulate) **Requirements** The *essence forge* has been primed with

raw materials equaling or exceeding the value of the item you intend to craft, and you are not fatigued; **Effect** You place your hands atop the forge's workspace and focus your concentration on the essence contained within the forge. Choose an item whose formula you have and whose level is equal to or less than the *essence forge*'s level, or choose an *essence charm* (page 81). The *essence forge* begins to construct that item as you concentrate, causing an increasingly realistic illusion of the item to come into focus atop the forge's workspace. Attempt a Crafting check with a DC determined by the forge's type (lesser, moderate, or greater); this check earns Forge Points (using the Victory Point system in *Pathfinder GM Core* 184). You can sustain this activation for up to 8 hours; each time you sustain the activation, attempt another Crafting check to earn Forge Points. When you choose to end the activation, you become fatigued, and any remaining essence stored in the forge dissipates with no further effect. Consult the sidebar on page 79 to determine if you were successful in crafting the item you chose.

Activate—Absorb Essence ◆ (concentrate, healing, manipulate) **Requirement** The *essence forge* contains essence; **Effect** You absorb the essence in the forge, emptying it and allowing it to be primed. If the essence value in the forge is equal to or greater than the value determined by the forge's type, the forge heals you for its type's listed HP. Otherwise the absorbed essence has no effect.

Type lesser; **Level** 6; **Price** 250 gp

DC 20 check to use the forge. When you critically succeed at Priming the Forge, you gain a +1 item bonus, and when you Absorb Essence worth at least 50 gp, the forge restores 3d8+10 Hit Points.

Type moderate; **Level** 12; **Price** 2,000 gp

DC 30 check to use the forge. When you critically succeed at Priming the Forge, you gain a +2 item bonus, and when you Absorb Essence worth at least 400 gp, the forge restores 6d8+20 Hit Points.

Type greater; **Level** 18; **Price** 24,000 gp

DC 40 check to use the forge. When you critically succeed at Priming the Forge, you gain a +3 item bonus, and when you Absorb Essence worth at least 5,000 gp, the forge restores 8d8+30 Hit Points.

ITEMS

Artifact

CLOCKWORK SUN

ITEM 20

RARE ARCANES ARTIFACT CLOCKWORK

Bulk 24

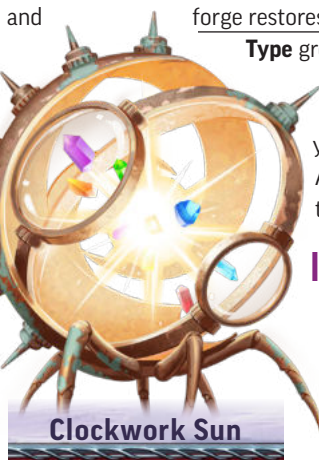
AC 45; Fort +36, Ref +30

Hardness 20; **HP** 300 (BT 150); **Immunities** critical hits, object immunities, precision damage; **Weaknesses** electricity 20, orichalcum 20; **Resistances** physical 20 (except adamantine or orichalcum)

Speed 10 feet, climb 10 feet

At the height of the Azlant Empire, there were those who had the wealth and skill to elevate the hobby of terrarium-keeping into a truly breathtaking endeavor. By deploying a *clockwork sun* into a subterranean cavern, these power-drunk overlords introduced a day-night cycle to chambers that otherwise would never have felt the touch of sunlight. At Azlant's height, an elite association of powerful spellcasters and aristocrats kept vast underground terrariums outfitted with *clockwork suns*, competing to see who could create the most astounding "personal world." Yet not all *clockwork suns* were the playthings of the rich and bored. The one in En-Gokal served a practical purpose, nurturing farmlands that kept the inmates and staff of the prison fed. Even now, centuries after the cataclysmic events of Earthfall, this *clockwork sun* continues its relentless crawl across the cavern above Underheaven.

A *clockwork sun* is an elephant-sized sphere of polished bronze plates fitted with glowing crystals, all arranged around a heart of grinding gears. An array of magical lenses amplifies the energy shed by a single *aeon stone* set in the center of the artifact, generating light that mimics that of a real sun. A series of short, spider-like legs along one side of the sun grants the artifact lumbering mobility. So long as at least one of these appendages remains in contact with a solid surface, the *clockwork sun* moves as if gravity were pulling it toward that surface, allowing the sun to move along walls and across ceilings with ease (although a *clockwork sun* walking on a wall or ceiling immediately falls if it loses contact with this surface).



Activate—Set Cycle 10 minutes (concentrate, manipulate)

Effect You program the *clockwork sun*'s motions and periods of illumination over the course of a 24-hour cycle. The *clockwork sun* follows this cycle exactly and must return to its starting point at the end of each cycle. If it does so, the act of the cycle automatically winds the *clockwork sun*, and it repeats the cycle. A *clockwork sun* that encounters an unexpected barrier can navigate simple blockades by moving around or climbing over them—as such, many users set a *clockwork sun*'s cycle to take less time than 24 hours, giving the artifact plenty of time to return to its starting spot if it's forced take detours.

As part of setting the *clockwork sun*'s cycle, you also determine the periods during which the artifact is illuminated; the total illumination time can't be longer than half the sun's total cycle time (typically 12 hours). While illuminated, a *clockwork sun* sheds bright light equivalent to that of a sunny day to a radius of 1 mile. A sighted creature that ends their turn within 20 feet of an illuminated *clockwork sun* and didn't Avert Gaze during their turn must succeed at a DC 43 Fortitude save or be dazzled for 1 minute (blinded for 1 minute on a critical failure). Creatures at a further distance can look directly at the light without fear, as it's not as intense as true sunlight.

Creatures that are vulnerable to sunlight (such as deros or vampires) do not treat the light of a *clockwork sun* as true sunlight, but if they start their turn within the illumination, they must succeed at a DC 43 Will save or become sickened 1 (sickened 2 on a critical failure) from the minor but discomforting pain the near-sunlight induces.

Destruction A *clockwork sun* can be destroyed by mundane means, but its armored frame and high Hit Points make them difficult to damage. A *clockwork sun* reduced to 0 HP is destroyed and explodes in a blast of shrapnel and fire in a 40-foot emanation. Creatures in the area take 10d6 piercing and 10d6 fire damage (DC 43 basic Reflex save).

Alchemical Item

BITTERBLOOD ELIXIR

ITEM 6

RARE ALCHEMICAL CONSUMABLE ELIXIR

Price 40 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

Bitterblood elixir is a pale pink color, like that of water tinted by a few drops of blood. After you drink this elixir, your blood becomes dangerous for other creatures to consume. For the next hour, whenever a creature drinks your blood, the elixir changes your blood into a foul-tasting acid as it mixes with the drinker's saliva. You're unharmed by this transformation, but the blood drinker must attempt a DC 20 Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes 2d6 acid damage and is sickened 1.

Failure The creature takes 4d6 acid damage and is sickened 2.

Critical Failure The creature takes 4d6 acid damage, 2d6 persistent acid damage, and is sickened 3.

Momentary Magic

PSYCHE SALTS

ITEM 5+

RARE CONSUMABLE MAGICAL POTION

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

A dose of *psyche salts* is kept in a small, corked vial. When you activate *psyche salts*, you uncork and pass the open end of the vial near the head of an adjacent creature. The salts within fizz and evaporate, creating a sour-smelling cloud that envelops the creature's head before fading. As they do, the vapors attempt to clear harmful influences from the creature's mind. The creature gains the effect of a *clear mind* spell and a +1 item bonus to saving throws against mental effects for 10 minutes.

Type lesser; **Level** 5; **Price** 30 gp

The *psyche salts* grants the effects of a 2nd-rank *clear mind* spell, with a +11 counteract check modifier.

Type moderate; **Level** 9; **Price** 150 gp

The *psyche salts* grants the effects of a 4th-rank *clear mind* spell, with a +17 counteract check modifier. The item bonus increases to +2.

Type greater; **Level** 17; **Price** 3,000 gp

The *psyche salts* grants the effects of an 8th-rank *clear mind* spell, with a +27 counteract check modifier. The item bonus increases to +3.

Trappings of Power

ESSENCE CHARM

ITEM 4

RARE INVESTED MAGICAL

Price 100 gp

Usage worn; **Bulk** —

Anyone can use an *essence forge* to craft an *essence charm* without needing to know the formula for an *essence charm*. No larger than a coin, an *essence charm* is normally worn around the neck or hung from a belt—its exact appearance is up to the crafter. When an *essence charm* is created, its crafter selects a skill in which they are at least trained. The *essence charm* grants a +1 item bonus to that skill when worn.

Activate—Lucky Charm ◆ (concentrate) **Frequency** once per day; **Trigger** You fail or critically fail a check using the *essence charm*'s chosen skill; **Effect** A failed check becomes a success, and a critical failure becomes a failure.

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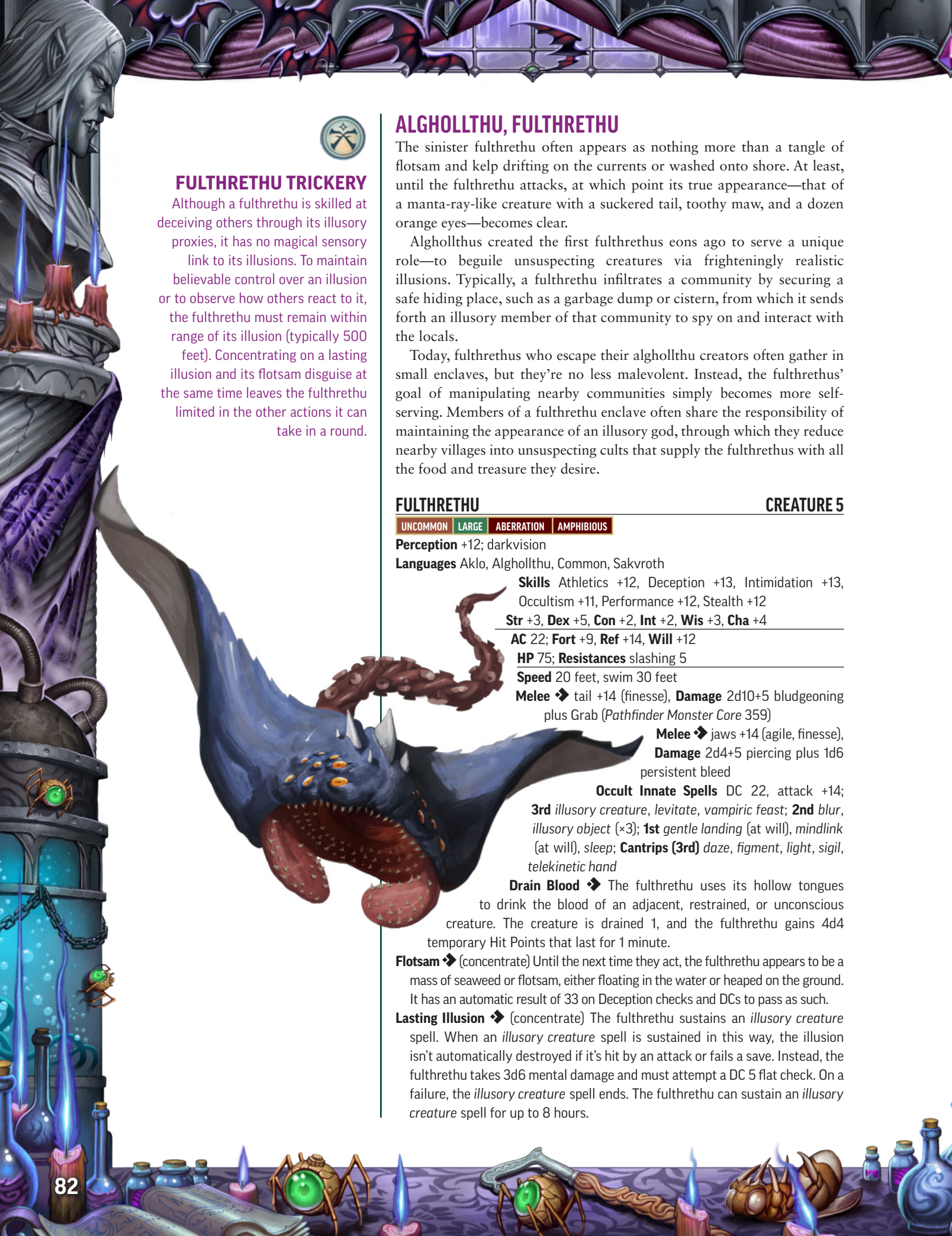
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FULTHRETHU TRICKERY

Although a fulthrethu is skilled at deceiving others through its illusory proxies, it has no magical sensory link to its illusions. To maintain believable control over an illusion or to observe how others react to it, the fulthrethu must remain within range of its illusion (typically 500 feet). Concentrating on a lasting illusion and its flotsam disguise at the same time leaves the fulthrethu limited in the other actions it can take in a round.

ALGHOLLTHU, FULTHRETHU

The sinister fulthrethu often appears as nothing more than a tangle of flotsam and kelp drifting on the currents or washed onto shore. At least, until the fulthrethu attacks, at which point its true appearance—that of a manta-ray-like creature with a suckered tail, toothy maw, and a dozen orange eyes—becomes clear.

Alghollthus created the first fulthrethus eons ago to serve a unique role—to beguile unsuspecting creatures via frighteningly realistic illusions. Typically, a fulthrethu infiltrates a community by securing a safe hiding place, such as a garbage dump or cistern, from which it sends forth an illusory member of that community to spy on and interact with the locals.

Today, fulthrethus who escape their alghollthu creators often gather in small enclaves, but they're no less malevolent. Instead, the fulthrethus' goal of manipulating nearby communities simply becomes more self-serving. Members of a fulthrethu enclave often share the responsibility of maintaining the appearance of an illusory god, through which they reduce nearby villages into unsuspecting cults that supply the fulthrethus with all the food and treasure they desire.

FULTHRETHU

CREATURE 5

UNCOMMON LARGE ABERRATION AMPHIBIOUS

Perception +12; darkvision

Languages Aklo, Alghollthu, Common, Sakvroth

Skills Athletics +12, Deception +13, Intimidation +13, Occultism +11, Performance +12, Stealth +12

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

AC 22; **Fort** +9, **Ref** +14, **Will** +12

HP 75; **Resistances** slashing 5

Speed 20 feet, swim 30 feet

Melee ♦ tail +14 (finesse), **Damage** 2d10+5 bludgeoning plus Grab (*Pathfinder Monster Core* 359)

Melee ♦ jaws +14 (agile, finesse), **Damage** 2d4+5 piercing plus 1d6 persistent bleed

Occult Innate Spells DC 22, attack +14; **3rd** *illusory creature*, *levitate*, *vampiric feast*; **2nd** *blur*, *illusory object* (×3); **1st** *gentle landing* (at will), *mindlink* (at will), *sleep*; **Cantrips (3rd)** *daze*, *figment*, *light*, *sigil*, *telekinetic hand*

Drain Blood ♦ The fulthrethu uses its hollow tongues to drink the blood of an adjacent, restrained, or unconscious creature. The creature is drained 1, and the fulthrethu gains 4d4 temporary Hit Points that last for 1 minute.

Flotsam ♦ (concentrate) Until the next time they act, the fulthrethu appears to be a mass of seaweed or flotsam, either floating in the water or heaped on the ground. It has an automatic result of 33 on Deception checks and DCs to pass as such.

Lasting Illusion ♦ (concentrate) The fulthrethu sustains an *illusory creature* spell. When an *illusory creature* spell is sustained in this way, the illusion isn't automatically destroyed if it's hit by an attack or fails a save. Instead, the fulthrethu takes 3d6 mental damage and must attempt a DC 5 flat check. On a failure, the *illusory creature* spell ends. The fulthrethu can sustain an *illusory creature* spell for up to 8 hours.

CREeping CLOT

The unsettling creeping clot appears like a disgusting mound of half-coagulated blood that seeps a constant red effluvium, which in turn is slurped up by the clot's slithering feelers before the stain can spread more than a few inches from its central mass. When it senses danger, a creeping clot can form a protective shell of hardened ooze that makes it look like an enormous scab.

It's a common misconception that a creeping clot feeds on blood. In fact, this crusty ooze absorbs minerals from flesh and blood alike by burrowing its tendrils into a creature, a process that creates painful—and sometimes fatal—blood clotting within the victim's body.

CREeping CLOT

CREATURE 5

UNCOMMON MEDIUM AMPHIBIOUS MINDLESS OOZE

Perception +7; amphibious motion sense (precise) 60 feet, no vision

Skills Athletics +13

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

Amphibious Motion Sense A creeping clot can feel nearby motion through vibrations in air and water.

AC 12; **Fort** +15, **Ref** +4, **Will** +7

HP 150; **Immunities** acid, bleed, bludgeoning, critical hits, mental, precision, unconscious, visual

Clot Armor (primal) **Requirement** The creeping clot is not immersed in liquid; **Effect** The creeping clot remains motionless for 1 minute, causing its outer mass to form a thick shell of clotted plasm. Its Armor Class increases to 22 and it becomes slowed 1. Though the creeping clot remains immune to the additional damage from a critical hit, its clot armor is destroyed automatically upon taking a critical hit, taking 50 damage from a single Strike, or as soon as it is immersed in liquid.

Speed 20 feet, climb 15 feet, swim 30 feet

Melee ♦ pseudopod +15, **Damage** 2d8+7 bludgeoning plus Grab

Melee ♦ tendril +15 (reach 10 feet), **Damage** 2d8+2 piercing plus jelly blood

Jelly Blood (disease) **Saving Throw** DC 22 Fortitude; **Stage 1** target gains resistance 5 to bleed damage (1 hour); **Stage 2** as stage 1 plus slowed 1 (1 day); **Stage 3** as stage 2 plus drained 1 (1 day); **Stage 4** as stage 2 plus drained 2 (1 day); **Stage 5** as stage 2 plus unconscious (1 hour); **Stage 6** dead

Tendrill Feeding ♦ **Requirements** The creeping clot has a creature grabbed; **Effect** The creeping clot burrows tendrils into the grabbed creature. The creature takes 2d8+2 piercing damage (DC 22 basic Fortitude save) and is exposed to jelly blood.

Tendrill Storm ♦♦♦ **Requirements** The creeping clot doesn't have clot armor; **Effect** The creeping clot extends dozens of whipping, slashing tendrils, attacking all creatures in reach. The clot makes a tendrill Strike against each enemy within its tendrill reach. Each attack counts toward the clot's multiple attack penalty, but the multiple attack penalty doesn't increase until after all the attacks.



FARMING CLOTS

A creeping clot's toxin can be harvested as a useful (if risky) medicinal. A successful DC 22 Medicine or Survival check and 10 minutes of work on a creeping clot that's been dead for no more than 1 hour produces 1 dose of creeping clot serum (2 doses on a critical success). A critical failure exposes the harvesting creature to the clot's jelly blood. A dose of creeping slot serum spoils after 24 hours. If a dose of creeping clot serum is used while Administering First Aid to stop bleeding, the Medicine check gains a +3 item bonus, but on a critical failure, the victim is exposed to jelly blood.

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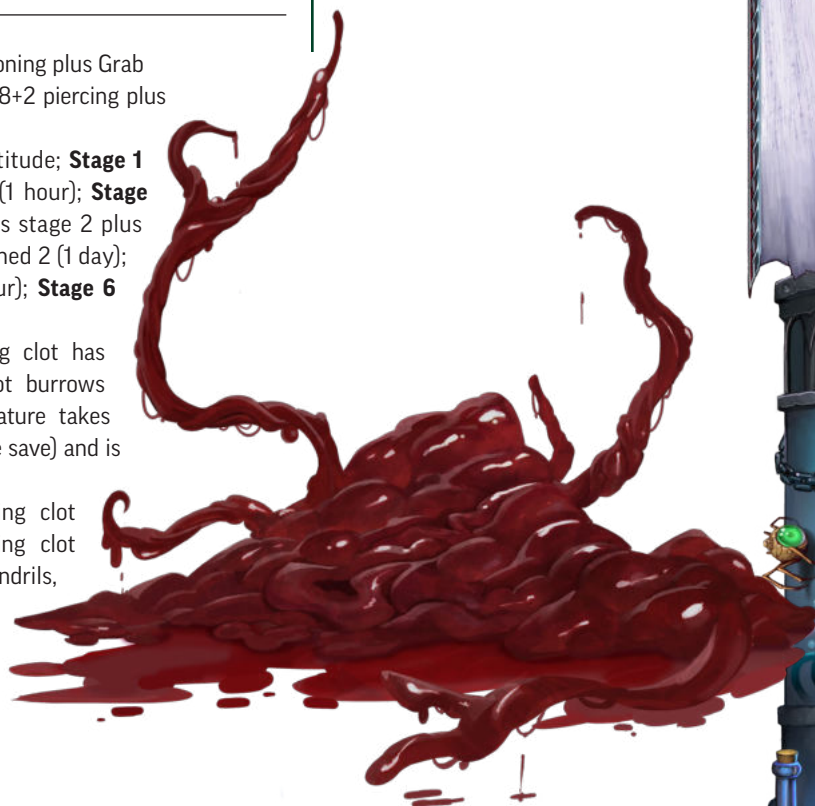
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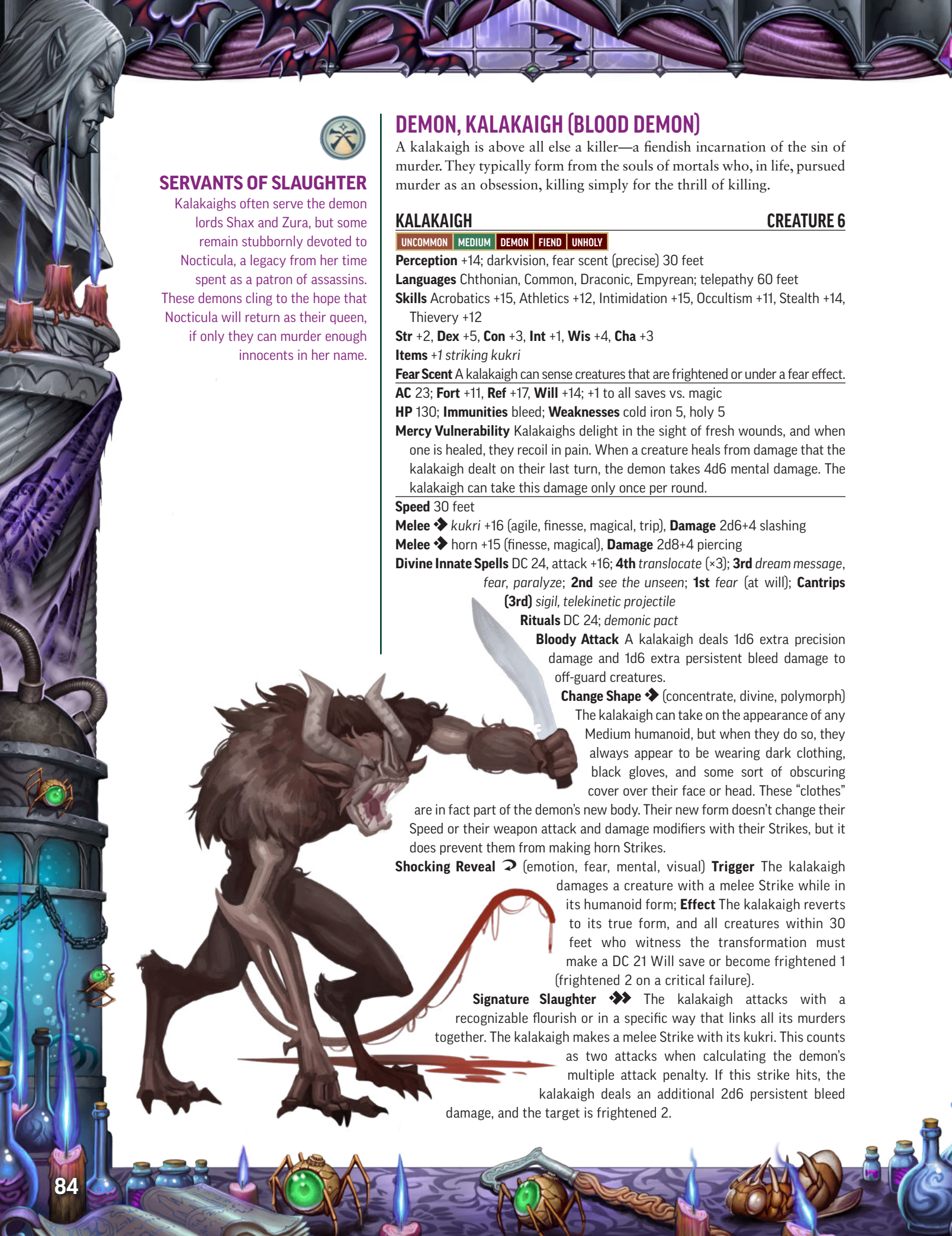
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SERVANTS OF SLAUGHTER

Kalakaighs often serve the demon lords Shax and Zura, but some remain stubbornly devoted to Nocticula, a legacy from her time spent as a patron of assassins. These demons cling to the hope that Nocticula will return as their queen, if only they can murder enough innocents in her name.

DEMON, KALAKAIGH (BLOOD DEMON)

A kalakaigh is above all else a killer—a fiendish incarnation of the sin of murder. They typically form from the souls of mortals who, in life, pursued murder as an obsession, killing simply for the thrill of killing.

KALAKAIGH

CREATURE 6

UNCOMMON MEDIUM DEMON FIEND UNHOLY

Perception +14; darkvision, fear scent (precise) 30 feet

Languages Chthonian, Common, Draconic, Empyrean; telepathy 60 feet

Skills Acrobatics +15, Athletics +12, Intimidation +15, Occultism +11, Stealth +14, Thievery +12

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

Items +1 striking kukri

Fear Scent A kalakaigh can sense creatures that are frightened or under a fear effect.

AC 23; **Fort** +11, **Ref** +17, **Will** +14; +1 to all saves vs. magic

HP 130; **Immunities** bleed; **Weaknesses** cold iron 5, holy 5

Mercy Vulnerability Kalakaighs delight in the sight of fresh wounds, and when one is healed, they recoil in pain. When a creature heals from damage that the kalakaigh dealt on their last turn, the demon takes 4d6 mental damage. The kalakaigh can take this damage only once per round.

Speed 30 feet

Melee ♦ kukri +16 (agile, finesse, magical, trip), **Damage** 2d6+4 slashing

Melee ♦ horn +15 (finesse, magical), **Damage** 2d8+4 piercing

Divine Innate Spells DC 24, attack +16; **4th** *translocate* (×3); **3rd** *dream message*, *fear*, *paralyze*; **2nd** *see the unseen*; **1st** *fear* (at will); **Cantrips** (3rd) *sigil*, *telekinetic projectile*

Rituals DC 24; *demonic pact*

Bloody Attack A kalakaigh deals 1d6 extra precision damage and 1d6 extra persistent bleed damage to off-guard creatures.

Change Shape ♦ (concentrate, divine, polymorph)

The kalakaigh can take on the appearance of any Medium humanoid, but when they do so, they always appear to be wearing dark clothing, black gloves, and some sort of obscuring cover over their face or head. These “clothes” are in fact part of the demon’s new body. Their new form doesn’t change their Speed or their weapon attack and damage modifiers with their Strikes, but it does prevent them from making horn Strikes.

Shocking Reveal ↻ (emotion, fear, mental, visual) **Trigger** The kalakaigh damages a creature with a melee Strike while in its humanoid form; **Effect** The kalakaigh reverts to its true form, and all creatures within 30 feet who witness the transformation must make a DC 21 Will save or become frightened 1 (frightened 2 on a critical failure).

Signature Slaughter ♦♦ The kalakaigh attacks with a recognizable flourish or in a specific way that links all its murders together. The kalakaigh makes a melee Strike with its kukri. This counts as two attacks when calculating the demon’s multiple attack penalty. If this strike hits, the kalakaigh deals an additional 2d6 persistent bleed damage, and the target is frightened 2.

FOGFISHER

Fogfishers are rarely encountered less than a mile above the ground, preferring instead to drift high in the atmosphere in clusters that look like drifting fog banks. Only when their favored foods—birds, bats, and other tiny flying creatures—grow scarce do fogfishers descend to feed. Fogfishers trapped in enclosed areas, such as subterranean caverns, might be forced into such tactics.

A fogfisher appears as an ovoid mass of pulsing, translucent flesh from which dangle dozens of spike-tipped tendrils. When it attacks, the fogfisher launches a harpoon-like hook. By injecting victims with its buoyant drifting toxin, a fogfisher can reel in creatures much larger than its typical vermin prey.

FOGFISHER

CREATURE 4

RARE **LARGE** **ABERRATION**

Perception +13; **mist vision**

Languages Sussuran (can't speak any language)

Skills Acrobatics +12, Athletics +10, Stealth +11

Str +2, **Dex** +4, **Con** +2, **Int** -3, **Wis** +5, **Cha** +0

Mist Vision The fogfisher ignores the concealed condition from fog and mist.

AC 20; **Fort** +8, **Ref** +12, **Will** +13

HP 50; **Immunities** acid; **Weaknesses** silver 5, slashing 5; **Resistances** bludgeoning 5

Fog Aura (air, aura, primal) 15 feet. The fogfisher constantly exudes an aura of fog. All creatures within the aura become concealed, and all creatures outside the fog become concealed to creatures within it.

Fog Rupture If a fogfisher takes damage from a critical hit, it must succeed at a DC 16 flat check or the sac that produces its fog aura ruptures. This causes its fog aura to dissipate at the start of the fogfisher's next turn. The fogfisher is then slowed 1 for 24 hours, after which it recovers and produces its fog aura again.

Speed 10 feet, fly 25 feet

Melee ♦ tendrils +12 (agile, finesse), **Damage** 2d4+4 piercing plus 1d4 acid

Ranged ♦ harpoon hook +12 (propulsive, range increment 30 feet),

Damage 2d6+3 piercing plus Grab and drifting toxin

Drifting Toxin (poison, primal) **Saving Throw** DC 21 Fortitude;

Maximum Duration 10 minutes; **Stage 1** the creature becomes buoyant in the air and is treated as a Tiny creature for the purposes of wind effects and being pulled by the fogfisher's harpoon; if the creature falls, it drifts gently to the ground (1 round); **Stage 2** as stage 1 plus enfeebled 1 (1 minute)

Reel In ♦ (manipulate) **Requirement** The fogfisher has a Tiny creature grabbed with its harpoon; **Effect** The fogfisher retracts its harpoon, pulling the grabbed creature toward it. The grabbed creature must attempt a DC 21 Fortitude save.

Critical Success The fogfisher fails to move the creature.

Success The fogfisher pulls the creature 5 feet closer.

Failure The fogfisher pulls the creature up to 30 feet closer.

Critical Failure The fogfisher pulls the creature to an adjacent space.

Rip Out ♦ **Requirement** The fogfisher has a creature grabbed with its harpoon; **Effect** The fogfisher rips free its harpoon, retracting the spike and leaving a bloody hole behind. The grabbed creature is no longer grabbed and takes 3d6 persistent bleed damage (DC 21 basic Fortitude save).



FISHERS ABOVE

The fogfisher occupies a similar ecological niche as another deadly predator of the world above—the sky fisher (*Pathfinder Howl of the Wild* 181). Scholars have noted the similarities between these creatures, although enough differences remain to suggest the two are unrelated. It makes one wonder, though, what other predators might lurk in the cloud-jungles high above the ground.

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VAMPIRE ADMIRERS

Many vampires are fond of vampire nettles and are unaffected by the plant's intoxicating scent. Some have been known to drink from the nettle's flower, claiming that the blood takes on a pleasant piquancy akin to notes of a fine wine.

VAMPIRE NETTLE

While the aptly named vampire nettle isn't undead, it tends to grow in places frequented by vampires, and this sinister plant's presence is often a key indicator that a graveyard houses more than just the dead. A vampire nettle appears as a coil of thorny vines with narrow, triangular leaves. A single stalk emerges from the plant's central mass, growing to a height of about three feet. The flower that droops from the tip of this stalk is usually white, but for the 24 hours after the nettle feeds, the flower's petals turn blood red.

Due to their affinity with undead, vampire nettles are often found in abandoned burial grounds. Nettles that grow above graves sometimes send roots deep into the ground to suck additional nutrients from the bodies buried below; these vampire nettles often have the elite monster adjustments.

VAMPIRE NETTLE

CREATURE 2

UNCOMMON SMALL MINDLESS PLANT

Perception +8; tremorsense (imprecise) 30 feet

Skills Athletics +7, Stealth +7 (+9 in undergrowth)

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

AC 17; **Fort** +10, **Ref** +7, **Will** +8

HP 36; **Immunities** mental; **Weaknesses** fire 5, slashing 5; **Resistances** bludgeoning 5, piercing 5

Alluring Scent (aura, emotion, incapacitation, mental, occult, olfactory) 30 feet.

The vampire nettle exudes an enticing scent that no two creatures find exactly alike, other than in its alluring nature. A living creature that enters the aura or that starts its turn in the area must attempt a DC 15 Will save.

Critical Success The creature is unaffected and is temporarily immune to alluring scent for 24 hours.

Success The creature becomes stupefied 1 until the start of its next turn.

Failure The creature becomes fascinated, and it must spend each of its actions to move closer to the vampire nettle as expediently as possible, while avoiding obvious dangers. If a fascinated creature is adjacent to a vampire nettle, it stays still and doesn't act. If attacked by the vampire nettle, the creature is freed from captivation at the end of the vampire nettle's turn.

Critical Failure As failure, but if attacked by the vampire nettle, the creature can attempt a new save at the start of its next turn, rather than being freed at the end of the vampire nettle's turn.

Speed 10 feet

Melee ♦ vine +9, **Damage** 1d4+5 slashing plus 1d4 persistent bleed

Absorb Blood ♦ **Requirement** The vampire nettle is adjacent to a creature taking persistent bleed damage; **Effect** The vampire nettle's central stalk dips into the wound and drinks blood. The vampire nettle gains 2d6 temporary Hit Points for 1 hour. The creature becomes enfeebled 1 for 1 hour if it fails a DC 18 Fortitude save (enfeebled 2 on a critical failure).

Bloodless Guardian (occult, void) A living humanoid that dies while under the effects of alluring scent rises as a zombie shambler (*Monster Core* 356) after 1d4 rounds. The zombie isn't controlled by the vampire nettle but typically remains in the area to guard the plant for 1d4 days before wandering off. At some point within 1 week after leaving, the zombie collapses, and a new, fully grown vampire nettle erupts from its chest.



VIPER BAT

Strange creatures dwell in the lightless reaches of the Darklands. With its serpentine body, batlike wings and head, and glowing red eyes, it's hard to tell whether this creature is more bat or snake, and those who consider the viper bat a dumb beast are invariably shocked upon hearing its rasping voice. Though a viper bat's fur is naturally pale, it often appears nearly black as a result of the slick, rancid oil that oozes from the creature's flesh.

Viper bats gather in colonies where they eagerly share stories gathered from those they feed upon, for to be digested by a viper bat is to surrender your secrets to them. Scholars wonder if this eerie side effect points to some ancient link to a ghoul's ability to retain knowledge from the bodies of those they eat, though in the case of a viper bat, once a creature is dead, it can no longer transfer its memories to them. In fact, dead flesh is unpalatable to a viper bat—they crave only living bodies, regurgitating their food into deep crevasses that serve as middens once they can no longer absorb knowledge from a meal.

VIPER BAT

CREATURE 7

UNCOMMON HUGE BEAST

Perception +15; darkvision

Languages Aklo, Common, Necril, Sakvroth

Skills Acrobatics +14, Athletics +16, Deception +15, Occultism +17, Religion +15

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

AC 24; **Fort** +17, **Ref** +12, **Will** +15

HP 115, void healing; **Immunities** death effects, disease, paralyzed, poison;

Resistances mental 5

Oily Coils A viper bat gains a +4 circumstance bonus on Escape checks and to its Fortitude DC against attempts to Grapple them.

Stench (aura, olfactory) 30 feet, DC 16; Undead are immune to viper bat stench.

Speed 20 feet, fly 30 feet

Melee ♦ jaws +18 (reach 10 feet), **Damage** 2d8+8 piercing plus 1d6 poison and Grab

Ranged ♦ spit poison +16 (poison, range increment 20 feet), **Damage** 3d8 poison

Flick Oil ♦♦ (primal) The viper bat flicks its coils, spraying rancid black oil in a 30-foot cone. A creature in the area becomes clumsy 1 and sickened 1 for 1 minute if they fail a DC 25 Fortitude save (clumsy 2 and sickened 2 on a critical failure). The viper bat can't Flick Oil for 1d4 rounds.

Digest Mind (curse, incapacitation, mental, occult) Each time a swallowed creature begins their turn, they are affected by this horrific curse. If a creature escapes being swallowed whole before reaching stage 5, it recovers fully from this curse at the start of its next turn. **Saving Throw** DC 25 Will; **Stage 1** stupefied 1 (1 round); **Stage 2** stupefied 2 and slowed 1 (1 round); **Stage 3** stupefied 3 and slowed 1 (1 round); **Stage 4** stupefied 3 and slowed 2 (1 round); **Stage 5** the target's intellect is permanently reduced below that of an animal, and it loses all abilities that require mental faculties, including spellcasting (unlimited duration).

Swallow Whole ♦ (attack) Medium, digest mind, Rupture 20



FRIENDS TO UNDEATH

Although living, viper bats have a strong affinity with undeath. They are healed by void energy and share many immunities with the undead. Ghouls and vampires have a particular fondness for viper bats, with the latter often feeding their viper bat allies living prisoners who refuse to give up their secrets, in hopes that the viper bat digests those hidden truths.

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Danva

Eternal Mayor of Underheaven

Faceless stalkers who serve the alghollthu empire rarely gather more power, for to their underwater masters, they're little more than tools used to infiltrate the communities of air-breathers. When one ugothol fails their mission, it's simple enough to replace them with another. Those rare few who are allowed to transcend their baseline capability fall into one of two camps—those a more powerful alghollthu specifically selects for a singular mission or those who escape alghollthu control and become their own person.

The ugothol currently known as Danva is one of the latter—to an extent. Once a dutiful denizen of the Darklands charged with infiltrating cavern elf settlements beneath the ruined isles of Azlant, Danva escaped her servitude after the community to which she'd been assigned ran afoul of a serpentfolk raid. The faceless stalker avoided capture and seized her opportunity, making her way through the Darklands until she came upon the shores of a vast subterranean lake situated beneath a rift in the cavern above. Using her occult magic, Danva ascended through the rift into Underheaven, only to be captured by Nalushae's guards shortly thereafter.

Nalushae recognized Danva for what she was and, rather than eat her immediately, offered the ugothol a job. At the time, some of Underheaven's leaders had grown too curious and now threatened the stability of Nalushae's little empire. To curb this burgeoning rebellion, Nalushae proposed that Danva take the place of the previous mayor and keep watch on Underheaven from within. Danva took to her new post eagerly, and over the next few decades served as many different mayors, changing her name and personality to match those of her hand-picked replacements.

The gender-shifting ugothol has served in her current role as Danva, Underheaven's latest mayor, for several years. Had she not murdered the original Danva, her 25th birthday would be coming soon, and ugothol-Danva knows her time in this current form is running out. In response, she's groomed her clerk Kartho to take the role of mayor once Danva "ascends." Of course, when this occurs, Danva will simply steal back into Underheaven, abduct the real Kartho, and abandon Danva's appearance for

that of her former clerk. The ugothol has grown to enjoy this cycle of succession and hopes to continue as Underheaven's mayor for many years to come. Though she's not immortal, alghollthus design their minions to last, and Danva knows she has at least a dozen more changings of the guard before she'll need to consider vampiric immortality—a possibility she's not quite ready to explore.

As mayor of Underheaven, Danva's self-confidence makes her stand out among the stooped and timid villagers. Her distinctive uniform—a blue doublet with golden trim, scarlet ruff, and dark red pantaloons matched with fine boots and an elaborate cap—lend further to her appearance. Though her current form has served her well, she looks forward to her upcoming birthday, when she can upgrade to Kartho's even more handsome mien.

Danva isn't the only ugothol in En-Gokal. Another of her kind has resided in the Broken Palace for years, serving Nalushae as a personal alchemist, brewing dangerous concoctions, vital nutrients for Nalushae's prized carnivorous plants, and even an exquisite alcohol. This ugothol, Glormungost, doesn't like Danva and feels she's a newcomer who's getting far too much attention from Nalushae. For now, Glormungost is biding their time and not letting the good situation they have go to waste—unless they can find someone to get rid of Danva.

CAMPAIGN ROLE

Danva has a complex role in Underheaven and an equally complex role in this adventure. The point at which the PCs first encounter her varies. If they're swift and quiet about their investigations in Underheaven, they might not meet her until they infiltrate the Broken Palace, where they find her in the warden's suite (area N14).

It's more likely, though, that the PCs first encounter Danva after she returns to Underheaven during **Event 3**. In this case, she invites the PCs to talk as detailed on page 39. During their initial discussion, she thanks the PCs for their cooperation and asks a favor from them. Strange monsters have infested Underheaven Lake, and though she's tried to keep their presence a secret, she knows it's only a matter of time before they snatch a villager. She asks



the PCs to travel to the lake (area I) to dispatch the creatures.

While she hopes the fulthrethus in the lake kill the PCs, if the party returns triumphant, Danva expertly conceals her disappointment. She asks all but one of the PCs to spread word of the monsters' defeat throughout Underheaven, requesting that the weakest-looking PC stay behind to give her a more detailed report. If the PCs cooperate, Danva tells the remaining PC that she suspects one of their companions has been possessed by the lake monsters. The possession can be cured, but only if the lone PC helps her brew an antidote.

This is all an elaborate lie, of course, but if the PC falls for it, Danva leads them to her office (area F7). Once they're alone, she uses her *staff of control* to cast *charm* on the PC so she can lure them into the cage in area F10 and assume their form. This process takes about 10 minutes, and if she's successful, Danva returns to the PCs and Lies that they've been invited to the Broken Palace to speak with Danva's superiors. If the PCs fall for this ruse, she leads them to area K1. When the vampires in that area attack, Danva reverts to her true form and fights alongside the vampires to murder the PCs.

If the PCs learn the truth about Danva, she flees to the Broken Palace to warn her mistress, Nalushae; see Nalushae's NPC entry for how she reacts to this news.

DANVA

CREATURE 6

UNIQUE MEDIUM ABERRATION

Female ugothol spy (*Pathfinder Monster Core* 12)

Perception +13; darkvision

Languages Aklo, Alghollthu, Elven, Necril, Sakvroth, Thalassic; *truespeech*

Skills Acrobatics +12, Athletics +14, Deception +15, Diplomacy +13, Intimidation +13, Occultism +13, Society +13, Stealth +14

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

Items +1 mayor's uniform (treat as explorer's clothes), key to prison cells (area N13), lesser psyche salts (3), +1 striking staff of control

Assume Form (concentrate, occult, polymorph) As ugothol.

AC 23; **Fort** +16, **Ref** +12, **Will** +13; +2 status to all saves vs. auditory and visual

HP 92; **Resistances** bludgeoning 5

Speed 25 feet

Melee ♦ *staff* +15 (magical, monk, two-hand d8), **Damage** 2d4+6 bludgeoning

Melee ♦ *claw* +15 (agile), **Damage** 2d6+6 slashing plus Grab

Occult Spontaneous Spells DC 24, attack +16; **3rd** (3 slots) *clairaudience*, *levitate*, *vampiric feast*; **2nd** (3 slots) *blood vendetta*, *illusory creature*, *paranoia*; **1st** (3 slots) *fear*, *sanctuary*, *soothe*; **Cantrips (3rd)** *daze*, *figment*, *light*, *shield*, *telekinetic projectile*

Occult Innate Spells DC 24; **Constant (5th)** *truespeech*

Blood Nourishment ♦ As ugothol.

Compression As ugothol.

Distracting Illusion ♦ If Danva's next action is to Cast a Spell, the spell gains the subtle trait. As part of using Distracting Spell, Danva can choose to Create a Diversion, Demoralize, or Feint. If she does so, the spell she casts must have the illusion trait in order to gain the subtle trait.

Revert Form ♦ As ugothol.

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



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Nalushae Meronis

Queen of the Broken Palace



Soon after Lady Nalushae Meronis gained control of her family fortune, she made swift changes behind the scenes. Long fascinated by the promises of evident sanctity, she spent several years transforming her family's prestigious seminary into a secret society devoted to a wide range of excesses. To the outside world, the Meronis Seminary remained an exclusive and lauded institution. Though its strict rule that students cut all ties with friends and family raised some eyebrows, Nalushae found that an invitation to enjoy the institute's illegal offerings was often all she needed to buy the silence of her fellow aristocrats.

Nalushae's conversion to the worship of Zura came later, and while that religion was a natural fit for her proclivities, it was the shift from using her "students" as free labor and living artwork to courses on a cannibalistic menu that became her undoing. Emboldened by an increased perception that, as one of the region's preeminent aristocrats, she was exempt from both law and morality, Nalushae cast aside secrecy and publicly revealed the true nature of the Meronis Seminary. Instead of being lauded for her boldness, however, Nalushae's revelation resulted in a city-wide riot that ended only when she and dozens of her accomplices were arrested. Alone among the decadents, Nalushae was sentenced to life imprisonment at En-Gokal, a harsh sentence intended to serve as a public repudiation of the practice of evident sanctity and cannibalism.

In prison, Nalushae wasted no time rebuilding her empire, and she soon became a force to be reckoned with among her fellow inmates. The promise that she would soon deliver the guards to the prisoners as playthings, combined with the increasing supernatural prowess Zura had granted her, earned Nalushae a more loyal following behind bars than she had ever enjoyed while free. Nalushae's rise culminated in her vampiric apotheosis: a grisly ceremony-turned-riot, during which she came close to usurping control over an entire wing of the prison. She was defeated only at great cost, and afterward she was confined to one of En-Gokal's most secure vaults. Earthfall was both a curse and a blessing for Nalushae, for the devastation struck before the order for her execution could be approved. En-Gokal sunk, and as it did, guards and inmates alike became prisoners, saving

Nalushae from destruction but also consigning her to thousands of years of isolation.

When the wards on her cell finally failed, Nalushae vowed to never again hide her true nature. This time, her empire of evident sanctity would make no apologies. She stepped into what was left of En-Gokal and began to rebuild her court, this time deep beneath the waves and among the ruins of a broken empire. As it had with many of the immortals imprisoned in En-Gokal, Nalushae's power had waned across the intervening centuries, but despite her physical weakness, her conviction remained as strong as ever.

Today, none stand in Nalushae's way, and her domain is as perfect a tribute to her philosophy as she could ever imagine. But even a vampire given an entire society to manipulate grows bored over time. In the past, Nalushae had occasionally welcomed to the Broken Palace other vampires from elsewhere in the ruins, though never as equals. That is, until recently, when for the first time in over ten thousand years, Nalushae found herself in the presence of someone who not only surpassed her capabilities but could teach her something new. Nizca's compelling words have made Nalushae doubt her faith in Zura, her commitment to evident sanctity, and her desire to rule a tiny empire in a cave beneath the sea. After all, if Nizca believes vampires can cast aside their limitations, why should Nalushae settle for ruling an isolated village when she could become queen of the entire world?

CAMPAIGN ROLE

Nalushae casts a long shadow over "The Broken Palace," but the PCs aren't likely to encounter her in person until near the end of the adventure. Unlike the other vampires of the Broken Palace, Nalushae has little interest in speaking to intruders, and she likely attacks the party on sight.

If Danva warns her of the PCs, Nalushae has time to prepare for the party's arrival. She dominates Danva, then orders her to assume Nalushae's appearance and sleep inside her coffin. Meanwhile, Nalushae turns into a bat swarm and hides in the shadows near the ceiling of her crypt, hoping the PCs waste their resources on Danva (potentially even staking her). She then assumes

her true form and attacks from above, rolling Stealth for initiative. In combat, Nalushae favors electrical magic or the use of *dominate* or *suggestion* spells to disrupt teamwork among the PCs.

If confronted in her crypt (area N18), Nalushae flees once reduced to fewer than 30 HP. She attempts to escape to the Ebon Tower to join Nizca, knowing that if she's defeated in her crypt her enemies will simply open her coffin and finish her off.

NALUSHAE MERONIS

CREATURE 8

UNIQUE MEDIUM UNDEAD UNHOLY VAMPIRE

Female human vampire sorcerer (*Pathfinder Monster Core* 334)

Perception +18, darkvision

Languages Azlanti, Chthonian, Necril, Sakvroth

Skills Arcana +17, Athletics +16, Deception +18, Diplomacy +16, Intimidation +18, Religion +16, Society +17, Stealth +18

Str +4, **Dex** +4, **Con** +3, **Int** +3, **Wis** +4, **Cha** +6

Items key to prison cells (area N13), +1 striking staff of the dead

Children of the Night (divine, mental) As vampire, but bat or spider swarms.

AC 26; **Fort** +13, **Ref** +18, **Will** +16

HP 99, coffin restoration, fast healing 10, void healing; **Immunities** death effects, disease, paralyzed, poison, sleep; **Resistances** physical 10 (except magical silver)

Mist Escape ♦ As vampire.

Vampire Vulnerabilities As vampire. In addition to the typical vampire vulnerabilities, Nalushae can be driven to distraction by the destruction of her beloved vampire nettles in area N12. If she sees someone within 30 feet brandish a mangled vampire nettle, Nalushae must attempt a DC 25 Will save.

Critical Success Nalushae is unaffected and is immune to the sight of mangled vampire nettles until the end of her next turn.

Success Nalushae is sickened 1.

Failure Nalushae is off-guard and sickened 2 until the end of her next turn. Creatures that have been dominated by her can attempt a new saving throw to escape the effect.

Critical Failure As failure, but sickened 3 and stupefied 1 as long as she remains sickened.

Speed 25 feet, climb 25 feet

Melee ♦ *staff* +19 (magical, monk, two-hand d8),

Damage 2d4+7 bludgeoning

Melee ♦ *claw* +18 (agile), **Damage** 2d8+7 slashing plus Grab

Arcane Spontaneous Spells DC 26, attack +18;

4th (3 slots) *dispel magic*, *thunderstrike*,

weapon storm; **3rd** (3 slots) *enthrall*, *lightning bolt*, *vampiric feast*; **2nd** (3 slots) *blood vendetta*, *resist energy*, *stupefy*; **1st** (3 slots) *command*, *enfeeble*, *fear*; **Cantrips** (4th) *electric arc*, *figment*, *prestidigitation*, *sigil*, *telekinetic hand*

Bloodline Spells 2 Focus Points, DC 26; **4th** *ancestral memories*, *extend blood magic*

Change Shape ♦ (concentrate, divine, polymorph) As vampire.

Create Servitor (divine, downtime) As vampire.

Dominate ♦♦ (divine, incapacitation, mental, visual) As vampire, but DC 26.

Drink Blood ♦ (divine) As vampire; when Drinking Blood, Nalushae regains 9 HP.

Turn to Mist ♦ (air, concentrate, divine, polymorph) As vampire.

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by Jessica Catalan

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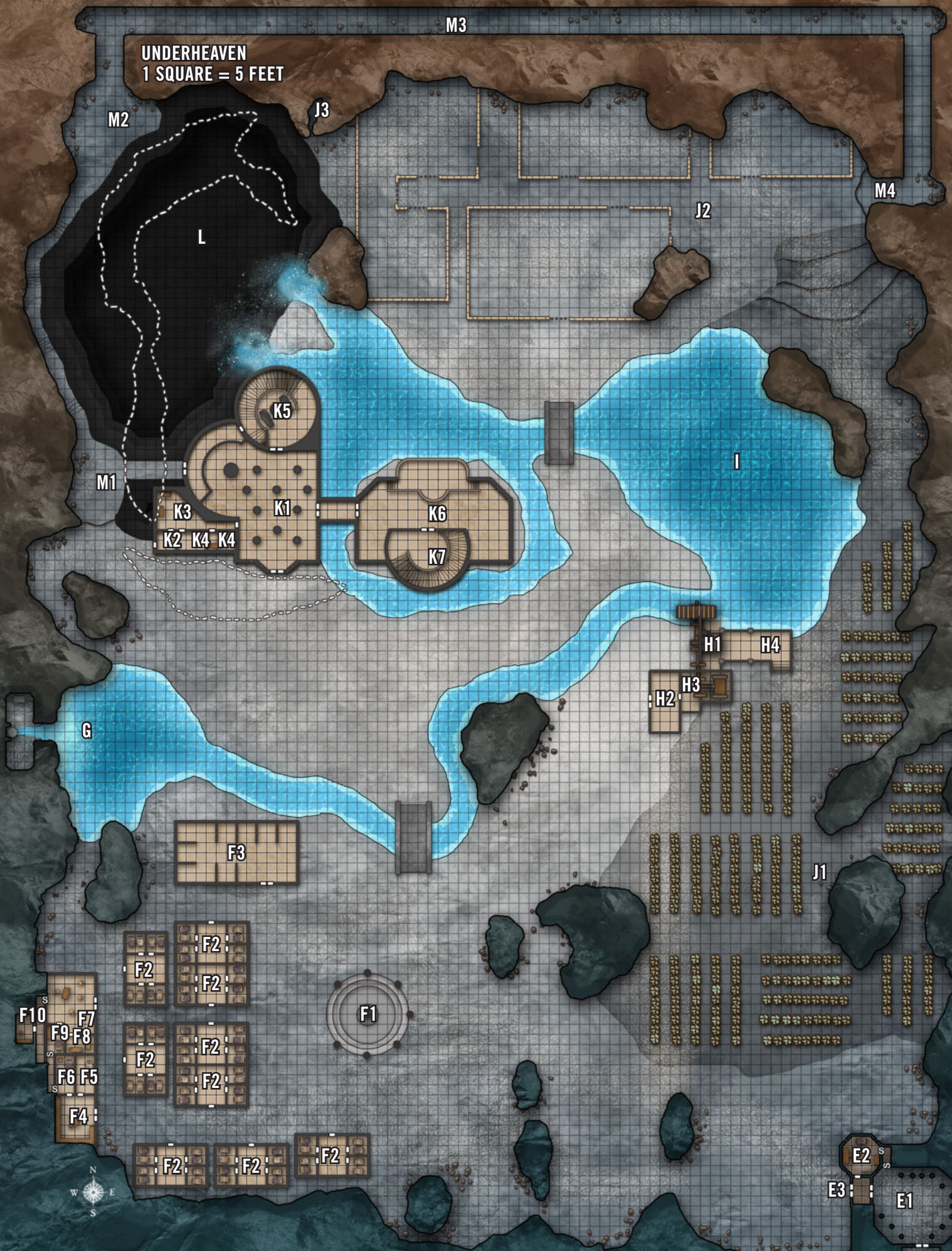
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UNDERHEAVEN
1 SQUARE = 5 FEET

M3

M2

J3

M4

J2

L

K5

M1

K3

K1

K6

K7

F3

H1

H4

H2

H3

G

F1

J1

F10

F7

F9

F8

F6

F5

F4

F2

F2

F2

F2

F2

F2

F2

F2

F2

F2

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F2

F2

F2

F2

F2

F2

E2

E3

E1

Cold was the Ground

Delving deeper into the prison, the PCs make their way through ruined cell blocks before finding themselves in what appears to be an idyllic village. The clueless villagers are being preyed upon by their vampire masters, and the PCs need to break the spell and ascend into the Broken Palace to remove the threat of Lady Nalushae once and for all. The Shades of Blood Adventure Path continues with “The Broken Palace,” a complete adventure for 4th- to 6th-level characters.



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