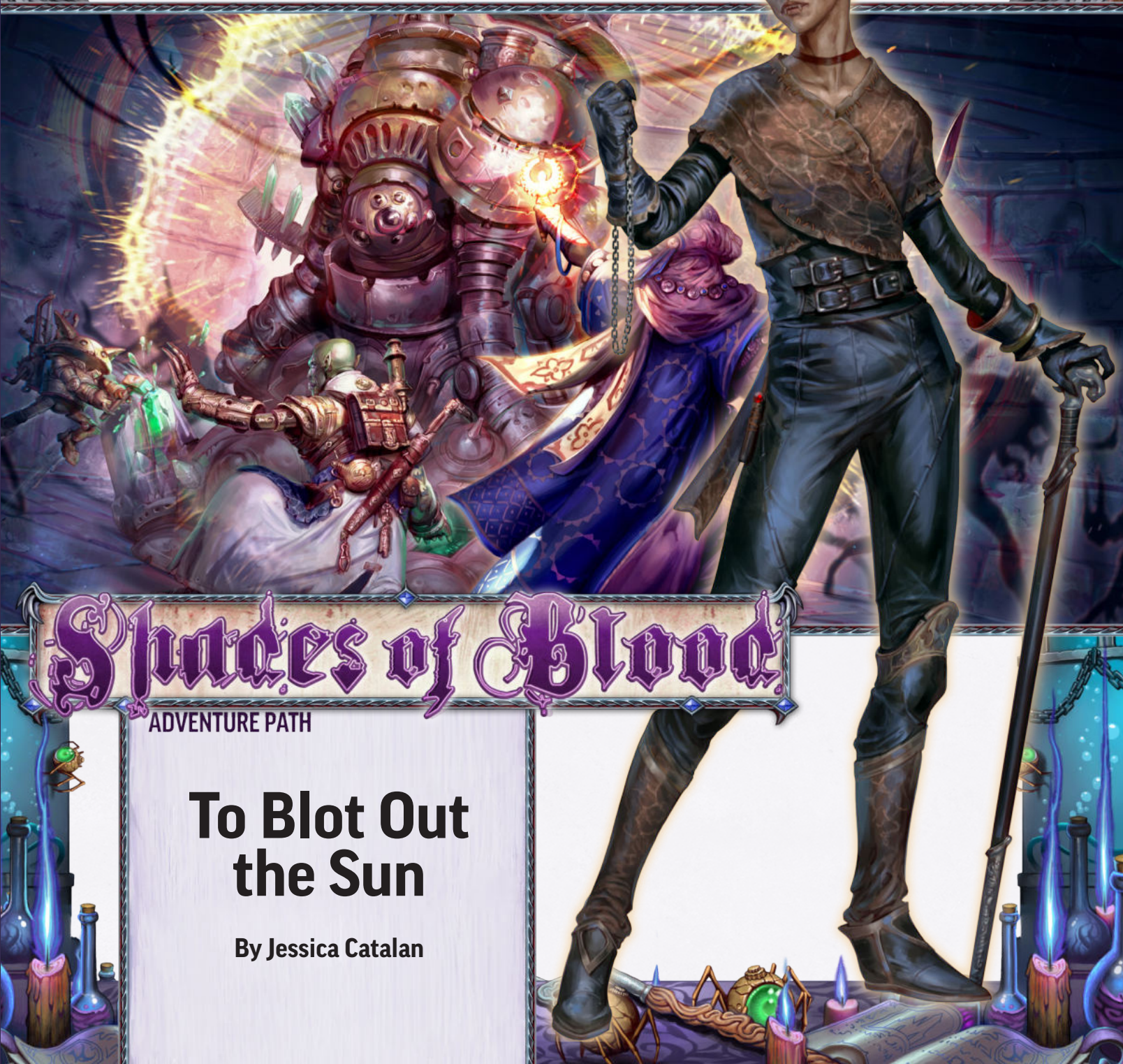


SECOND EDITION

PATHFINDER®



Shades of Blood

ADVENTURE PATH

To Blot Out the Sun

By Jessica Catalan

Snapped awake in a strange world, familiar but destroyed.
Time spirals and I'm thrown to my last memory, my last free taste.
A stolen breath, for once, unsure of what would come,
Though I knew it would be nothing, a void,
Where even my thoughts, my feelings for you,
Were trapped, separated between time and reality.

Across time, across the ocean, I will find you.

Thousands of years I spent savoring nothing,
a forever of wasting, yet I hung still in reality,
poised on a moment, a painful precipice, I couldn't even fathom
until suddenly awake. My strength builds and I yearn.
My determination is my conviction, and I savor for what I've missed.
It's not just essence I long for, that is but a trivial concern.
Despite confinement, I want for little beyond you
To be normal again, to be reunited with our normal.

Across time, across the ocean, I will find you.

Determination, none dare call it love, such a fragile target,
To rejoin you in the shadow, to sail to your eastern shore,
I must find you where that terrible sun greets the sky,
This star, this blistering brightness, my demise should I greet it.
This is what keeps me from your side once again.
So, like any barrier, I shall remove it from play.

Across time, across the ocean, I will find you.

PATHFINDER

AUTHOR

Jessica Catalan

DEVELOPERS

Adam Daigle and Bill Fischer

EDITING LEADS

Felix Dritz and Solomon St. John

EDITORS

Felix Dritz, Patrick Hurley, Lynne M. Meyer, Zac Moran, Solomon St. John, and Simone D. Sallé

COVER ARTIST

Mirco Paganessi

INTERIOR ARTISTS

Wilmar Ballespi Escarp, Víctor Pérez Corbella, Kendal Gates, Robert Lazzaretti, Iliana Naydenova, Justine Nortjé, and Luis Salas Lastra

ART DIRECTION

Sonja Morris

GRAPHIC DESIGN

Adriana Gasperi

PUBLISHER

Erik Mona



Shades of Blood

ADVENTURE PATH

ADVENTURE PATH 3 OF 3

To Blot Out the Sun

To Blot Out The Sun

by Jessica Catalan

Chapter 1: Shades of the Past

Chapter 2: Tangled Shadows

Chapter 3: Darkening Dawn

Continuing the Campaign

by Jessica Catalan

Nin

by Jessica Catalan

Adventure Toolbox

by Jessica Catalan

Azlant Wonders

Ingenious Inventions

School of Magic Technologies

Creatures

Aeon Stone Swarm

Clockwork Sentry

Vampire, Strigoi

Velstrac Conductor

NPCs

Deg

Nizca Iricol

2

4

20

44

68

72

78

79

80

81

82

83

84

88

90

92

Content Warning

This adventure includes themes of confinement, torture, and intimate partner violence. Before you begin, understand that player consent (including that of the Game Master) is vital to a safe and fun play experience for everyone. You should talk with your players before beginning the adventure and modify descriptions of the narrative as appropriate.



Paizo Inc.
15902 Woodinville-Redmond Rd NE,
Unit B
Woodinville, WA 98072-4572
paizo.com



To Blot Out the Sun

TO BLOT OUT THE SUN

Chapter 1: Shades of the Past

Chapter 2: Tangled Shadows

Chapter 3: Darkening Dawn

Continuing the Campaign

Nin

Adventure Toolbox

Chapter 1: Shades of the Past.....4

After riding a transport capsule down an underground track, the PCs press forward into a wing of the prison complex under the control of their true foe: the strigoi Nizca Iricol. Deep in this underground prison, the PCs face jealous deros, escaped prisoners, tormented dead, and dangerous creations dating back to ancient Azlant.

Chapter 2: Tangled Shadows 20

After climbing the near-endless stairs up from the prison, the PCs face organized resistance from Nizca's allies, meant to prevent them from entering the Ebon Tower at the heart of Nizca's domain. After punching through this defense and potentially securing the aid of an ally or two, the PCs enter the lowest reaches of the Ebon Tower and begin their ascent through dero-occupied laboratories.

Chapter 3: Darkening Dawn 44

The PCs battle through the upper reaches of the Ebon Tower, where the Netherworld merges with the tower's ancient stone and velstracs vie for territory against wary vampires. Above awaits the most devoted of Nizca's minions, the fortune dragon Viseldron and the twin strigoi Okoa and Rukh. Finally, at the top of the Ebon Tower, the PCs battle Deg and Nizca. After defeating them, Nizca's spirit plunges into their great machine, forcing the PCs to race against time to shut it down before it shrouds the land in eternal darkness.

HANDOUTS

During this adventure, the PCs can gain access to the private quarters of Nizca and Deg and learn more about each of these NPCs. In Nizca's case, this could give the PCs an advantage by bringing up hidden information that plays with Nizca's emotions and highlights a weakness—their love and blind determination to reunite with Lograsi, their former lover in the times of Azlant. The PCs can find a poem Nizca wrote to Lograsi, which is printed in the inside front cover of this volume. When it comes to Deg, the PCs can find the incomplete and inaccurate map of the complex the dero engineer made among his notes and diagrams in his office and quarters. Provide both handouts to the players when their PCs get to these locations and find the items.

ADVANCEMENT TRACK

"To Blot Out the Sun" is designed for four characters.

7

The PCs begin the adventure at 7th level.

8

The PCs should be 8th level before they enter the administration wing.

9

The PCs should be 9th level before they ascend to the second floor of the Ebon Tower.

The PCs should reach 10th level by the end of this adventure.



Chapter 1: Shades of the Past

Determined to stop **Nizca Iricol** (nonbinary strigoi cleric of Nin 11) from perfecting their *shadow beacon* and blanketing the skies in eternal darkness, the PCs venture deeper into the ancient Azlanti prison complex of En-Gokal. As they get further into the prison complex, they encounter more sophisticated pieces of Azlanti magitech, the careful blending of clockwork machinery, crystal resonance, and pure magic. While breaching the fringes of Nizca's territory is a simple matter, reaching and ascending the Ebon Tower within which Nizca and their most loyal forces reside is a formidable challenge. Of course, the PCs' efforts will be for naught if they can't figure out how to shut down or destroy Nizca's mysterious *shadow beacon*.

Battle through the underprison, ascend the Ebon Tower, and uncover the secrets of the *shadow beacon*,

lest Nizca's shadow stain the skies for all eternity, condemning the region to darkness!

GETTING STARTED

This adventure begins as the PCs ride the transportation capsule from Lady Nalushae's mockery of a kingdom to the territory of Nizca Iricol, deeper within En-Gokal. Once used to rapidly transport injured convicts from other wings of En-Gokal to the medical ward beneath the Ebon Tower, these capsules and their associated track system are now used to transport human livestock from Underheaven to the Ebon Tower to serve as a food source for Nizca's loyal followers.

Before reaching the Ebon Tower, the transport capsule stops at a capsule maintenance station (area A), where the transport capsules were once built, repaired,

and maintained by Azlanti engineers and clockwork servitors. Today, these chambers are home to deros whose job is as much to guard against outsiders as it is to ensure the transport capsules and their sedated prisoners are properly handled. As this is considered a horrible job by the resident deros, their leader **Deg** (innovative male dero engineer 9), Nizca's most trusted ally and the co-creator of the *shadow beacon*, has stationed his most bitter rivals and hated relations here—an insult that could be leveraged in the PCs' favor.

TALMANDOR'S BOUNTY

Most groups will return to Talmador's Bounty near this adventure's beginning, either before riding the transport capsule or after rescuing Camilla from Zovi in area A4. When they arrive, they can rest, resupply, and catch up with the locals.

By now, the PCs have identified their primary enemy is a strigoi vampire originally incarcerated in stasis in En-Gokal. Clever PCs will acquire equipment that leverages strigoi weaknesses and negates their advantages. Ensure Talmador's Bounty has low-grade (and later standard-grade) silver weapons, silver salves, and mirrors, as well as plentiful light sources, from lanterns and torches to glow rods and *everlight crystals*.

As the PCs interact with the citizens of Talmador's Bounty, they hear two important pieces of gossip: many animals have become unnaturally aggressive, and recent afternoon showers have dumped oily, black rain on the town.

Event 1: When it Rains

Low 7

A storm hits while the PCs are outdoors in Talmador's Bounty, giving them a chance to examine the oily rain themselves. A PC who succeeds at a DC 22 Arcana or Occultism check to Recall Knowledge, or a DC 20 Netherworld Lore check, identifies the rain as being tainted by shadow energy from the Netherworld. Meanwhile, a PC who succeeds at a DC 23 Medicine or Nature check understands that the strange rain could be harmful in large quantities or through prolonged exposure, likely causing confusion or illness in creatures and causing plants to wither.

Creatures: While it's raining, three shadow-tainted pachycephalosauruses stampede through the village, imperiling multiple bystanders (including colony governor Ramona Avandth), slamming into carts, wagons, and buildings with Clobbering Charge, and sending people flying with Sudden Shove. They use Shadow Expulsion every few rounds, to expel the cloying shadowstuff building up in their throats. A pachycephalosaur's survival instincts kick in when reduced to 15 Hit Points or fewer, causing them to flee.

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 lit 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 "Shades of the Past," the challenge of lighting the way forward isn't an intended element of this adventure.

SHADOW-TAINTED PACHYCEPHALOSAURUSES (3) CREATURE 4

Variant elite pachycephalosaur (Monster Core 6, 97)

Initiative Perception +12

Shadow Expulsion ➤➤ (magic, shadow, void) The pachycephalosaur has a coughing fit, expelling a 30-foot cone of sludge-like shadows from its mouth. This deals 4d8 void damage with a DC 20 basic Reflex save. A creature that critically fails their save is additionally confused for 1d4 rounds. The pachycephalosaur can't use Shadow Expulsion again for 1d4 rounds.

Development: While the citizens are happy that the PCs have driven off a threat to the town, the mood in Talmador's Bounty is somber, as the island's pachycephalosaur herds tend to be quite peaceful, and the citizens worry over what drove them to such panicked violence. If the PCs suggest that the rain could be the cause, the citizens' concerns deepen, as they worry for the safety of their pets, families, and crops.

A. CAPSULE MAINTENANCE

The capsule maintenance station marks the entrance to Nizca Iricol's domain and, though it is a site of import to Nizca, it's staffed and occupied by the least disciplined and lowest-ranking of their forces—deros. These deros are charged with three simple jobs: rotate the capsule turntable so incoming transport capsules reach the Ebon Tower, ensure incoming prisoners are properly sedated for continued transport, and ensure no outsiders enter Nizca's domain. Periodically, the deros must also repair the transport capsules and track, much as Azlanti engineers and clockwork servitors did in the ancient past.

TO
BLOT OUT
THE SUN

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

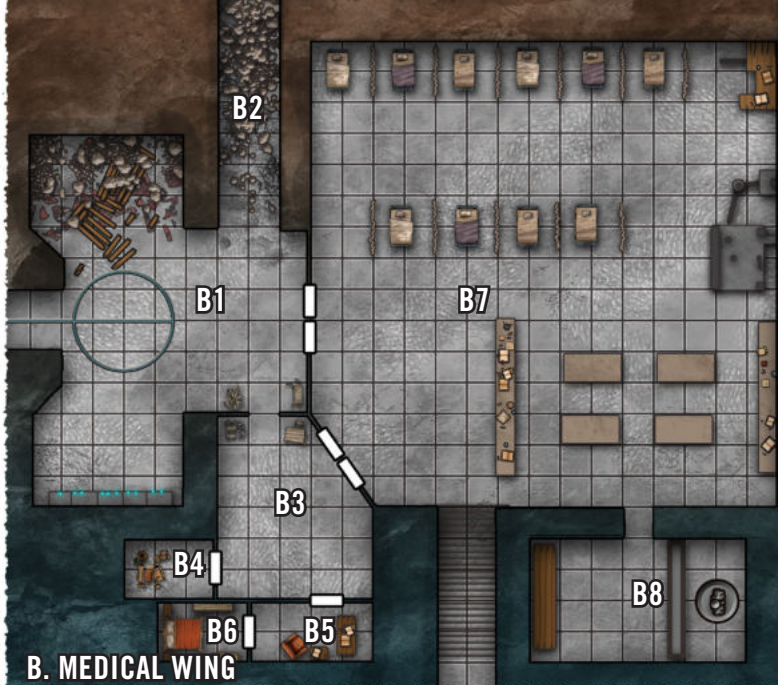
Continuing
the
Campaign

Nin

Adventure
Toolbox



A. CAPSULE MAINTENANCE



B. MEDICAL WING



C. STASIS WING

1 SQUARE = 5 FEET

Most of the deros stationed here dislike life under Nizca's rule (there's an unfortunate lack of test subjects and independence) and consider Deg a traitor, but despite their dissatisfaction, they remain loyal to Nizca out of fear. Their leader, **Zovi** (frustrated female dero inventor 7) once enjoyed a position of power among her people but was banished to this remote outpost by Deg, and she despises him with a passion. Each day, Zovi grows a little bolder, and her fear turns to bitterness, as she struggles for a way to act out or escape a life under Nizca's thumb. The PCs may be just the tool for the job! Unfortunately, Zovi is callous and cruel, and is conducting inhumane experiments on captives she's been slowly "skimming off the top" from Lady Nalushae's "food shipments." She makes a useful but foul ally.

The capsule maintenance station is constructed of ancient, fitted stone, magically protected from the ravages of time and basic wear, and lined with an *aeon stone matrix*. It's dark, except for the magitech control console in the southwest of area **A1** and the bioluminescent fungi in the south of area **A4**, both of which shed dim light in a 10-foot radius. If the lights are activated at this control console, *aeon stones* permanently embedded in the matrix shed bright light throughout areas **A1–A4**. The capsule maintenance station is accessible from both the west and south tracks, with a central turntable that enables capsules to switch tracks or change direction. All doors in this area are unlocked. The ceilings are 20 feet high. Use the map on page 6 for this encounter area.

A1. Turntable Platform

Trivial 7

The PCs enter the capsule maintenance station from the west track, rolling to a stop on the turnout platform. Read or paraphrase the following to begin this portion of the adventure.

The transport capsule races along the track at high speed, traveling through utter darkness for minutes as the capsule turns and raises and lowers. Without reference points, the sensation of motion fades.

The capsule slows as mechanical brakes engage, lighting the darkness with the momentary flickering of flying sparks. The capsule comes to a stop atop a circular platform; the track continues back to the west and more to the south, but there is no direct path forward. To the southwest stands a wall covered in strange mechanical contrivances and panes of dimly glowing light from an ancient magitech device. The panes flash between green and red light, dimly illuminating another transport capsule, this one clearly nonfunctional, in the northwest corner of the room, and twin doors, both closed, in the north and east walls.

WHAT IS AN AEON STONE MATRIX?

An *aeon stone matrix* is the process by which *aeon stones* are integrated into a permanent structure, such as a building (or even a vehicle). While the appearance of an *aeon stone matrix* varies drastically, most involve thin wires of precious metals placed in specific and intricate patterns, sometimes built in plain sight on the walls or ceiling, and other times hidden within walls or beneath a floor. *Aeon stones* are then permanently affixed into these matrixes. *Aeon stone matrixes* could be built for any number of wondrous purposes, such as sustaining the inhabitants of a building without them having to eat or drink, providing magical power to other devices in a building, granting strength to specific individuals, and other things based on the configuration of a matrix and its integrated *aeon stones*.

The magitech console in the southwest wall controls the turntable, lights, and alarm, and tracks the position of any transport capsules currently traveling the tracks. A dero (see *Creatures*, page 8) stationed at this console has been monitoring the transport capsule's progress along the west track and is awaiting its arrival. They expect the capsule to contain a "food shipment" of charmed and sedated people from the Broken Palace and, if it doesn't, they immediately trigger the alarm causing the magitech console to emit a persistent, blaring screech that notifies all residents of the capsule maintenance station that intruders are attacking.

Operating the Console: A PC adjacent to the magitech 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 it 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. Each time a creature successfully operates the console, they can perform one of the following tasks: turn the lights on or off, turn the alarm on or off, rotate the turntable 90 degrees.

Hazards: Integrated into the *aeon stone matrix* riddling the walls are four large prisms, one above each of the track entrances and doorways. Each

TO
BLOT OUT
THE SUN

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox

round, these prisms fire an energy beam at the nearest creature in the room. Creatures who are openly wearing a *security badge* (page 79) or are clearly in the custody of a creature wearing a *security badge*, are never targeted by these prisms.

PRISM RAY TRAP

HAZARD 5

RARE COMPLEX MAGICAL TRAP

Stealth +16 (expert)

Description Four magical prisms integrated into an *aeon stone matrix* fire energy beams at intruders. The trap doesn't target creatures wearing *security badges*, or in the custody of a creature wearing a *security badge*.

Disable Thievery DC 23 (expert) to disconnect one prism from the *aeon stone matrix*, or Arcana DC 21 (trained) to disrupt one prism's magical energy, or *dispel magic* (3rd rank; counteract DC 23) to counteract one prism; four total successes are required to disable the trap.

AC 22, **Fort** +15, **Ref** +9

Prism Hardness 12, **Prism HP** 14 (BT 7); **Immunities** critical hits, object immunities, precision damage

Opening Shot ⚡ (attack, fire, magic) **Trigger** A creature enters area **A1**, and that creature isn't wearing a *security badge* and isn't in the custody of a creature wearing a *security badge*; **Effect** All four prisms light up, shedding dim light in 15 feet. The trap makes one energy ray Strike against the triggering creature. The trap then rolls initiative.

Routine (4 actions) Each prism uses 1 action to make an energy ray Strike against the nearest creature who is not wearing a *security badge* or in the custody of a creature wearing a *security badge*. This trap doesn't take a multiple attack penalty. This trap loses 1 action for each prism disabled or destroyed.

Ranged ⚡ energy ray +15 (range increment 60 feet, versatile cold), **Damage** 1d6+5 fire

Reset The trap deactivates and resets when there are no viable targets in area **A1**. Damaged prisms are fully repaired after 24 hours.

Creatures: A dero sentry stationed at the magitech console has readied an action to trigger the alarm if they detect intruders in the transport capsule. The dero sentry then fights in melee, using Wind Up before swinging with their greatclub. If the alarm is on, the dero sentries in area **A2** arrive as reinforcements in

1 round, and the dero magister in area **A2** arrives in 2 rounds. This increases the difficulty of this encounter to Moderate. If the alarm is off, these reinforcements may still be drawn by the sounds of combat, at the GM's discretion.

DERO SENTRY

CREATURE 5

UNCOMMON SMALL DERO HUMANOID

Male dero sentry

Perception +10; darkvision

Languages Aklo, Azlanti, Sakvroth

Skills Acrobatics +10, Athletics +12, Intimidation +10, Medicine +8, Stealth +10

Str +5, **Dex** +3, **Con** +4, **Int** +0, **Wis** -1, **Cha** +1

Items bolas (2), cytillesh toolkit (*Monster Core* 84), greatclub, *security badge* (page 79)

AC 21; **Fort** +15, **Ref** +12, **Will** +8

HP 75; **Immunities** confusion; **Weaknesses** vulnerable to sunlight

Vulnerable to Sunlight A dero sentry takes 10 damage for every hour they're exposed to sunlight.

Speed 20 feet

Melee ⚡ greatclub +15 (backswing, shove), **Damage** 1d10+8 bludgeoning

Ranged ⚡ bola +13 (nonlethal, ranged trip, thrown 20 feet), **Damage** 1d6+8 bludgeoning

Occult Innate Spells DC 22; **3rd** darkness, revealing light; **Cantrips (3rd)** daze, light, read aura

Dero Medicine ⚡ (healing, manipulate) **Requirements**

The dero is wearing a cytillesh toolkit and has a hand free; **Effect** The dero excises damaged flesh and crudely stitches wounds shut, healing themself or an ally in reach for 2d8+10 Hit Points. For 1 hour, the target has slashing weakness 2 and is immune to Dero Medicine.

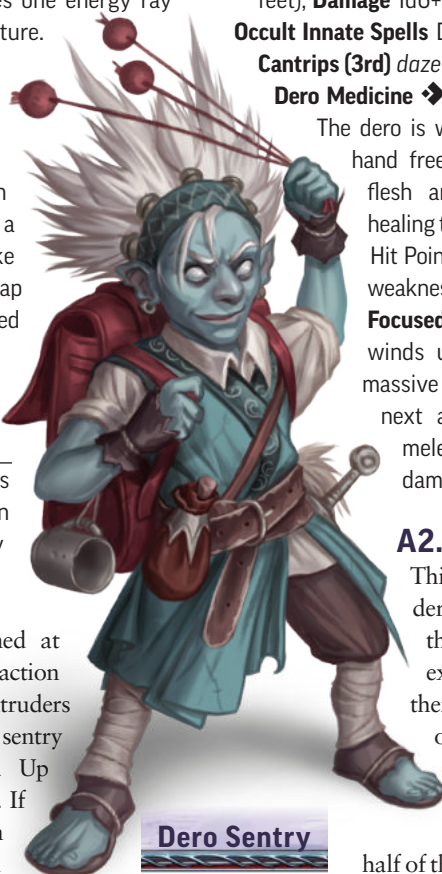
Focused Blow ⚡ (flourish) The dero sentry winds up, readying themselves to take a massive swing with their weapon. If the next action the dero sentry takes is a melee Strike, they deal an additional 1d8 damage with that Strike.

A2. Barracks

Trivial 7

This room is where the rank-and-file deros stationed here sleep, eat, spend their free time, and perform what few experiments they can manage with their lack of test subjects. Zovi, leader of these deros, instead lives in areas **A3–A4**, which she claimed as her personal domain upon arrival.

Four filthy beds line the north half of the room, each with a footlocker and



wall-mounted shelves to store their individual personal effects. A large table surrounded by four chairs stands in the east end of the room, which is used for mealtime, leisure activities, and work. The south half of the room is a makeshift laboratory, which is poorly stocked but well loved. It's obvious this lab is also used as a kitchen, raising serious concerns about health and safety in this sector of the dungeon. A PC who eats any of the foul-tasting food in this area becomes sickened 1 (DC 18 Fortitude save negates) and can't reduce the value of their sickened condition until 1 hour has passed.

Creatures: Two dero sentries and a dero magister are currently in this room, either enjoying a game of cards or cooking in the filthy laboratory along the south wall. They attack intruders on sight unless the intruders are accompanied by Zovi or are recognized as fellow members of Nizca's following. The sentries close to melee while the magister hangs back, opening the battle by casting *blindness* on the strongest-looking PC, followed by *stupefy* on any spellcasters, using their additional actions those rounds on Cytillish Stare. Following this they press the offensive using *laughing fit*, *telekinetic maneuver*, and *void warp*, coupled with single action *force barrages*. When they're wounded, they swap to healing, using *vampiric feast* to heal themselves (or *soothe* or Dero Medicine to heal their allies).

If the alarm sounds in area A1, these deros immediately move to provide backup and fight off intruders, with the sentries arriving in 1 round and the magister arriving in 2 rounds.

DERO SENTRIES (2)

CREATURE 5

Page 8

Initiative Perception +10

DERO MAGISTER

CREATURE 5

Pathfinder Monster Core 85

Initiative Perception +8

Treasure: A PC who searches the footlockers and shelves discovers a magnifying glass and a *type II spacious pouch* filled with 25 gp, 200 sp, and 500 cp in Azlanti coins. A PC who searches the laboratory finds a greater comprehension elixir (*Pathfinder Player Core* 2 287) and two doses of wyvern poison (*Player Core* 2 294).

A3. Workshop

Moderate 7

This cluttered workshop is a horrible mess, with a bed made from a broken transport capsule taking up the center of the room, and the rest of the space occupied by tools, gears, scrap metal, and partially disassembled machinery.

When the prison was in operation, this area was a workshop for the construction and repair of transport capsules, track, and clockwork servitors. Zovi claimed this workshop for her living space, repurposed a transport capsule for her bed, and disassembled most of the clockworks for her own experiments, which she conducts in the adjoining chamber (area A4).

When the PCs enter the workshop, Zovi hides behind her bed and attempts to parley with the PCs, hoping they're just the tools she needs to oust Nizca (or at least Deg) from En-Gokal. She speaks in Aklo, switching through other languages if the PCs don't understand.

"Enough!" a high-pitched voice shrieks. "Why fight when we can be friends, yes? Zovi can sense you're here for a reason. You're here for the head of naughty Nizca? Or perhaps devious, traitorous Deg? Yes? Stop with the bloodshed and we can be friends, you'll see! Zovi can help you!"

Zovi is willing to trade information on her hated foes and the only thing she asks in exchange is that the PCs don't enter her "private spaces" (areas A3 and A4). If any of the deros are alive, Zovi orders them to cease hostilities during this negotiation, but if they're dead she doesn't hold this against the PCs. Some likely questions the PCs might ask Zovi are noted below. If negotiations fail, or the PCs press further into area A3 or A4, Zovi attacks, as noted under creatures on page 10.

A PC who succeeds at a DC 22 Perception check during this conversation hears a muffled voice calling for help from area A4, while a PC who succeeds at a DC 23 Crafting check notices two strange constructs half buried by debris which look like they might still function.

Who are you? "I'm Zovi, an inventor who once held a place of respect among my people. Now, traitorous Deg has betrayed us to the vampires, and I was cast aside! These rooms are my home and my prison, but I've made the best of it! I do my job, yes, but there's plenty to work with down here. My experiments continue despite their efforts."

Why are you here? "When Deg joined with Nizca, he drew us into Nizca's service with him. Those that Deg likes, who he thought he could control, live in the Ebon Tower. The rest of us were banished here, to the fringes of the underprison. Well, except those who stayed back near the Broken Palace or along the path to where those bat people stay. We here were tasked with maintaining the transport capsule network, and ensuring the people Lady Nalushae sends to feed Nizca and the other bloodsuckers are delivered swiftly."

What's in (area A4)? / What are you building? "Not your concern."

TO BLOT OUT THE SUN

Chapter 1: Shades of the Past

Chapter 2: Tangled Shadows

Chapter 3: Darkening Dawn

Continuing the Campaign

Nin

Adventure Toolbox

Why should we be allies? / How can we trust you? “I hate Deg and Nizca. You hate Deg and Nizca. Same, yes? I can give you information. You can use this information to destroy them both. Easy. All I ask is you leave me and my home alone.”

Where is Nizca? “Nizca resides in the highest levels of the Ebon Tower alongside their most loyal minions. Their *shadow beacon* is at the tower’s pinnacle. Reaching them will not be easy.”

Who is Deg? “Once Deg was our greatest inventor and explorer. He led us from the Darklands into En-Gokal, negotiated a truce with Lady Nalushae, and established the Ebon Tower as our lair. Now, he is Nizca’s favorite lackey! Make no mistake, Nizca now rules my people! They and Deg are so enthralled with their *shadow beacon* and their big dreams that neither of them cares for us at all! Deg is a traitor!”

Who is Nizca? “A strigoi who moved into the Ebon Tower and now controls this entire wing of the

underprison. They claim to worship a god called Nin, though I’ve seen no proof of this Nin’s power! Worse, they woo many to their cause—bloodsuckers and shadows, mostly, but some liberated prisoners of old Azlant, too. Nizca and Deg are building a device called the *shadow beacon* at the pinnacle of the Ebon Tower. They claim it will blot out the sun for an eternity, and make the lands above safe for us all. So far, all it’s done is draw shadows and meddlers to the underprison!”

What lies deeper in the underprison? “At the end of the south track is an old, haunted medical wing. Beyond is a cellblock where prisoners were kept in stasis. Most of the prisoners have been eaten or recruited to Nizca’s cause, but some remain—those Nizca deemed too dangerous or unpredictable to free. From there, the stairs lead up to an old administrative wing. Nizca’s allies live there. From there, keep climbing up to the Ebon Tower, then up the Ebon Tower’s heights. That’s where the rest of my people are. Then the bloodsuckers, and the shadows, and Nizca and Deg. Best of luck surviving! When you gut Deg, tell him Zovi says hi!”

Creatures: Zovi is an inventor who’s long been fascinated by the clockwork creatures and magitech devices throughout En-Gokal and the wider Azlanti ruins. She disassembled many of the clockworks and devices in this area to figure out how they function and has become obsessed with creating a “living clockwork” that’s a fusion of a living person and a clockwork construct. To further her experiments, Zovi stole a few prisoners meant for Nizca’s larder and used them as test subjects. So far, all but one of her victims have died, and Zovi has instead created two clockwork corpses, which are currently hiding among the debris. At Zovi’s command, these constructs leap out to protect her, likely taking the PCs by surprise.

The clockwork corpses open combat with a Pressurized Blast, then fight in melee to their destruction, focusing their ire on the creatures closest to Zovi. Meanwhile, Zovi fights using her custom battle-grapple innovation, maneuvering to fight at a distance of 15–20 feet. She opens with Magitech Propulsion and uses Shrieking Flurry when she can catch at least 2 PCs in the area.



Clockwork Corpse

CLOCKWORK CORPSES (2)

CREATURE 5

RARE **MEDIUM** **CLOCKWORK** **CONSTRUCT** **MINDLESS** **UNDEAD** **UNHOLY**

Perception +9; darkvision

Skills Acrobatics +9, Athletics +12, Stealth +11

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

Wind-Up 24 hours, DC 20, standby; Unlike most clockworks, when a clockwork corpse has 0 operational time remaining, rather than shut down, it instead

becomes slowed 1 and can't use reactions. These conditions are removed when its wound.

AC 20; **Fort** +15, **Ref** +11, **Will** +8

HP 75; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** physical 5 (except adamantite or orichalcum); **Weaknesses** electricity 5, orichalcum 5, vitality 5

Speed 20 feet

Melee ♦ arm blade +15 (versatile S), **Damage** 2d10+7 piercing

Melee ♦ fist +15 (agile, unarmed), **Damage** 2d6+7 bludgeoning

Ranged ♦ festering fluid +12 (range increment 30 feet), **Damage** 3d6 poison

Pressurized Blast ♦♦ With a whirl of clockwork mechanisms, spinning gears, and grinding bones, the clockwork corpse opens its torso and disgorges a pressurized spray of festering internal fluids and caustic oil in a 30-foot line. Creatures in the area are dealt 3d6 bludgeoning damage and 3d6 poison damage (DC 22 basic Reflex save). On a critical failure, a creature is additionally knocked prone by the force. The clockwork corpse can't use Pressurized Blast again for 1d4 rounds.

ZOVI

CREATURE 7

UNIQUE SMALL DERO HUMANOID

Female dero inventor

Perception +10; darkvision

Languages Aklo, Azlanti, Sakvroth

Skills Acrobatics +15, Athletics +11, Crafting +17, Intimidation +15, Medicine +8, Stealth +15

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

Items cytillesh toolkit (*Monster Core* 84), nap gas disperser (page 80), security badge (page 79), +1 resilient studded leather armor

AC 24; **Fort** +13, **Ref** +17, **Will** +10

HP 115; **Immunities** confusion; **Resistance** poison 5; **Weaknesses** vulnerable to sunlight

Vulnerable to Sunlight Zovi takes 14 damage for every hour they're exposed to sunlight.

Speed 20 feet

Melee ♦ battle-grapple innovation +17 (finesse, grapple), **Damage** 2d6+6 piercing

Ranged ♦ battle-grapple innovation +17 (finesse, grapple, tethered, thrown 20 feet), **Damage** 2d6+6 piercing

Occult Innate Spells DC 25; 4th *nightmare*, *rewrite memory*; 3rd *darkness*, *revealing light*; **Cantrips** (4th) *daze*, *light*, *read aura*

Battle-Grapple Innovation Zovi fights using a complex device she crafted from scavenged clockwork parts and ancient Azlanti magitech. Similar in appearance to a grappling

hook attached to an auto-retracting cable, this device is called a battle-grapple innovation. It allows Zovi to use her Magitech Propulsion and Whirling Flurry abilities. Unlike other tethered weapons, each time Zovi uses her battle-grapple innovation, she automatically retrieves it as a free action, allowing her to make multiple attacks in a row. It otherwise functions as an inventor weapon innovation (*Guns & Gears* 18) with no modifications.

Dero Medicine ♦ (healing, manipulate) **Requirements**

The dero is wearing a cytillesh toolkit and has a hand free; **Effect** The dero excises damaged flesh and crudely stitches wounds shut, healing themself or an ally in reach for 2d8+14 Hit Points. For 1 hour, the target has slashing weakness 2 and is immune to Dero Medicine.

Magitech Propulsion ♦ With a flourish, Zovi activates the ancient magitech kitbashed onto her battle-grapple innovation. For 1d4 rounds, Zovi deals an additional 2d6 fire damage with her battle-grapple innovation. At the end of this time, the magitech backfires in a burst of fire and smoke, dealing 2d6 fire damage to Zovi and making her concealed and dazzled for 1 round.

Shrieking Flurry ♦ (flourish) With a high-pitched cackle of glee, Zovi makes a battle-grapple Strike against up to three enemy creatures within 20 feet. Zovi attempts a check to Demoralize each target she hits with this Shrieking Flurry.

Treasure: Hidden among the debris in this room are the following items of value: two nap gas dispensers and a pair of major clockwork goggles (*Guns & Gears* 68). Additionally, the PCs discover a broken *miniaturization module* (page 80). Repairing this device requires a PC to succeed at a DC 23 Crafting check, with each attempt requiring 1 hour of work. Once repaired, the PCs can use the *miniaturization module* as normal. Alternatively, they can install the *miniaturization module* into the *Azlanti engine*, which requires a PC to succeed at a DC 23 Crafting check, with each attempt requiring 2 hours of work. Alternatively, the PCs can install the *miniaturization module* using 1 day of downtime, automatically succeeding on the check to install.

If successfully installed in the *Azlanti engine*, a PC can activate the *miniaturization module* as a three-action activity that has the manipulate trait; doing so causes the *Azlanti engine* to shrink down to Tiny size, weighing only 1 Bulk, enabling the PCs to bring the *Azlanti engine* with them on their adventures. This size change lasts until the PCs reverse the miniaturization process, which is a three-action activity with the manipulate trait.

Reward: If the PCs successfully negotiate with Zovi and come to peaceful terms, the PCs gain 80 XP, as if they had defeated Zovi and her clockwork corpses in combat.

TO BLOT OUT THE SUN

Chapter 1: Shades of the Past

Chapter 2: Tangled Shadows

Chapter 3: Darkening Dawn

Continuing the Campaign

Nin

Adventure Toolbox



A4. Zovi's Lab

Zovi's laboratory is in the north half of the room, and contains built-in cupboards and a workbench, all lined with medical supplies and metalworking tools. This equipment is centered on an operating table with thick leather straps to hold down unwilling patients. Currently, a deceased spire elf is strapped to the operating table, with many of their limbs and organs removed and replaced with crude clockwork components.

In the southwest of the room is a massive cage where Zovi's test subjects are kept. Currently, Camilla (see below) is the only occupant. In the southeast is a ghastly garden, which uses the rotting remains of Zovi's past victims as a fertilizer for countless molds and fungi. Some of these fungi glow, shedding dim light in 10 feet.

Camilla (female human captive farmer 2) was born and raised in Underheaven. She was dispatched by Lady Nalushae to Nizca's realm to serve as a food source for Nizca and their other vampiric thralls. Originally charmed and sedated into passivity, Camilla has since come to her senses, and is terrified. She's seen Zovi's experiments on the other captives and knows she's soon going to die a gruesome death. When she hears Zovi speaking with someone in area A3, Camilla makes as much noise as she can, shrieking and screaming for help.

If the PCs don't save Camilla, Zovi begins to experiment on her, turning her into a third clockwork corpse by the end of the week. If saved, Camilla breaks down in great heaving sobs, crying in relief and residual terror. She's not a combatant and doesn't have the stomach for dangerous explorations of the underprison. She'd prefer to leave En-Gokal entirely (for Talmandor's Bounty if made aware of that possibility) but won't travel alone.

Treasure: Zovi keeps the possessions of her past victims in the cupboards, alongside her tools and other equipment. Among this eclectic collection is a *twining staff* and a *tiger menuki*. There's a *lion's shield* half buried in the garden.

Reward: If the PCs rescue Camilla, they receive 20 XP. If they escort her all the way to Talmandor's Bounty, they gain an additional 20 XP.

Moving On

With the deros defeated or allied with, the PCs are free to rotate the turntable and launch their transport capsule down the south track, using the magitech console in area A1. Alternatively, they can proceed on foot, changing a few minutes' journey into hours of walking through a cramped, dark tunnel. The south track terminates at the medical wing (area B).

B. MEDICAL WING

En-Gokal prison had one medical wing that serviced the entire prison, which was located beneath the administrative building (now known as the Ebon Tower). Inmates were brought in via transport capsules, treated in the medical wing, and transported back to their cellblock post recovery. At the time of Earthfall, only one doctor and two nurses were here on shift. While they survived the initial impact, they were trapped in the medical wing, eventually dying in the adjoining chapel to Aesocar, Azlanti god of health, medicine, and the creation of life. Their mournful spirits remain trapped in the medical wing to this day, forming a haunt and three poltergeists.

Nizca stationed five deros in the medical wing and tasked them with a single job: transfer prisoners arriving via transport capsule onto magically levitating gurneys and wheel them up the stairs (area C7) to the administrative level (area D). Today, only two deros remain alive, and they live in a state of constant fear. They've gone to great lengths to make their passage through the haunted portions of the medical wing as quick as possible.

The medical wing is constructed from ancient, fitted stone, magically protected from the ravages of time and basic wear, and lined with an *aeon stone matrix*. It's dark, except for the magitech control console in the south half of area B1, which sheds dim light in a 10-foot radius. If the lights are activated at this control console, *aeon stones* permanently embedded in the matrix flicker to life. These *aeon stones* are damaged and only shed dim light when activated, occasionally flickering off for a minute before turning back on. The medical wing is accessible from the west track and the south stairs, with a central turntable that enables capsules to rotate for relaunch. All doors in this area are unlocked. The ceilings are 20 feet high. Use the map on page 6 for this encounter area.



Zovi

B1. Patient Transport

Trivial 7

The tunnel opens into an irregularly shaped room, the track dead-ending atop a circular turntable. A magitech console stands the south wall, a fusion of mechanical contraption and glowing panes of light. Mounds of rock and masonry are piled in the north end of the room. To the east are three exits: a hall, a door, and a hole that's been dug right through a stone wall, flanked by small mounds of rubble and filth.

The magitech console in the south wall matches the one in area A1, and controls the turntable, lights, and alarm, and tracks the position of any transport capsules currently traveling the tracks. Operating it follows the same procedure and requires the same actions and checks. Any PC who understands how to operate that console automatically understands how to operate this one.

Desperate for more living space and unwilling to fight the poltergeists, the deros have knocked through the wall to area B3 and are excavating a collapsed tunnel (area B2) that once led to another wing of the prison. The debris from these excavations is the source of the rock piles. Picks, chisels, shovels, and other gear are scattered throughout this room.

A hover stretcher is parked in front of the doors to area B7. One side of the stretcher has a makeshift wooden barrier built onto it, which looks quite damaged. The outer side of this barrier depicts a symbol in bright green paint: a crude six-pointed star enclosed in a circle. This is the religious symbol of Aesocar, also known as the Healing Touch, an ancient Azlanti god of health, healing, medicine, and the creation of life. His temples were equal parts religious doctrine, scholarly institution, and medical school, and his clergy were well-respected for performing medical miracles, creating medicines, and inventing clockwork prosthetics and mobility aids. The deros drew this symbol in hopes it would appease the angry spirits in area B7 and although it didn't, the barrier itself provides cover against the poltergeist's attacks.

Creatures: Two nervous and terrified deros live in this area. If they heard the PCs coming (such as if the PCs rode a transport capsule), these deros are hiding, one behind the north debris mounds and the other around the corner in area B3. Otherwise, they're taking a break in the middle of the room. Regardless of positioning, the deros attack on sight. They live in a state of constant fear, making them permanently frightened 1. With nowhere to flee, they surrender when reduced to 20 Hit Points or less. If the PCs accept their surrender, the deros are willing to share information about their duties and the "angry ghosts."

DERO SENTRIES (2)

CREATURE 5

Page 8

Initiative Perception +10

Treasure: A PC who searches the room discovers a levered crowbar, two moderate ghost charges (*Player Core* 2 285), and a *ghost touch* rune.

B2. Excavation

The deros recently began excavating this hall, and the rock and debris from their efforts are mounded in the north end of area B1. While the hall once led to another wing of the prison, it collapsed during Earthfall and would take months of work to properly unseal.

B3. Medical Office

Trivial 7

The surviving deros live in this cluttered, filthy room, which used to be an office for the doctors who worked in the medical wing. Fearing the nearby poltergeists, the deros barricaded the door to area B7 shut—a useless precaution that nonetheless gives the deros piece of mind.

Much of the furniture that was once in this room is long destroyed, repurposed by the deros as building material, notably for the barricade on the hover stretcher and as supports for the hallway excavation. What little remains of the desk, shelves, chairs, and books is a pair of mounded heaps that the deros use as nest-like beds.

Hazards: The doors to area B4 and B5 are shut, locked, and magically warded. Any creature that attempts to open or touch the door or pick the lock causes the trap to trigger. The door has Hardness 10, 40 Hit Points (20 BT) and a Force Open DC of 30. It's locked with an average lock (four successful DC 25 Thievery checks to Pick). The keys to these doors are in the chapel (area B8), still in the pocket of the doctor's corpse. Placing the key into the lock deactivates the trap for 24 hours.

MEDDLER'S MUDDLE (2)

HAZARD 8

UNCOMMON MAGICAL MAGICAL TRAP

Stealth DC 28 (expert)

Description A rune hidden in the door's decorative carvings delivers a telepathic jolt, draining will and muddling the mind.

Disable Thievery DC 26 (expert) to scratch out the rune without triggering a mental assault, or *dispel magic* (3rd rank; counteract DC 24) to counteract the rune

Telepathic Jolt ⤵ (arcane, mental); **Trigger** A creature touches the door directly or with a tool; **Bypass** key; **Effect** The trap deals 6d10 mental damage to the triggering creature (DC 26 basic Will save). On a failure, the target is additionally stupefied 1 for 24 hours (stupefied 3 on a critical failure).

Reset The trap resets after 1 minute.

TO
BLOT OUT
THE SUN

Chapter 1:
Shades of
the Past


Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



Treasure: Amid the deros' personal possessions, the PCs discover a *traveler's any-tool* and an *iron cube*.

B4. Medical Vault

This locked storage room served as a vault in ages past, and was stocked with the most valuable of medical materials—wands, staves, scrolls, potions, and other valuable curatives they used to supplement their more mundane tools and methodologies. While most of the objects were removed in the days leading up to Earthfall, some remain.

Treasure: The vault contains *healer's gloves*, an expanded healer's toolkit, a *battle medic's baton* (*Pathfinder Treasure Vault* 114), a *greater staff of healing*, and a *vital amplification aeon stone* (page 79). The gloves, toolkit, baton, and staff bear Aeoscar's religious symbol.

B5. Doctor's Chambers

Entering this pristine sitting room is like stepping back through time. A teacup and leather-bound book, still open and face down, sit atop a side table beside a comfortable armchair. A beautifully carved wooden desk is fitted into the east wall of the room, papers and a lamp resting on its top and a few shelves above. An open door in the west wall leads to a bedroom in equally good repair.

This sitting room and adjoining bedroom (area B6) were the personal chambers of Elemiara, a devoted acolyte of Aeoscar and one of the doctors who worked in this medical wing. The head doctor, Orophide, lived elsewhere in the Ebon Tower and was not present during Earthfall.

Elemiara modified the *aeon stone matrix* in her chambers to keep the room clean and its contents preserved—an enchantment that survives to this day. This modification is not integrated into the walls, like the rest of the *aeon stone matrix*, instead appearing like a decorative lintel above the bedroom door, constructed of fine silver tracing with an inset *crescent aeon stone* (page 79) and timeless salts (*Pathfinder Player Core* 2 296). A PC who succeeds at a DC 20 Arcana, Crafting, or Thievery check identifies the purpose of this modification. Removing it requires a PC to succeed at a DC 23 Arcana, Athletics, Crafting, or Thievery check.

The papers on the desk are weighted down by a platinum religious symbol of Aeoscar (worth 250 gp) which serves as a paperweight. The topmost papers are filled with cramped text—all in Azlanti—lamenting that the author and two other medical staff are trapped in the medical wing after “calamity struck” and are so far unable to reach the surface or contact the other wings of the prison due to collapses in the tunnels and

stairwells. The author often keeps careful count of supplies, prays to Aeoscar for aid, and “yearns only to see the sun again” and for “relief from this desperation.” Judging by the papers, the author is a doctor and priest of Aeoscar named Elemiara, and the two other trapped staff are Beliana and Phernius. Their other colleagues, including head doctor Orophide, were in other parts of the prison during the calamity.

Beneath these confessions, papers include medical records and the formula for a *vital amplification aeon stone* (page 79). A completed prototype of this device is in the medical vault in area B4.

Treasure: The lamp on the table is a unique clockwork lamp with an *everlight crystal* at its core. A creature can turn a dial on the lamp with an Interact action, causing shutters on the lamp to iris open or closed, enabling the light from the *everlight crystal* to be revealed or hidden. This lamp is a curiosity worth 30 gp (15 gp if the *everlight crystal* is removed). The lamp weighs 1 Bulk.

The open book is a steamy romance novel about an Azlanti noblewoman captured by bandits and rescued by a dashing elven rake—it's obvious that their relationship was culturally taboo or forbidden, and that the author knew little about actual elves. The book is worth 100 gp to anyone interested in Azlanti culture or history. The shelves above the desk contain a few personal objects, including a porcelain horse (worth 20 gp) and a framed painting of two young girls (worth 50 gp). Amid these knick-knacks are a variety of books, most of a religious or philosophical nature. The entire collection of books is worth 700 gp to someone interested in Azlanti culture or history. Among these books is a *scroll of fly* (4th) and a *scroll of cleanse affliction* (4th).

B6. Doctor's Bedroom

This pristine bedroom is perfectly preserved and clean, but simple. It includes a comfortable bed with bedding, a wardrobe, and a small bookshelf filled with romance novels and poetry books. This bedroom (and the adjoining sitting room) is the comfiest and safest location to rest on this floor of the complex.

Treasure: The women's clothes in the wardrobe are worth a total of 100 gp. Among these is additionally a *cloak of illusions*. The books are worth 200 gp.

B7. Medical Facility

Moderate 7

A shrill but quiet keening echoes through this dilapidated medical facility, sounding distant or muffled. The north half of the room is a maze of hospital beds and time-tattered curtains that billow and sway slowly despite the lack of breeze. Every few moments, the curtains part enough to offer a glimpse of a desk, strange machinery, or a figure

huddled on a bed, before shifting again. The south half of the room is a laboratory, lined with cluttered workbenches and tables, and storage cabinets with their doors ajar and creaking. Throughout the facility, broken glass and discarded objects litter the floor, filthy from ages of neglect and damp from the steady drip-drop of moisture that falls from the cracked ceiling and pools in dank puddles on the floor.

This medial facility is haunted by three poltergeists (the anguished spirits of Beliana, Phernius, and Elemiara). Beliana's skeletal corpse is curled up in a ball on one of the hospital beds in the north half of the room, the blankets pulled up to her chin and obscuring her form. Phernius' corpse lies on the ground in the laboratory, right where he fell, arm stretched out toward the chapel of Aesocar (area B8). Elemiara's corpse is in the chapel.

Thanks to the poltergeists, the broken contents of this room are a massive jumble strewn haphazardly across the floor—the entire room is difficult terrain. Creatures who move on the ground and lack foot protection additionally treat this area as hazardous terrain that deals 2 piercing damage per square moved through. A creature who is knocked prone in this room lands on this jagged debris and broken glass, which deals 2d4 piercing damage.

The magitech clockwork machinery along the west wall is likewise broken, and sparks harmlessly every few rounds. The device has hardness 5 and 30 Hit Points remaining. Whenever damage is dealt to this machine (including if someone collides with it or it's within the effect of an area attack), it sparks wildly, dealing 2d6 electricity damage in a 15-foot emanation. If destroyed, it sparks one final time, then sputters out and it no longer poses a hazard.

Between the east doors and the south stairs lie the broken and bloody corpses of two deros. They were killed weeks ago by the poltergeists and still lay where they fell, now bloated and rotting. A PC who examines the corpses and succeeds at a DC 22 Medicine check determines the deros died from blunt trauma, though they also have numerous other injuries across their body—cuts, puncture wounds, and massive bruises. They each have a greatclub sheathed on their back and two bolas hanging off their belt.

Creatures: The poltergeists don't take kindly to intruders. As soon as they detect intruders, the poltergeists move to attack, opening with Frighten and Telekinetic Storm. Throughout the battle, the poltergeists spread out. Each round, they alternate between using Telekinetic Storm or using *telekinetic maneuver* to Reposition or Shove a PC into the malfunctioning machinery, or to Trip a target so they fall in the sharp debris. The poltergeists fight to the death.

ELITE POLTERGEISTS (3)

Monster Core 268, 6

Initiative Perception +13, Stealth +16

Development: If a poltergeist is defeated, they rejuvenate in 2d4 days. To put the three spirits to rest for good, their corpses must be brought outdoors and laid in the sunlight (causing that corpse to emit a contented sigh as its spirit finally enters the Boneyard). If the PCs additionally give them a funeral or say a prayer over them, Aesocar blesses the PCs, granting each PC 20 temporary Hit Points that last until expended. Clues to the desires of these spirits are evident in the haunt in the chapel (area B8) and Elemiara's notes (area B5).

Treasure: Beliana has an *emerald grasshopper* in her pocket. Phernius wears a *skeleton key* on a cord around his neck. A PC who succeeds at a DC 20 Perception check while searching through the debris in this room discovers a moderate antiplague (*Player Core* 2 286), moderate antidote (*Player Core* 2 286), moderate bottled catharsis (*Player Core* 2 286), moderate surging serum (*Player Core* 2 288) and two lesser elixirs of life (*Player Core* 2 288). On a critical success, they also find a moderate elixir of life (*Player Core* 2 288).

Reward: If the PCs put the spirits of Beliana, Phernius, and Elemiara to rest, they receive 60 XP.

B8. Chapel

Low 7

This chapel to Aesocar is haunted, leaving it shadowy and noticeably cold. A 15-foot tall marble statue of Aesocar stands on a raised platform at the east end of the room, surrounded by a long-empty trough which once held water for ritual washing. The skeletal corpse of Elemiara lies prostrate at the base of the statue, where she finally succumbed to starvation during her prayers. An altar set before a chipped and faded mural takes up the entire west wall. The nubs of melted candles rest upon this altar alongside a scattering of coins, tokens, and prayer slips that crumble to dust with a touch. Some of the candles have bite marks in them, as if someone contemplated eating the candles at some point in the past.

Hazards: The desperate prayers and final wishes of Beliana, Phernius, and Elemiara have soaked into this chamber, creating a haunt. Like the poltergeists, this haunt is permanently destroyed when the PCs bring the corpses of the medical staff into the sunlight.

LAST PRAYERS OF THE DOOMED

HAZARD 7

UNIQUE HAUNT

Stealth DC 30 (expert) to hear desperate whispered prayers

Description Influenced by the last prayers of the dead, creatures experience extreme claustrophobia and batter

TO
BLOT OUT
THE SUN

Chapter 1:
Shades of
the Past

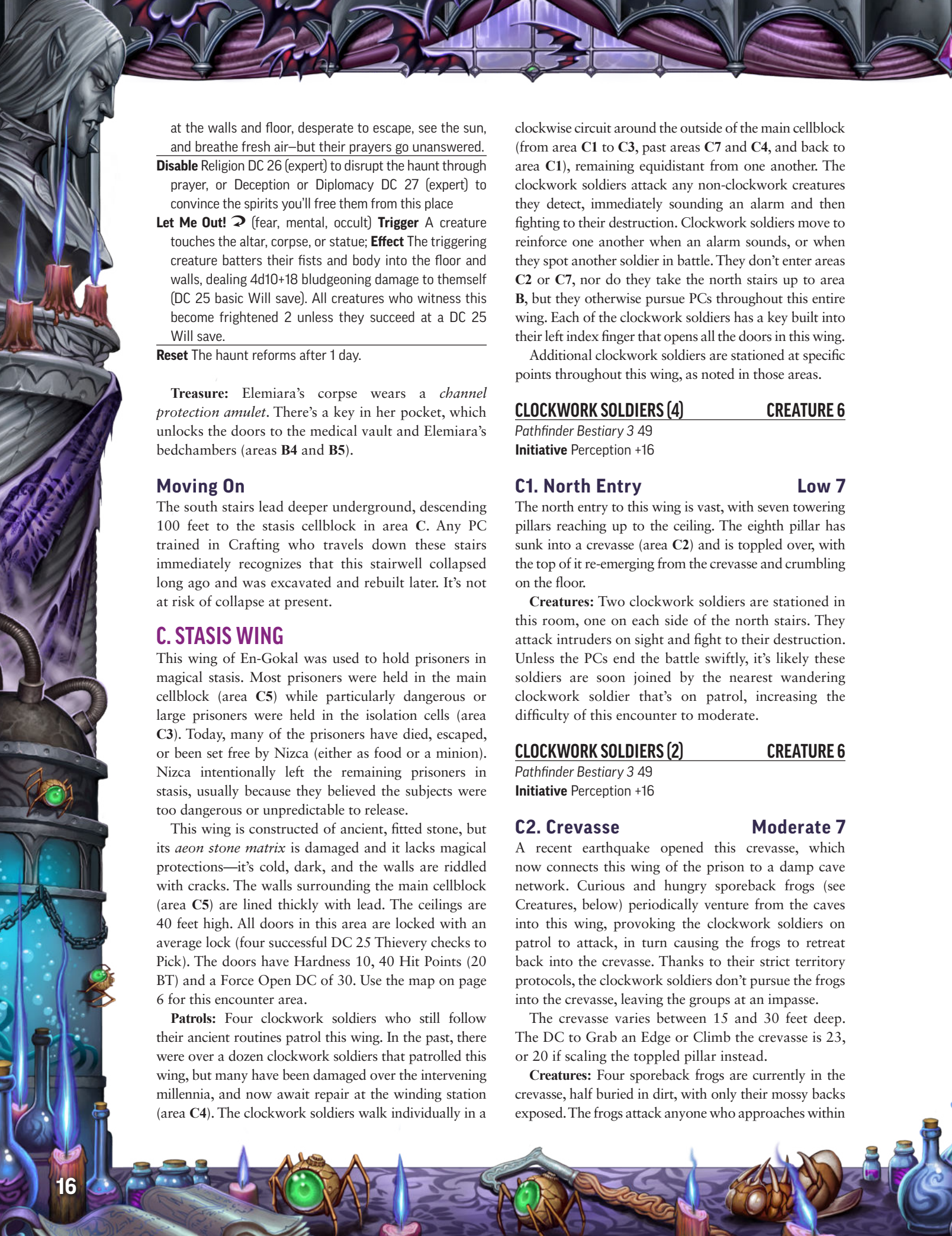
Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



at the walls and floor, desperate to escape, see the sun, and breathe fresh air—but their prayers go unanswered.

Disable Religion DC 26 (expert) to disrupt the haunt through prayer, or Deception or Diplomacy DC 27 (expert) to convince the spirits you'll free them from this place

Let Me Out! ☞ (fear, mental, occult) **Trigger** A creature touches the altar, corpse, or statue; **Effect** The triggering creature batters their fists and body into the floor and walls, dealing 4d10+18 bludgeoning damage to himself (DC 25 basic Will save). All creatures who witness this become frightened 2 unless they succeed at a DC 25 Will save.

Reset The haunt reforms after 1 day.

Treasure: Elemiara's corpse wears a *channel protection amulet*. There's a key in her pocket, which unlocks the doors to the medical vault and Elemiara's bedchambers (areas B4 and B5).

Moving On

The south stairs lead deeper underground, descending 100 feet to the stasis cellblock in area C. Any PC trained in Crafting who travels down these stairs immediately recognizes that this stairwell collapsed long ago and was excavated and rebuilt later. It's not at risk of collapse at present.

C. STASIS WING

This wing of En-Gokal was used to hold prisoners in magical stasis. Most prisoners were held in the main cellblock (area C5) while particularly dangerous or large prisoners were held in the isolation cells (area C3). Today, many of the prisoners have died, escaped, or been set free by Nizca (either as food or a minion). Nizca intentionally left the remaining prisoners in stasis, usually because they believed the subjects were too dangerous or unpredictable to release.

This wing is constructed of ancient, fitted stone, but its *aeon stone matrix* is damaged and it lacks magical protections—it's cold, dark, and the walls are riddled with cracks. The walls surrounding the main cellblock (area C5) are lined thickly with lead. The ceilings are 40 feet high. All doors in this area are locked with an average lock (four successful DC 25 Thievery checks to Pick). The doors have Hardness 10, 40 Hit Points (20 BT) and a Force Open DC of 30. Use the map on page 6 for this encounter area.

Patrols: Four clockwork soldiers who still follow their ancient routines patrol this wing. In the past, there were over a dozen clockwork soldiers that patrolled this wing, but many have been damaged over the intervening millennia, and now await repair at the winding station (area C4). The clockwork soldiers walk individually in a

clockwise circuit around the outside of the main cellblock (from area C1 to C3, past areas C7 and C4, and back to area C1), remaining equidistant from one another. The clockwork soldiers attack any non-clockwork creatures they detect, immediately sounding an alarm and then fighting to their destruction. Clockwork soldiers move to reinforce one another when an alarm sounds, or when they spot another soldier in battle. They don't enter areas C2 or C7, nor do they take the north stairs up to area B, but they otherwise pursue PCs throughout this entire wing. Each of the clockwork soldiers has a key built into their left index finger that opens all the doors in this wing.

Additional clockwork soldiers are stationed at specific points throughout this wing, as noted in those areas.

CLOCKWORK SOLDIERS (4)

CREATURE 6

Pathfinder Bestiary 3 49

Initiative Perception +16

C1. North Entry

Low 7

The north entry to this wing is vast, with seven towering pillars reaching up to the ceiling. The eighth pillar has sunk into a crevasse (area C2) and is toppled over, with the top of it re-emerging from the crevasse and crumbling on the floor.

Creatures: Two clockwork soldiers are stationed in this room, one on each side of the north stairs. They attack intruders on sight and fight to their destruction. Unless the PCs end the battle swiftly, it's likely these soldiers are soon joined by the nearest wandering clockwork soldier that's on patrol, increasing the difficulty of this encounter to moderate.

CLOCKWORK SOLDIERS (2)

CREATURE 6

Pathfinder Bestiary 3 49

Initiative Perception +16

C2. Crevasse

Moderate 7

A recent earthquake opened this crevasse, which now connects this wing of the prison to a damp cave network. Curious and hungry sporeback frogs (see *Creatures*, below) periodically venture from the caves into this wing, provoking the clockwork soldiers on patrol to attack, in turn causing the frogs to retreat back into the crevasse. Thanks to their strict territory protocols, the clockwork soldiers don't pursue the frogs into the crevasse, leaving the groups at an impasse.

The crevasse varies between 15 and 30 feet deep. The DC to Grab an Edge or Climb the crevasse is 23, or 20 if scaling the toppled pillar instead.

Creatures: Four sporeback frogs are currently in the crevasse, half buried in dirt, with only their mossy backs exposed. The frogs attack anyone who approaches within

10 feet of the crevasse, opening with Soporific Spores and a tongue Strike. A frog flees back into the crevasse (and even the adjoining cave system, if pursued) when reduced to 25 Hit Points or fewer.

SPOREBACK FROGS (4)

CREATURE 5

Pathfinder Howl of the Wild 151

Initiative Stealth +13

Perception +12; low-light vision, darkvision

Development: If the PCs explore the crevasse, they discover a natural cave system, home to giant insects, dangerous reptiles, and sporeback frogs. After hours of strenuous travel, the cave system breaches the surface on the northern end of Vil-Azmar. This cave system can serve as a source of water, game, and as a secondary entrance to the underprison.

C3. Isolation Cells

Low 7

This long hall is lined by three isolation cells, each of which once held very dangerous captives. Today, all three cells are empty. In front of the north cell is the corpse of a dero. A PC who physically examines the body and succeeds at a DC 23 Medicine check determines the dero was killed by exposure to sudden and extreme cold, was frozen for a time, and then defrosted and began decomposing normally.

The prisoners in the north and south cells were purposefully released by Nizca, who promptly recruited them to their cause. This includes **Hurkum** and **Ogenni** (male and female ogre bullies 7), who were imprisoned together in the north cell (cell IC30701) and now live in the administration wing (area **D4**) and **Viseldron** (male fortune dragon sentinel 10), who was imprisoned in the south cell (cell IC30703) and now resides in area **I** of the Ebon Tower. Their cells are unlocked.

The resident of the central cell (cell IC30702)—**Zatrine** (devious female lamia matriarch conspirator)—was deemed too untrustworthy to attempt to recruit and was left here to languish. Her cell is locked. However, during the same earthquake that tore open the crevasse in area **C2**, the central stasis cell was cracked open. Zatrine awoke, escaped through the newly formed tunnel, and spent some time exploring the wing while avoiding the clockwork soldiers. Unsure what's going on or how much time has passed, but certain she needs more allies and something to eat, Zatrine broke into the central cellblock (area **C5**).

Hazards: The area outside each of the isolation cells is trapped (as noted on the map) to prevent the criminals held in this wing from escaping. Clockwork soldiers and any creatures openly wearing a *security badge* don't trigger (and aren't harmed by) these traps.

ICE PRISON TRAPS (3)


HAZARD 5

UNCOMMON COLD COMPLEX MAGICAL TRAP

Stealth +26 (trained)

Description Magical sensors trigger clockwork cryomisters to expel frigid air, freezing intruders and potentially encasing them in a block of ice.

Disable DC 22 Thievery (expert) to disable the cryomisters, or DC 24 Arcana (expert) to trick the magical sensors, or *dispel magic* (3rd rank; counteract DC 24) to counteract the sensors

Cryo Mist  **Trigger** A creature enters the area, and that creature is not a clockwork soldier and is not openly wearing a *security badge*; **Effect** The trap fills the area with frigid air, which deals 2d8+7 cold damage to creatures in the area (DC 22 basic Fortitude save). Clockwork soldiers and any creatures openly wearing a *security badge* are immune to this damage. The trap then rolls initiative.

Routine (1 action) On its turn, the trap fills the area with frigid air, which deals 2d8+7 cold damage to creatures in the area. Creatures damaged must attempt a DC 22 Fortitude save. Clockwork soldiers and any creatures wearing a *security badge* are immune to this damage. The accumulating ice causes the floor in the area to become difficult terrain that lasts for 1 minute after the trap's routine ends.

Critical Success The target is unaffected.

Success The target takes half damage and increases its slowed condition by 1.

Failure The target takes full damage and increases its slowed condition by 1.

Critical Failure The target takes double damage and increases its slowed condition by 2.

Once a creature's actions are reduced to 0 by this slowed condition, the creature is completely encased in ice. The ice has Hardness 5 and 20 Hit Points, and its DC to Force Open is DC 22. Breaking the ice frees the creature and reduces their slowed condition by 1. Each round a creature is encased in ice, they take 1d8+7 cold damage (DC 22 basic Fortitude save).

Reset The trap resets after 10 minutes.

C4. Winding Platform

This semi-circular platform is accessible by a short flight of steps and is five feet higher than the adjoining hall. A 15-foot deep crevasse has rent the north half of the platform. A complex magitech device is built into the walls of the platform, and damaged clockwork soldiers lay scattered on the platform.

This is a winding platform, where clockwork soldiers are programmed to return every 12 hours to be rewound in one of the six automatic winding docks along its lengths. Of these winding docks, only four remain

TO
BLOT OUT
THE SUN

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



functional, as the sixth has fallen into the crevasse and is destroyed and the northmost remaining dock is broken.

Damaged clockwork soldiers are programmed to return to the central, open space of this winding platform, where engineers once would have repaired them. As there are no engineers left alive in En-Gokal, these damaged and broken clockwork soldiers have simply piled up and deactivated.

C5. Cellblock

Moderate 7

This once orderly cellblock, with thick lead walls and magitech stasis tubes, is a dilapidated mess. Most of the stasis tubes are malfunctioning, cracked, broken, or open, and shattered glass, mechanical components, unidentifiable biomass, and foul-smelling green fluids litter the ground. The remains of two clockwork soldiers, utterly destroyed and in a jumble of pieces, litter the ground near the cellblock's entrance.

Eight rows of fourteen stasis tubes fill this chamber, each of which once held a dangerous criminal imprisoned in En-Gokal. Each prisoner was kept in magical stasis, unable to move, think, or act, but kept alive and healthy. Over the years, most of these stasis tubes malfunctioned, shattered, or were purposefully opened by Nizca so their occupants could serve as food or a useful tool. Of those stasis tubes that still have occupants, some are alive and safely in stasis, while the others died inside their malfunctioning stasis tubes and are corpses. Each stasis tube is 10 feet high and is labelled. A PC who searches through the cell block looking for cells which were purposefully opened discovers a few still bearing legible labels: cells SC30509, SC30525, SC30566, and SC30599.

Creatures: After escaping from her stasis chamber (in area C3), Zatrine entered the cellblock to recruit malleable followers. She carefully selected three criminals—thieves of middling talent who stole from a powerful Azlanti noblemen and received a punishment beyond the norm—freed them from stasis and enchanted them. Now, Zatrine and her loyal minions prepare to escape this wing of the prison and find their way to freedom.

When the PCs arrive, Zatrine considers this a perfect opportunity to receive information about a prison which she's certain is no longer properly staffed and maintained. Her minions hide while she changes shape into her humanoid form, appearing as a frail but beautiful Azlanti woman with a head injury and no memory of how she arrived in the cellblock or what's going on. Zatrine begs the PCs for help, plays innocent, and tries to get as much information about

En-Gokal and its occupants as possible. She begins with conversation, but resorts to casting *charm* or *suggestion* on a trepid-looking PC if the party is suspicious of her or refuses to cooperate. While it's possible the PCs agree to escort Zatrine and her "friends" from En-Gokal to the surface, it's more likely they suspect Zatrine is lying, causing her to initiate hostilities.

Zatrine prefers to fight at range using her spells, favoring *charm*, *suggestion*, and *enthrall*. If targeted by the PCs, she casts *invisibility* on herself, and switches to more violent tactics, including *force barrage*, *phantom pain*, Matriarch's Caress, and Scimitar Storm. Zatrine surrenders when reduced to 30 Hit Points or less, begging for leniency and claiming that all she desires is to be allowed to leave peacefully. Zatrine is willing to accept any stipulation on her freedom and surrender—fully intending to break such stipulations later to gain her freedom.

Zatrine's minions begin in hiding and fight in melee, flanking when possible. They fight to the death to protect Zatrine, but follow her lead and cease hostilities if she surrenders.

ZATRINE

CREATURE 8

Female lamia matriarch (*Pathfinder Monster Core* 215)

Initiative Deception +20, Perception +15, Stealth +16

AGUILAR, IVERNESS, AND ULARETTE CREATURE 4

Burglars (*Pathfinder NPC Core* 20)

Initiative Perception +10, Stealth +12

C6. Interrogation

Moderate 7

This area was once an interview room, with smaller, soundproof cells lining the south wall wherein prisoners fated to be questioned were kept for days leading up to their interrogation. An earthquake tore a hole in the east side of the room, which destroyed the two easternmost cells, their occupants, and one of the clockwork soldiers stationed in this room. This pit is connected to the back of the central isolation cell in area C3 via a narrow tunnel and is the method through which Zatrine escaped confinement.

The north wall features a grand mural of two stern Azlanti guards, and each of the remaining cells contains a long-dead prisoner who rose as a zombie and batters feebly at the cell door.

Hazards: The mural is a trap that causes pain to any prisoners who fail to cooperate with their interrogators—and any living intruders in the room.

PUNISH DEFIANCE

HAZARD 5

UNCOMMON COMPLEX MAGICAL TRAP

Stealth +23 (trained)

Description A magical mural threatens uncooperative inmates, causing mental trauma.

Disable Thievery DC 26 (expert) to deactivate the mural, or Arcana DC 26 (trained) to disrupt the mural's magic, or Deception DC 24 (trained) to pose as a superior and order the mural to deactivate, or *dispel magic* (3rd rank; counteract DC 24) to counteract the mural

Mural AC 19, Fort +15, Ref +9

Mural Hardness 14; Mural HP 54 (BT 27); Immunities critical hits, object immunities, precision damage

Final Warning ☞ (fear, mental, occult) **Trigger** A creature defies the prison's authority (such as by attacking a clockwork soldier or living graffiti); **Effect** The mural commands the inmate to cease their defiance and surrender to authority. All living creatures in the room must attempt a DC 24 Will save, becoming frightened 1 and stupefied 1 on a failure, or frightened 2 and stupefied 2 on a critical failure. The trap then rolls initiative.

Routine (1 action) On its turn, the trap threatens all living creatures in the room, dealing 3d6+5 mental damage (DC 22 basic Will save).

Reset 1 hour.

Creatures: One clockwork soldier stands guard in this chamber, standing near the south cells. The Azlanti guards in the mural are elite living graffiti. All three constructs attack intruders on sight, fighting to their destruction.

CLOCKWORK SOLDIER

CREATURE 6

Pathfinder Bestiary 3 49

Initiative Perception +16

ELITE LIVING GRAFFITI (2)

CREATURE 4

Pathfinder Bestiary 3 162

Initiative Stealth +13, Perception +11

Reward: The zombies trapped in the south cells are too weak to prove a danger to the PCs. However, if the PCs destroy all these undead, putting their souls to rest, they receive 40 XP.

C7. Stairwell

Moderate 7

This dark stairwell winds up for hundreds of feet, connecting the lower levels of the prison to the basement of the Ebon Tower. The center of this stairwell is open and the stairs don't have guardrails.

Halfway up the stairs, the darkness suddenly thickens, becoming oppressive and heavy. A PC who succeeds at a DC 23 Arcana or Occult check determines that a fragment of the Netherworld has been overlaid on the area, but its overlap is incomplete. From here on, the area of light shed by all light sources is halved.

When the PCs reach the top of the stairs, they enter the administrative level of the Ebon Tower, transitioning to Chapter Two.

Creatures: Shortly after entering the unnatural darkness, the PCs are attacked by shadows from the Netherworld who were unleashed upon this wing of the prison when Nizca activated their malfunctioning *shadow beacon*. The greater shadow flees when reduced to 20 Hit Points or less, while the shadows fight to their destruction.

GREATER SHADOW

CREATURE 7

Monster Core 306

Initiative Stealth +20, Perception +14

SHADOWS (3)

CREATURE 4

Monster Core 306

Initiative Stealth +14, Perception +10



Zatrine

TO
BLOT OUT
THE SUN

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



Chapter 2: Tangled Shadows

As the PCs push deeper into Nizca's territory, they enter the lower levels of the Ebon Tower. In the distant past, this portion of En-Gokal housed the prison's central administration and was a place where the top wardens and administrators could meet with dignitaries and show off the magnificent features of this high-security prison. The architecture was grand and ornate, and the rooms were large and lavishly decorated—all aimed at impressing important outside visitors. Today, many of these rooms are still intact, though they've long since fallen into disrepair or been repurposed.

As an accidental by-product of Nizca's previous attempt to activate the *shadow beacon* at the peak of the Ebon Tower, pieces of the Netherworld have become overlaid onto En-Gokal, making it a place of shifting shadows and ominous darkness. These effects become

more prominent as the PCs ascend the Ebon Tower, where this connection to the Netherworld is strongest.

Inhabitants of the administrative level perform minor tasks, including the processing of captives and food to feed those who occupy these levels and the tower beyond. On the base level of the tower, at what was once ground level but is submerged today, these minions viciously guard the entrance to the Ebon Tower.

D. ADMINISTRATION

The administration wing is constructed of ancient, fitted stone. In public areas, the walls are tiled in plaques of polished and gilded marble, and the ceilings are vaulted and decorated with frescoes. In private offices and living spaces, the walls are plastered and painted, with decorative murals or tapestries. The integrated *aeon*

stone matrix is damaged; it sheds dim light throughout the level and can't be adjusted. Areas **D1** and **D12** additionally contain geometric crystal sculptures that emit bright light in a 10-foot radius. These sculptures are placed as marked on the map. The ceilings are 40 feet high in public areas and 20 feet high in private ones. All doors in this area are unlocked unless otherwise noted. Doors have Hardness 10, 40 Hit Points (20 BT) and a Force Open DC of 30. Due to the influence of the Netherworld, the area of all light sources is halved. Use the map on page 22 for this encounter area.

Important Occupants: The administrative level is managed by **Tokainen** (female dhampir religious fanatic 9), a cleric of Scal (the Azlanti god of annihilation, catharsis, and purity), who Nizca freed from stasis. She rules this level of the complex efficiently and with an iron fist. Despite her attempts at stoicism, her volatile temper occasionally gets the better of her, resulting in violent outbursts directed at her subordinates or an unlucky prisoner plucked from the larder.

Anoreth Zorillen (agender human Azlanti magitech engineer 8) is a talented wizard freed from stasis by Nizca for their knowledge of magitech and clockwork technology. Anoreth rebuffed Nizca but lacked the strength to attempt either an escape or a coup, and instead was forced into servitude. Now, they work as a glorified repairer, tasked with maintaining the many clockwork soldiers and devices within Nizca's domain.

Ilnaphrae and **Xarbaene** (male and nonbinary vampire fops 7) are a pair of spoiled, foppish vampires that defected from Lady Nalushae's court, leaving to follow Nizca. The duo lived under Lady Nalushae's shadow for ages and were among her favored consorts. Nizca convinced them to make a mark of their own. They aided Nizca and followed them to the Ebon Tower. For a time, they worked closely with Nizca, but as Nizca's followers grew, Ilnaphrae and Xarbaene were appointed "lords" of the administration level. While they appreciated the responsibility at first, they quickly realized they don't serve any purpose and—worse—they're far removed from Nizca and have no real idea what they're up to. The two regret leaving home and wish to return to Lady Nalushae's court.

Patrols: The administrative wing is patrolled by 18 guards known as Tokainen's Chosen—mortals from the prisoner pens who have sworn allegiance to Tokainen in exchange for their safety. Each is branded on the cheek with Tokainen's personal glyph (a stylized explosion), which grants them supernatural powers. At any time, six of the guards are sleeping in the bunks (area **D6**), six are awake and enjoying their leisure time in the lounge (area **D2**), and six are on patrol between the public areas. Guards patrol in pairs and break their route pattern to

investigate suspicious sounds and combat. It's possible a guard might flee combat to retrieve reinforcements from area **D2**. Guards on break take 2 rounds to prepare for combat, while sleeping guards take 5 minutes to prepare for combat. If all authority figures on this floor are defeated (Tokainen, Hurkum, and Ogenni), the remaining guards flee upstairs to the Grand Entry (area **E**) via the stairs in area **D17**, reporting to Firitula and joining her forces as described in that location.

TOKAINEN'S CHOSEN (18)

CREATURE 5

UNCOMMON MEDIUM HUMAN HUMANOID

Perception +13; low-light vision

Languages Common, Azlanti

Skills Acrobatics +11, Athletics +13, Intimidation +10, Stealth +11

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

Items bolas (2), guisarme, poor manacles, scale mail

AC 21; **Fort** +15, **Ref** +12, **Will** +9

HP 75

Reactive Strike ⚡ (Monster Core 359)

Speed 25 feet

Melee ⚔ guisarme +15 (reach 10 feet, trip), **Damage** 1d10+6 slashing

Melee ⚔ fist +15 (agile, nonlethal, unarmed), **Damage** 1d4+6 bludgeoning

Ranged ⚔ bola +13 (nonlethal, range increment 20 feet, ranged trip, thrown), **Damage** 1d6+6 bludgeoning

Cataclysm Brand ⚡⚡ (fire) **Frequency** once per hour; **Effect** Tokainen's chosen activates the latent magic in their brand, then launches a ball of flames with a range of 60 feet that explodes in a 10-foot burst. Creatures in the area take 6d6 fire damage (DC 22 basic Reflex save). A creature that fails their save is additionally dealt 1d4 persistent fire damage.

For 1 minute, the brand's excess magic suffuses their hands, causing their fists and any weapons they wield to radiate a nimbus of fire, dealing an additional 1d10 fire damage on a Strike. While their hands radiate fire in this way, their fists lose the nonlethal trait.

Take 'Em Down ⚡⚡ Using their guisarme, Tokainen's chosen makes a Trip and a Strike against a target in reach. They can make these attacks in any order, but both attacks must have the same target. Their multiple attack penalty doesn't increase until after both attacks are completed.

D1. South Lobby

Moderate 8

This massive lobby is grand, with floors of polished black marble, walls tiled in green and gold, and a vaulted ceiling that stretches up 40 feet, its faded frescoes lost in shadows. Two large, three-tiered fountains run down the center of the room, their water still flowing clean and clear. To the north, flanking a dense patch of greenery between two long halls, loom two

TO BLOT OUT THE SUN

Chapter 1: Shades of the Past

Chapter 2: Tangled Shadows

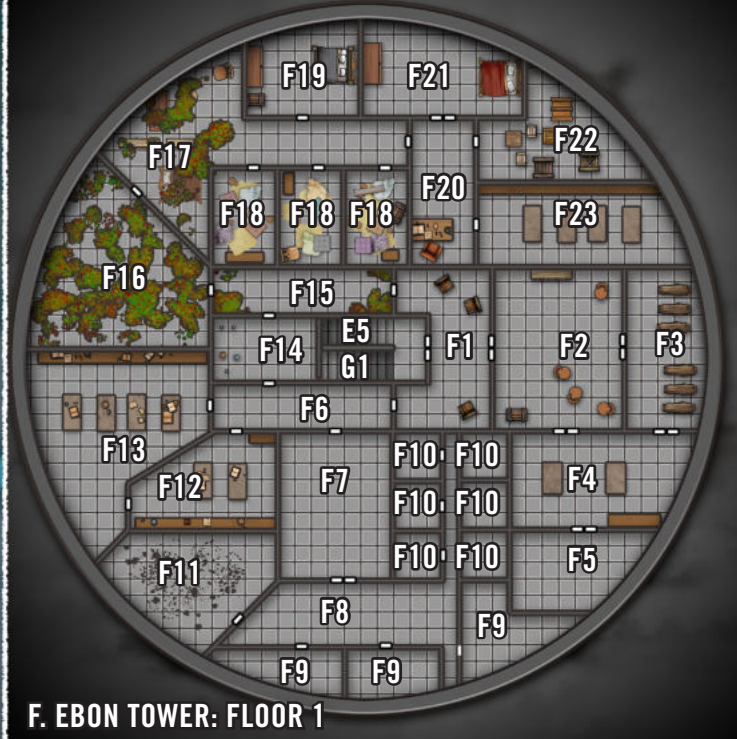
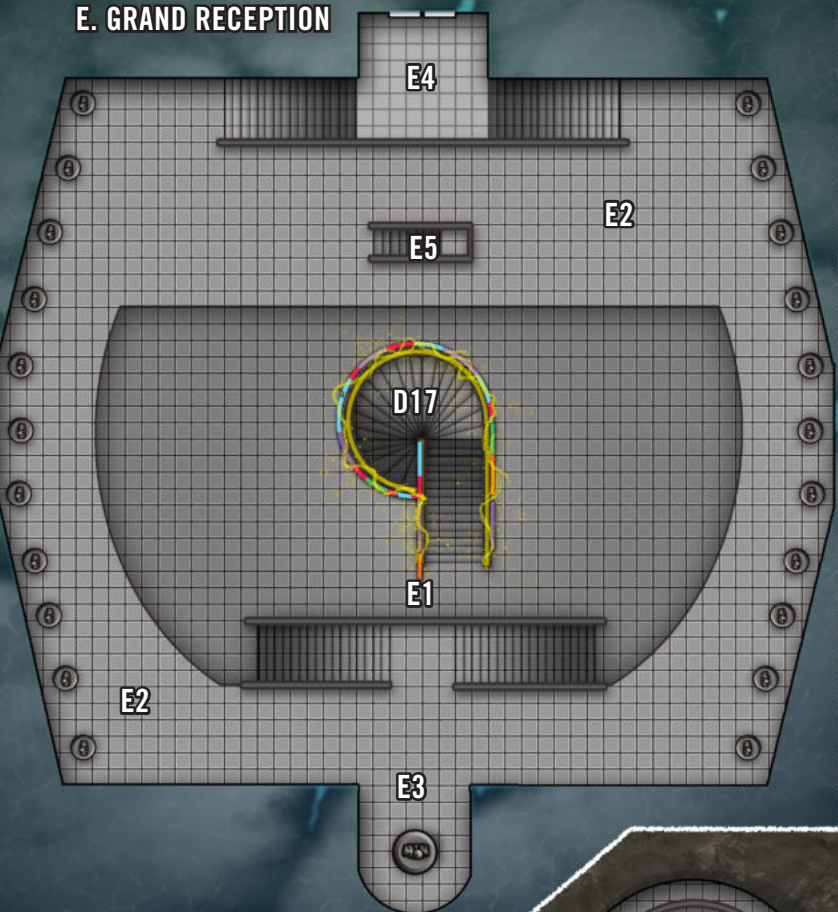
Chapter 3: Darkening Dawn

Continuing the Campaign

Nin

Adventure Toolbox

E. GRAND RECEPTION



F. EBON TOWER: FLOOR 1

D. ADMINISTRATION

1 SQUARE = 5 FEET



life-sized statues of armored Azlanti figures, sternly standing sentinel over the hall. A larger statue, at least 15 feet across and 30 feet high, stands at the east end of the hall atop a wide plinth, flanked by a garden of swords and polearms that seem to sprout right from the floor. This figure is dressed in a crisp uniform and bears an expression of poise and superiority—clearly respected in their time. Geometric crystal sculptures line the edges of the room. Multiple halls and doors branch off this lobby.

This wide lobby was built to impress, with extravagant architecture and furnishings far grander than the floor's purpose and prestige required. The glowing crystal sculptures are 5 feet wide and 10 feet tall, shedding bright light in a 10-foot radius. The weapons driven into the ground to form a violent garden are sculptures, though they have sharp edges; they're areas of difficult terrain and dense enough to provide cover.

A plaque at the base of the largest statue reads, "En-Gokal Prison established under the stern direction of the infallible High Governor Avrinz of Thespera. The Guiding Hand, the Unflinching Authority, the Radiant Retribution, the Fist of Order. Long may he rule, everlasting his legacy." A PC who succeeds at a DC 26 Society or a DC 24 Azlanti Lore check to Recall Knowledge recognizes High Governor Avrinz as an Azlanti governor respected for his ruthlessly regimented and strict rule and military victories, as well as patronage of many civic works such as this prison and the program that led to the early Azlanti ventures to the moon.

Creatures: Two clockwork guardians stand sentinel in this room, posted between the crystal beacons along the south wall. These clockworks are expertly maintained by Anoreth and their programming is exceptional—they know who has clearance to be in this area and attack anyone who doesn't belong. The clockwork sentries fight until destroyed.

CLOCKWORK SENTRIES (2)

CREATURE 8

Page 83

Initiative Perception +16

D2. Lounge

Moderate 8

This comfortable lounge is brightly lit by numerous lamps, and its walls are painted a rich burgundy. The room contains comfortable couches, a large table with eight chairs, and a spartan shelf containing writing supplies, a lute, a deck of cards, and a few games and books.

Tokainen's chosen use this room as a place of leisure. A pile of papers tied with a string is an unfinished novel written by one of the guards—a ribald adventure story

with a dashing male protagonist named Waylon Thrust whose romantic conquests become progressively more absurd as the tale progresses. His latest romantic escapade involves a troll, a sphinx, and an animated statue of the Azlanti goddess Lissala.

Creatures: Six of Tokainen's chosen are always in this room, enjoying the amenities or eating. These guards attack any interlopers on sight, leaping up to attack and shouting an alarm. They fight in melee and aim to draw the PCs into the lobby (area D1), both to draw the help of other guards and to avoid damaging the lounge and its contents—their only luxuries. They avoid using Cataclysm Brand until the fight has moved into the hall or lobby. If called as reinforcements, or if they hear obvious sounds of battle, they grab their weapons and hurry outside to offer backup (which takes two rounds).

TOKAINEN'S CHOSEN (6)

CREATURE 5

Page 21

Initiative Perception +13, Intimidation +10, Stealth +11

Treasure: The objects in this room are worn and well-used, but a few hold notable value. A *virtuosolute* sits on the shelf. A fine copy of the board game *Prime Arcidux*, with colorful glass pieces and a polished marble board, is worth 200 gp. This deeply strategic three-player game was popular in ancient Azlant but has since fallen into obscurity.

D3. Lords' Court

Moderate 8

The room is furnished with comfortable chairs and couches, decorative screens, a massive bed, a finely carved table, bookshelves, numerous wardrobes, and a grand piano and harp. The furniture is primarily wood painted white and gold with fabrics in a variety of pastel colors. Art is plentiful, and many of the walls are draped in lush fabric curtains.

This lavish drawing room is the residence and "court" of Innaprae and Xarbaene. The walls are powder blue, and the lighting is dim, illuminated only by the inset *aeon stone matrix*. Murals flanking the door depict Innaprae and Xarbaene in heroic scenes; one of these murals is half-finished and clearly a work in progress judging by the nearby paint supplies. Incense hangs heavy in the air, filling the room with a strong floral scent and a slight haze—this haze doesn't provide concealment, but does make it hard to follow the movements of the vampires when they're in their mist form (such as via Mist Escape or Turn to Mist).

A thick velvet curtain in the north of the room separates the drawing room from the servant's quarters where Innaprae and Xarbaene's four chosen

TO
BLOT OUT
THE SUN

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox

servants sleep and eat. This narrow area contains four fine beds built into the wall and draped with curtains and a small glass table surrounded by four gilded chairs.

Ilnaphrae and Xarbaene's coffins are cleverly inset into the gilt bed frame, hidden beneath a dozen mounded pillows, layers of luxurious blankets, and a thick feather mattress.

When the PCs first enter this room, Ilnaphrae lounges on one of the divans while drinking blood from the neck of one of their servants, Xarbaene plays a beautiful song on the piano, two servants dance, and the final servant is painting the unfinished mural. Xarbaene smiles wickedly and speaks.

"Look what delightful morsels visit our court, Ilnaphrae. Tell me, sweet morsels, what desires have drawn you into our illustrious presence? Surely your need must be strong to tempt death with this interruption?"

Creatures: Ilnaphrae and Xarbaene open with conversation, happy to toy with their prey before devouring them. While they appear lazy and foppish, they're cunning and dangerous, and their conversation

is laced with subtle threats and flirtatious double entendres, amid a showing of genteel civility and impeccable manners. If the PCs engage them in conversation, Ilnaphrae and Xarbaene are happy to share information, though their story is twisted by their selfish outlook and ignorance of anything they consider "beneath them." In their version of events, they're respected nobles much beloved by Lady Nalushae who were deceived by Nizca's pretty lies and tempted away from their home and their rightful place at Lady Nalushae's side. They believe it's only a matter of time before they're called back to the Broken Palace. Their rivals—including Tokainen, Firitula, Viseldron, and Deg—poisoned Nizca against them, leading to their ignoble and unjust exile on the administration level. They consider Anoreth, Hurkum, and Ogenni "servants" of Nizca and therefore of no import.

If Ilnaphrae and Xarbaene believe the PCs are here to destroy, hinder, or otherwise embarrass their rivals, they're happy to let them leave with their lives. In fact, they even open their court to the PCs as a place to relax and rest safely—in exchange for a small blood donation. If the PCs lead with violence, attempt to "abduct" any of the servants, or if Ilnaphrae or Xarbaene believe the PCs caused harm to Lady Nalushae, they provoke a fight.

Ilnaphrae and Xarbaene fight at range using their repeating crossbows. They Dominate the first PCs to come within 30 feet, and Drink Blood from the nearest favored thrall when in need of additional healing. They switch to melee only when cornered. The favored thralls fight alongside Ilnaphrae and Xarbaene, sticking as close as possible to gain the benefits of Lord's Blessing and to use their Protect the Lord reaction. Each round, they attack the PCs, then end their turn with Body Shield. They're utterly loyal to Ilnaphrae and Xarbaene, even beyond the vampires' deaths, and are willing to die for them. If Ilnaphrae or Xarbaene are defeated, they Mist Escape into their coffins, their movements shrouded by the cloud of incense in the air.

ILNAPHRAE AND XARBAENE

CREATURE 7

Elite vampire counts (*Pathfinder Monster Core* 6, 336)

Initiative Deception +16, Diplomacy +16, Intimidation +18, Perception +19

Items *agate ellipsoid aeon stone* (Xarbaene only; *Pathfinder Society Guide* 121), *preserving aeon stone* (Ilnaphrae only), leather armor, +1 rapier, +1 repeating crossbow (*Guns & Gears* 64), repeating crossbow magazines (2), 25 gp

Ranged ♦ repeating crossbow +17 (range increment 120 feet, reload 0, repeating), **Damage** 1d6+8



Tokainen's Chosen

FAVORED THRALLS (4)

CREATURE 4

UNCOMMON MEDIUM HUMAN HUMANOID

Human thralls

Perception +8

Languages Common, Azlanti

Skills Acrobatics +10, Athletics +9, Diplomacy +11, Stealth +10

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

Items dagger (3), fine clothing

AC 18; **Fort** +9, **Ref** +14, **Will** +6

HP 60

Protect the Lord ➤ **Requirements** The favored thrall is within 15 feet of Ilnaphrae or Xarbaene; **Trigger** Ilnaphrae or Xarbaene (whichever meets the requirements) would be damaged; **Effect** The favored thrall launches themselves in the way to shield their master from harm. They immediately Stride into a space adjacent to the vampire who would be damaged, moving as close to the incoming attack as possible. The favored thrall is dealt the triggering damage, rather than the vampire.

Speed 25 feet

Melee ➤ dagger +14 (agile, finesse, versatile S), **Damage** 1d4+5 piercing

Ranged ➤ dagger +14 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing

Body Shield ➤ The favored thrall Strides up to their speed, ending their move adjacent to Ilnaphrae or Xarbaene. Until the beginning of their next turn, they grant any adjacent vampires a +1 circumstance bonus to AC, as they use their body as a shield. This bonus is in addition to any bonuses granted by cover they would provide.

Lord's Blessing If a favored thrall is within 25 feet of Ilnaphrae or Xarbaene, they're bolstered by the proximity of their lord; the favored thrall gains a +2 circumstance bonus to attack rolls and deals an additional 1d6 damage with Strikes.

Development: If the favored thralls survive, it takes them weeks to recover from their ordeal and shake off the last vestiges of the mind control. Even with time, their memories and emotions conflict with what they know to be reality, leaving them with fondness for their one-time captors, which in turn makes them feel deep shame and self-loathing. Coping with these confusing emotions could take years. Despite their personal difficulties, they're grateful for the PCs intervention, and introduce themselves as **Brinette** (contemplative female human scholar 4), **Esley** (moody male human artist 4), **Shonna** (forlorn pangender human minstrel 4), and **Ren** (passionate agender human poet 4). They are all political prisoners locked away from public sight and temporarily kept in stasis tubes to protect their location when Earthfall struck.

Treasure: This suite is filled with a treasure trove of art objects, from tapestries and ceramic vases to oil

paintings and jewelry. The PCs can collect up to 10 Bulk of valuables from this chamber, worth 100 gold per Bulk (for a total of 1,000 gp).

A PC who inspects the bookshelf discovers the leather-bound books are all fake—a leather bound wood panel meant as decoration. Behind one of these panels the PCs discover a *flaming* rune, a *lesser ferrofluid urchin* (*Rage of Elements* 146), and a *potion of quickness*.

Reward: If the PCs bargain with Ilnaphrae and Xarbaene peacefully, they gain 100 XP, as if they had defeated them (and their thralls) in combat. If the PCs later fight Ilnaphrae and Xarbaene, they don't gain this experience a second time. For each favored thrall the PCs rescue, they gain an additional 10 XP, on top of the experience gained for defeating them in combat.

D4. Foul Quarters

Trivial 8

While it's clear this room was once an extravagant office, today it looks closer to a garbage heap. The desk, chairs, and other furniture are broken, it reeks of mold and rot, and there are numerous holes punched in the plaster, revealing the fitted stone walls beneath. A mound of soiled tapestries, curtains, blankets, and cushions serves as the bed of the room's occupants.

Hurkum and Ogenni, who are typically found tormenting the prisoners in area **D14**, retire here when their work is done. They retire here only to sleep a few hours each night. The *aeon stone matrix* in the walls is damaged, making the lights flicker on and off, switching between dim light and darkness every round.

Hazards: A PC who searches this room discovers a large treasure chest poorly hidden beneath a threadbare tapestry in the northeast corner of the room. This chest is latched and trapped. Ogenni keeps her "stash" inside—choice bits of loot she's stolen from other areas of the prison.

STINKFACE SURPRISE

HAZARD 8

UNCOMMON MECHANICAL TRAP

Stealth DC 27 (expert; DC 31 to detect the hidden bypass button)

Description A pile of excrement and rotten food is launched at whoever opens the trunk without first depressing a hidden button on the side of the trunk.

Disable Thievery DC 26 (expert) to unhook the launch spring

Stinkface Surprise ➤ **Trigger** A creature opens the trunk or breaks open the trunk; **Bypass** hidden button; **Effect** The trap deals 4d10+22 poison damage to the triggering creature (DC 26 basic Fortitude save). On a failure, the target is additionally blinded and sickened 4. A creature can spend one Interact action to scrub the filth from

TO BLOT OUT THE SUN

Chapter 1:
Shades of
the Past


Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



their eyes, removing the blinded condition. A creature can't reduce the value of their sickened condition below 1 until they fully wash the filth off, a process which requires 5 minutes and suitable supplies.

Treasure: Ogenni's chest contains a *sprouting aeon stone*, a *greater skittering mask* (*Treasure Vault* 155), a *charm of cold resistance* shaped like crossed spears over a full moon (the religious symbol of Acavna, a dead Azlanti goddess), and a colorful bracelet made of hundreds of tiny glass seed beads. The bracelet belongs to **Meylu** (stubborn genderfluid aiuvarin rebel 2), a captive from the prison pens shipped up the Ebon Tower to feed the vampires on floor **G**. Meylu is the child of **Asandi** (devastated male aiuvarin mediator 3), a respected and influential captive. For more information, see area **D15**. While Meylu is presumed dead, they still live—the PCs have a chance to rescue them in area **G7**.

D5. Anoreth's Quarters

This room is a combination office and living quarters, appointed simply with worn and faded furniture long past its glorious prime. The room is lived in, but clean.

This room is the residence of Anoreth Zorillen, a talented wizard and magitech engineer more commonly found in the clockwork workshop (area **D11**) where Tokainen forces them to work. Anoreth is allowed only a few hours of rest each night, which they spend here, passed out in exhaustion under the watchful eye of their devoted pipefox familiar Kiriki. While Anoreth is working, Kiriki tries her best to clean and tidy the room.

When the PCs enter Anoreth's quarters, it's likely they encounter Kiriki in the middle of tidying. She hides when she hears the door open, and observes the PCs from hiding. She emerges either when she's determined they're unaffiliated with Tokainen or when the PCs are about to steal any of Anoreth's valuables.

Kiriki is wary of the PCs but hopes they're a means to ensure Anoreth's escape from En-Gokal. She greets the PCs with feigned friendliness and sincerity, leveraging her cute appearance and harmless demeanor to endear herself to the PCs. If they seem amenable, she explains the plight of "her dearest friend Anoreth," casting them as an innocent engineer captured by Nizca and forced to labor ceaselessly to craft a clockwork army. She begs the PCs to "ally with Anoreth against Tokainen and their cruel tyranny."

If the PCs agree to aid or ally with Anoreth, or to oppose Tokainen, Kiriki provides them information on the inhabitants of this level and the guard schedule. She recommends they deal with Ilnaphrae and Xarbaene

(**D3**), followed by the off-duty guards (**D6**), before moving to free Anoreth from the workshop in area **D11** and finally confront Tokainen in the chapel (**D12**). After this, she claims they need only defeat the guard patrols and Hurkum and Ogenni (**D14**) before "Tokainen's hold over this level is shattered, and the captives are free to flee En-Gokal." If they've allied, Kiriki accompanies the PCs throughout this level of the prison, until they free Anoreth, at which point she accompanies Anoreth instead. If the PCs leave this level without Anoreth, Kiriki remains behind, unwilling to stray so far from them.

It's possible the PCs learn Anoreth was an inmate of En-Gokal (likely through conversation or by searching the clockwork archive in area **D7**. If confronted or pressed on Anoreth's origins, Kiriki claims Anoreth was falsely imprisoned in En-Gokal after an "ill-planned dalliance with the warden's wife." She admits Anoreth was freed from stasis by Nizca and forced into servitude. As always, she paints Anoreth as positively as possible, casting everyone who stands against them as the enemy and absolving them of any blame or sin.

Treasure: If the PCs agree to aid or ally with Anoreth, or to defeat Tokainen, Kiriki gives them a pair of gadget skates (*Guns & Gears* 70), a *scroll of animated assault* (4th; *Player Core* 2 240), *scroll of creation*, and a *scroll of weapon storm*. Finding these items without Kiriki's aid requires a PC to succeed at a DC 26 Perception check. If the PCs discover these items in this way, Kiriki scolds them for their thievery and cold-heartedness.

Reward: If the PCs get information from Kiriki, whether or not they ally with her to save Anoreth, they gain 20 XP.

D6. Barracks

Moderate 8

Twelve bunk beds line the edges of this large communal barracks, heads against the wall and feet aligned toward the room's center. In the middle of the room is a double row of freestanding lockers, back-to-back and facing the room's north and south walls, each with a long bench a few steps away.

All told, this room can accommodate 24 people, although it's clear some of the beds and lockers are unused at present.

Creatures: A total of six Tokainen's chosen are sleeping in this room at any time. If they awaken to immediate violence, they attack as they are—unarmed and unarmored (which reduces their AC by 3)—opening with Cataclysm Brand and then fighting with their flame-wreathed fists in melee combat. Each of Tokainen's chosen that reaches a locker seizes a guisarme and wields it in place of their fists. If cornered in this room, Tokainen's chosen fight to their death.

If awoken by the sounds of combat or to serve as reinforcements, Tokainen's chosen spend 5 minutes equipping themselves for battle before leaving the room to back up their allies.

TOKAINEN'S CHOSEN (6)

CREATURE 5

Page 21

Initiative Perception +13

Treasure: A PC who searches the lockers in this room discover multiple guisarmes, bolas, manacles, and suits of scale mail. In addition, they find 7 gp, 25 sp, 50 cp, and a few objects of value: a *murderer's knot*, a *potion of leaping*, a *moderate healing potion*, a *salve of antiparalysis*, and an ancient gold necklace with an opal moon-shaped pendant (worth 100 gp).

D7. Clockwork Archive

En-Gokal's prisoner records are stored in the clockwork archive, a massive device that stores countless files in magical extradimensional spaces. Operating the clockwork archive is a simple process—so long as the user knows the code of the file they wish to retrieve. A PC can enter a code into the clockwork archive's main console by rotating dials of numbers and letters as an Interact action, causing the requested file to appear in 2 rounds in a cacophony of clicking, whirring, and grinding gears. Retrieving a file without the associated code requires a PC to spend 1 hour sifting through the nearby file directory (similar to a card catalog) and succeed at a DC 24 Society or Crafting check, or a DC 20 Library Lore check, to find the appropriate translucent crystal card.

Throughout this adventure, the PCs can discover eight codes, and are likely to additionally research at least two other prominent prisoners whose codes they lack. Details on these codes and individuals are noted below. Amid the details, the PCs can ascertain an individual's combat capabilities, including weaknesses, strengths, special abilities, and favored tactics; see their associated stat blocks for such information.

IC30701: Hurkum and Ogenni (page 33); male and female ogres; worked as hired muscle for an Azlanti crime boss, crimes include harassment, assault, murder; violent bullies, quick to anger

IC30702: Zatrine (page 18); female lamia; crimes include formation of a false cult, misinformation, organized theft, unlawful mind control; manipulative liar, cunning

IC30703: Viseldron (page 64); male fortune dragon; crimes include consumption of government officials, theft, tax evasion; proud, gullible

SC30509: Tokainen (page 31); female dhampir; crimes include assault, murder, terrorism; cleric of Scal, prone to violent outbursts

SC30525: Anoreth Zorillen (page 30); agender human; crimes include assault and murder of the warden's wife (Mirida Galen), embezzlement, unpatriotic affiliations; magitech engineer; known accomplices include pipefox familiar Kiriki

SC30566: Firitula (page 35); female medusa; crimes include petrification, debasement of bodily remains, assassination of a government official; issues with authority, vindictive, detached

SC30599: Subject X4AI-13r; male human (suspected shapechanger); crimes include trespassing, espionage, theft of property; subject has been silent since his capture, when conscious he attempts to read and control the minds of those nearby; transfer subject to Aeon Imperative

SC40212: Lady Nalushae Meronis (*Pathfinder Adventure Path #214: The Broken Palace* 90); female vampire; crimes include vampirism, wanton bloodletting, murder, mind control, abduction; arrogant, unapologetic, appeals to compliments and has luxurious tastes

SC40418: Nizca Iricol (page 92); nonbinary strigoi; crimes include sedition, insurrection, organized crime, formation of an unlawful cult, occult rituals, vampirism, theft, murder; methodical, obsessive, aloof; known accomplices include their lover Lograsi (male human; subject remains at large)

D8. Tokainen's Office

Trivial 8

The doors to this room are locked and magically warded. Tokainen carries the only key.

Hazards: Any creature that attempts to open or touch the door or pick the lock causes the trap to trigger. The door has Hardness 10, 40 Hit Points (20 BT) and a Force Open DC of 30. It's locked with an average lock (four successful DC 25 Thievery checks to Pick). Placing the key into the lock deactivates the trap for 1 minute.

FURIOUS FLAME (2)

HAZARD 8

UNCOMMON MAGICAL TRAP

Stealth DC 28 (expert)

Description Religious sigils of Scal carefully carved into the doorframe capture Tokainen's suppressed anger and frustration, unleashing it in a destructive explosion when a creature attempts to open the door.

Disable Thievery DC 26 (expert) to scratch out the religious iconography, Religion DC 24 (trained) to pray for safe passage, Diplomacy DC 28 (expert) to soothe the emotions powering the magical ward, or *dispel magic* (3rd rank; counteract DC 24) to counteract the magical energy

Furious Explosion ⚡ (divine, fire); **Trigger** A creature touches the door directly or with a tool; **Bypass** key; **Effect**

TO
BLOT OUT
THE SUN

Chapter 1:
Shades of
the Past


Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



The trap explodes in a 15-foot radius burst, dealing 5d10 fire damage to all creatures in the area (DC 26 basic Reflex save). Creatures damaged by the trap must additionally succeed at a DC 26 Will save (against a mental effect), becoming confused for 1 minute on a failure.

Reset The trap resets after 1 minute.

A thick velvet curtain running diagonally across the southwest part of the room separates Tokainen's office from her bedroom. The bedroom contains a bed and wardrobe, and the walls show signs of her frustration—damage from a thrown punch or purposefully broken bits of furniture hastily shoved under the bed. Her impeccably clean office contains a desk, comfortable seating for herself and up to two others, a shelving unit, and a trunk. The northeast wall is a magical one-way window. Creatures within the office can see through the wall into the chapel in area **D12**, but creatures in the chapel can't see into the office.

In the past, Tokainen worshipped Scal, the Azlanti god of annihilation, catharsis, and purity—states typically achieved through an outburst of violence. She embraced her volatile emotions, particularly her explosive anger and destructive urges. Awakening to learn that the world she had known was destroyed by a devastating meteor—a punishment she believes her god Scal would have embraced, if not outright caused—she's become shaken, and wary of her faith's strictures. Desperate for guidance during her crisis of faith, Tokainen became inspired by Nizca's aloof, methodical demeanor. She's converted from worship of Scal to worship of Nin, and is trying to "better herself" through self-reflection rather than destruction. Tokainen is usually found in the chapel to Nin, praying to Nin for guidance and patience (and sometimes to Scal, who she knows in her heart remains a better mirror to her own soul).

Treasure: Tokainen doesn't trust anyone, and primarily keeps her valuables on her person. A silver religious symbol of Nin is prominently displayed on her desk, atop a copy of Nin's religious scripture, the *Immaculate Solution*. Each is worth 10 gp due to their fine construction. PCs who read this book learn information on Nin and their faith, as described in the article on page 72. The trunk contains items Tokainen found throughout the prison or confiscated from prisoners. She shoved these items into the trunk and buried them under some linens for "safe keeping." The most valuable objects inside include two *lightning rod shot* arrows (*Treasure Vault* 82), a *lesser tentacle potion* (*Treasure Vault* 91), and *bottled air*.

In the bedroom, the PCs discover a battered copy of a book called *Harnessing Darkness: A Lesson in Purity*—Scal's religious text. The book is hidden under

Tokainen's pillow and is clearly well used. A PC who reads the book gleans the gist of Scal's faith: the only way to rid one's body and mind of impurities is to frequently release the darkness that festers inside all people. Scal doesn't encourage his followers to eliminate or subdue this inner violence, but rather to harness it and unleash it on the forces that offend and threaten the purity of a righteous existence. In the back of the book, the PCs find Tokainen's notes regarding her awakening at Nizca's hands, Earthfall, and her ensuing crisis of faith. It's clear from these notes Tokainen is adrift and recently converted to Nin's faith for guidance, peace of mind, and Nizca's favor—none of which she's found.

D9. Kitchen

Trivial 8

This large kitchen is stocked with numerous magical amenities, including an oven and stove tops that turn on and off with a switch, a water pump that conjures clean water of varying temperatures, and a pantry perpetually stocked with basic edible sundries, including fruits, vegetables, cheeses, meats, and herbs. Food pulled from this pantry disappears after 1 day if not consumed.

Creatures: **Aufidaeus** (male Azlanti human chef 6) runs this kitchen with an overbearing attitude, plenty of yelling, and occasional smacks to the cheek for those who fail to follow his orders. He has an athletic build, black hair he keeps slicked back, pale violet eyes, a crisp white chef uniform, and a tattoo of a black pentagon encircled in purple barely visible under the cuff of his jacket. Aufidaeus claims that when the prison was in operation, he was the butler of this entire level of En-Gokal, taking great pride in his position. He goes on to claim that just prior to Earthfall, he fell asleep in the panty, miraculously surviving the ages in a magical stasis he's utterly unable to explain. In truth, Aufidaeus led a cell of doomsayers who vandalized a government building in the nearby city of Shaval-Kehn, and was arrested with a thick, multi-page screed about how mind-controlling monsters from the floor of the sea guided the founders of Azlant. While vandalism and strange theories aren't illegal, authorities accused him of dangerous political sabotage due to some of the highly-specific details in his manuscript and temporarily housed him in a stasis cell. His cell broke during the same seismic shift that freed Nizca.

Aufidaeus knows he's in a dangerous situation and is just looking to survive. Aufidaeus is assisted by two captives pulled from the prisoner pens—**Mina** and **Daphne** (female human waitresses 2). In exchange for their work, they're fed better food than the rest of the prisoners. Daphne and Mina despise Aufidaeus, but both admit he's a better overseer than Hurkum and Ogenni, who tend the prisoner pens. Neither mind the work itself, which consists of cooking, cleaning, and serving food to

the guards, captives, and other living residents of this floor of the prison. They're non-combatants.

Aufidaeus reacts to the PCs' presence with anger, stoically commanding them to remove themselves from his kitchen. He scolds Mina and Daphne if they attempt to speak with the PCs, grabbing their wrists and alluding to the repercussions for disobedience. While it's possible the PCs assume all three are prisoners, only Mina and Daphne are captives who desire rescue (though Aufidaeus is looking to slip away on his own once he thinks he can get the chance). In Aufidaeus' presence, the pair tell the PCs they have work to do, and proceed with their tasks, perhaps slipping a whispered warning or explanation to the PCs when out of Aufidaeus' earshot.

If the PCs attack, Aufidaeus seeks to avoid combat and flees as best he can back to area **D1**. From there, Aufidaeus raises the alarm and seeks the aid of Tokainen's chosen. Aufidaeus fights alongside these allies, retreating only if it's clear the battle is lost to instead report to Tokainen and act as her backup. If pressed to fight, Aufidaeus defends himself as best he can.

AUFIDAEUS

CREATURE 6

Male spy (*Pathfinder NPC Core* 15)

Initiative Deception +16, Perception +14

Treasure: If the PCs ransack the kitchen, they can collect 200 gp worth of silverware and dishware. These objects weigh 1 Bulk per 10 gp of value.

Reward: Daphne and Mina are willing to leave only if Aufidaeus, Hurkum, Ogenni, and Tokainen are all defeated, or if the PCs are evacuating all the captives from the prisoner pens out of En-Gokal. If they successfully rescue Daphne and Mina, the PCs earn 20 XP.

D10. Dining Room

This dining room has a single massive table running down its center, surrounded by a dozen chairs.

Tokainen's chosen eat here in shifts, and are served by Daphne and Mina. Three times each day, Aufidaeus, Daphne, and Mina take their own meals here, eating far better than all residents of this level but Tokainen, who eats alone. Hurkum and Ogenni are too large to eat at this table, and instead are served their meals in their personal chambers (area **D4**) or while they're keeping watch in area **D14**.

D11. Magitech Workshop Moderate 8

This large conference room has been transformed into a clockwork workshop. Its meeting tables serve as

workbenches, and its walls are lined with sturdy shelving that holds boxes upon boxes of tools, gears, springs, metal, grease, and other materials required to create and maintain the magnificent clockwork soldiers that patrol En-Gokal.

Creatures: Anoreth Zorillen spends nearly all their time in this workshop, toiling away in the name of Nizca Iricol, with Tokainen serving as their taskmaster. As noted in area **A5**, Anoreth was imprisoned in En-Gokal after their affair with the warden's wife, Mirida, went awry—the warden killed his wife in rage and framed Anoreth, tossing them into the stasis cells without so much as a trial. While Anoreth is innocent of the crime that landed them here, they're not a good person—they believe wholeheartedly in Azlanti superiority and have no issue resorting to lies or violence to meet their objectives or fulfill their needs. Right now, their needs include escaping En-Gokal alive, and the PCs are well-poised to aid them in this endeavor. To ensure their escape, they need Tokainen dead (ideally the entire floor liberated).

When Anoreth first meets the PCs, they attempt to parley, hoping to use the PCs to kill Tokainen and free them from servitude. They're willing to offer the PCs information, their expertise, or even fight alongside the PCs as a cohort to see this objective achieved. It's likely Anoreth and the PCs part ways by the end of this level of the prison is cleared, but it's possible the PCs might convince Anoreth to join them longer, perhaps all the way to the final battle against Nizca, where they'll likely serve as an excellent resource in shutting down the *shadow beacon*. If the PCs nag at Anoreth too much, boss them around, or otherwise treat them as inferior, Anoreth bails on the PCs much quicker—as soon as possible after Tokainen is defeated.

If asked about their past, Anoreth echoes Kiriki's words—they were freed by Nizca for their skill as a magitech engineer, they were falsely imprisoned and the details don't matter. If pressed by someone who knows the crimes they were accused of, they explain that the warden, Inzori Galen, murdered his wife Mirida, and framed Anoreth for it, then locked them in stasis without a trial. They deny any wrongdoing and admit to knowing Mirida intimately, but claim their relationship was consensual and that "Inzori was as cruel to his wife as he was to the inmates of En-Gokal." If the PCs enquire about Anoreth's feelings toward Mirida, Anoreth is very displeased and claims it doesn't matter—she's long, long dead.

If the PCs open with violence or negotiations with Anoreth fail, Anoreth fights the PCs alongside a clockwork mage Anoreth recently completed. Anoreth retreats when reduced to 40 Hit Points or less, fleeing

TO BLOT OUT THE SUN

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



to Tokainen to rat out the PCs. Anoreth fights aside Tokainen, but flees as soon as possible, retreating to the lower levels of the prison. If possible, they try to escape alongside any captives the PCs rescue, using *illusory disguise* to disguise themselves and keeping a low profile.

ANORETH ZORILLEN

CREATURE 8

UNCOMMON MEDIUM HUMAN HUMANOID

Agender human wizard

Perception +18

Languages Aklo, Azlanti, Diabolic, Draconic, Jotun, Sakvroth

Skills Arcana +18, Clockwork Lore +20, Crafting +18, Deception +14, Diplomacy +14, Occultism +16, Religion +16, Society +16, Thievery +13

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

Items greater chameleon suit (*Guns & Gears* 67), chunk of cold iron, chunk of silver, handkerchief (impeccably embroidered with orange, red, and yellow tulips), pocket watch containing a lock of black hair tied in a pink ribbon, *ring of sustenance* (bonded item), spellbook (*Grand Schematica*—contains all prepared spells plus *creation* and an additional 4 spells of each level of the GM's choice), +1 *striking greater staff of metal* (8 charges, *target of light*; *Rage of Elements* 148)

AC 24; **Fort** +14, **Ref** +13, **Will** +18

HP 110

Drain Bonded Item ◆ (arcane) **Frequency** once per day; **Requirements** Anoreth's bonded item is on their person; **Effect** Anoreth expends magical energy stored in their bonded item. During the current turn, they can cast one spell they prepared today and already cast, without spending a spell slot. They must still Cast the Spell and meet the spell's other requirements.

Scrap Ward ⤵ **Trigger** A construct within 60 feet of Anoreth is damaged; **Effect** Anoreth clenches their fist, magically seizing the raw materials damaged by the triggering Strike and drawing it toward themselves. These materials orbit Anoreth in a defensive ward, granting them 10 Temporary Hit points until the end of their next turn.

Steady Spellcasting If a reaction would disrupt Anoreth's spellcasting action, they attempt a DC 15 flat check; if they succeed, their action isn't disrupted.

Speed 25 feet

Melee ◆ staff +16 (two-hand d8), **Damage** 2d4+3 bludgeoning

Arcane Prepared Spells DC 26, attack +18; **4th** *animated assault*^{PC2}, fly, lightning bolt; **3rd** *blazing bolt*, *noxious metals*^{ROE}, slow; **2nd** *blur*, *revealing light*, *translate*; **1st** *conductive weapon*, *darkvision*, *illusory disguise*; **Cantrips** (4th) *detect magic*, *detect metal*, *electric arc*, *light*, *needle darts* (*Rage of Elements* 144)

Wizard School Spells 2 Focus Points, DC 26; **4th** *augmented body* (page 81), *conjured clockwork* (page 81)

Familiar Anoreth's familiar is a pipefox named Kiriki, who is usually in area **D5**. Kiriki has a Speed of 25 feet, climb Speed of 20 feet, darkvision, and the independent familiar ability. She otherwise functions as a pipefox (*Pathfinder Monster Core* 265).

Reach Spell ◆ Anoreth extends their spells' range. If the next action they use is to Cast a Spell that has a range, increase the spell's range by 30 feet.

Recall Kiriki ◆ (arcane, teleportation) Anoreth calls out Kiriki's name and snaps their fingers, causing their pipefox familiar (and up to 1 Bulk of objects carried by Kiriki) to instantly transport to an adjacent square of Anoreth's choice, provided Kiriki is within 1 mile.

CLOCKWORK MAGE

CREATURE 9

Pathfinder Bestiary 3 50

Initiative Perception +17

Treasure: This chamber is a clockwork workshop and contains blueprints for countless clockwork devices. A PC who sifts through these blueprints can learn the formulas for any clockwork item and gadget in this adventure or in *Guns & Gears*. It's likely the PCs use this workshop to repair the *miniaturization module* discovered in area **A3** or craft items.

A PC who searches through this room additionally discovers a *gravity inverter* (page 80), greater ablative armor plating (*Guns & Gears* 66), greater ablative shield plating (*Guns & Gears* 67), a moderate explosive mine (*Guns & Gears* 69), two pairs of moderate blast boots (*Guns & Gears* 67), an electromuscular stimulator (*Guns & Gears* 68), and a *schematic scanner* (page 80).

The PCs can install the *schematic scanner* into the *Azlanti engine*, which takes 1 day of downtime (reduced to 2 hours if a PC succeeds at a DC 25 Crafting check). Once installed, they can mount or unmount the *schematic scanner* as a single action. While mounted on the *Azlanti engine*, the *Azlanti engine* has access to all formulas in the *schematic scanner*. In addition, you can copy any formula known by the *Azlanti engine* into the *schematic scanner* using the Store Schematics activation, as if were a written formula. While unmounted, the *schematic scanner* can be used as normal.

Reward: If the PCs ally with Anoreth, they gain 100 XP, as if they had defeated both Anoreth and the clockwork mage in combat.

D12. Chapel

Severe 8

The shadows hang heavy in this grand chapel. The central nave is tiled in an extravagant black and silver mosaic. A massive statue of a fanged person, eccentrically dressed and clutching an open tome, occupies the apse, flanked by glowing

crystals and backed by a balcony accessible from stairs that curve along the inside walls of the apse. An altar at the foot of the statue holds a candle and an open book resting in a pool of blood. On top of the book lies a pair of polished human skulls. The apse is flanked by two grand portraits, each easily 20 feet wide and 30 feet tall, framed in gold and painted in somber colors. Both depict the same human figure—one standing, shrouded in shadows and blood and the other looking up from reading a bloody, glowing tome. Thick red curtains in the northeast and northwest walls can be pulled out, blocking off the chapel from the other areas of the administrative wing, though they're currently pulled only 20 feet away from the north walls.

Thanks to heavy use of illusion magic, this chapel to Sicva has been transformed into a chapel to Nin, the Immaculate Solution, vampire god of experimentation, mathematical precision, and perfection. A PC who interacts with the statue or either of the paintings and succeeds at a DC 25 Will save sees through these illusions, recognizing the statue truly depicts an authoritative woman with long white hair and a cruel smile, dressed in black leathers and holding a lasso. A PC who succeeds at a DC 25 Religion check identifies this as Sicva, ancient Azlanti goddess of oppression and domination.

The book on the altar is a copy of Nin's sacred text, the *Immaculate Solution*. The blood and skulls are real—harvested from captives plucked from the prisoner pens. Together, the book, blood, and skulls are a physical recreation of Nin's religious symbol. The balcony behind the apse is 20 feet above the ground and has a handrail.

Creatures: Tokainen spends most of her time in this chapel, praying to Nin or (in her weaker moments) to Scal. She attacks the PCs mercilessly, opening with *divine immolation*, and fighting at range using her most damaging spells while hurling vicious threats and insults. She uses Retaliatory Flare whenever possible. She attacks alongside her pet mist bear Eskis and the massive statue of Nin in the apse—in truth a giant animated statue of Sicva carrying a burning brazier. Eskis fights in melee using Clouded Charge to move around the battlefield, and claw Strikes coupled with Grab and Misty Mauling. The statue stomps across the battlefield, attacking PCs with stone fist Strikes, scooping PCs up with Grab, and tossing them into its “bloody glowing tome” (burning brazier) using Burn Alive. If Tokainen is reduced to 50 Hit Points or less, she enters her Channel Cataclysm stance, then closes to melee, fighting viciously with her meteor hammer and

Spiral Swing. All these combatants fight to their death.

Note that combat here is likely to draw the attention of the guards on patrol or in area **D16** (who join the fray in a few rounds as reinforcements), and could possibly draw the attention of Hurkum and Ogenni in area **D14** (who jeer and hurl insults at the PCs from afar). If Tokainen is clearly losing, Hurkum and Ogenni get worried, and hurl objects at the PCs from their post, including garbage cans, benches, and perhaps even captives plucked from the prisoner pens. These additional complications could increase the difficulty of this encounter, and could prove too much for the PCs. It's possible the PCs will need to retreat, use hit and run tactics, or flee the administration wing to regroup and recuperate.



Anoreth Zorillen

TOKAIKEN

CREATURE 9

UNCOMMON MEDIUM DHAMPIR HUMAN HUMANOID

Conflicted dhampir priest (*Pathfinder Player Core* 2 42)

Perception +21; darkvision

Languages Azlanti, Necril

Skills Athletics +19, Intimidation +15, Occultism +14, Religion +19, Society +14

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

Items 2 religious symbols (1 Nin, 1 Scal), +1 resilient breastplate, +1 striking meteor hammer, 20 gp

AC 26; **Fort** +17, **Ref** +14, **Will** +21; +2 circumstance to all saves vs. disease

HP 160 (void healing)

Retaliatory Flare ⤵ **Trigger** Tokainen would be damage by an adjacent creature; **Effect** Tokainen's flesh flares with scouring flames, dealing 1d4 fire damage to all adjacent enemies (DC 28 basic Reflex; increased to 2d8 fire damage if Tokainen is using Channel the Cataclysm stance).

Speed 25 feet

Melee ⚔ meteor hammer +20 (backswing, disarm, reach, trip), **Damage** 2d8+8 bludgeoning

Melee ⚔ fist +20 (agile, unarmed), **Damage** 1d4+8 bludgeoning

Divine Prepared Spells DC 28, attack +20; **5th** *command*, *divine immolation*, *harm* ×5; **4th** *divine wrath*, *vampiric maiden*^{PC2} ×2; **3rd** *blindness*, *chilling darkness*, *fear*; **2nd** *dispel magic* ×2, *see the unseen*; **1st** *bane*, *enfeeble* ×2; **Cantrips (5th)** *divine lance*, *prestidigitation*, *shield*, *sigil*, *void warp*

Cleric Domain Spells 2 Focus Points, DC 28; **5th** *commanding lash*, *touch of obedience* (*Player Core* 380)

Calculated Bloodletting ⬢ (spellshape) If your next action is to cast *harm*, any living creature that fails its save against that spell is dealt 1d6 persistent bleed damage. In addition, if that version of *harm* has an area, you can

TO BLOT OUT THE SUN

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



designate up to 5 living creatures in the area; they're not affected by that casting of *harm*.

Channel Cataclysm ♦ (stance) **Effect** Tokainen screams in rage, channeling the cataclysmic fury of Scal into her own body as she Interacts to draw a weapon. While she is in this stance, Tokainen gains fast healing 5, immunity to fire, her melee Strikes deal an additional 2d8 fire damage, and she gains access to her Spiral Swing ability. While Tokainen is in this stance, she can't cast spells.

Spiral Swing ♦♦ (flourish) **Requirements** Tokainen is wielding her meteor hammer and is in Channel Cataclysm stance; **Effect** Tokainen swings her meteor hammer in a wide circle, dealing 4d8 bludgeoning and 4d8 fire damage to each enemy in a 10-foot radius emanation. Tokainen can't use Spiral Swing again for 1d4 rounds.

ESKIS

CREATURE 7

Mist bear (*Pathfinder Howl of the Wild* 147)

Initiative Perception +18

GIANT ANIMATED STATUE

CREATURE 7

Pathfinder Monster Core 19

Initiative Perception +13

Secret Chamber: A PC in the northwest corner of the room that succeeds at a DC 24 Perception check discovers a secret door that leads to a long-forgotten observation room. Metal tubing with fluted openings lines the walls, and a skeleton sits in a comfortable swivel chair in the center of the room. These pipes are an ancient magitech listening device that enabled the room's occupant to listen in on conversations occurring in any of the rooms connected to the pipes—all rooms on floors **D**, **E**, and **F**, as well as many wings below the administrative wing that didn't survive Earthfall. These pipes are labelled with the associated room. PCs who listen at these pipes could gain clues to the room's occupants and activity. Alternatively, it makes a secure location to rest or hide.

Treasure: The candle is a *candle of truth*. The skeleton in the secret chamber has an emergency eye (*Treasure Vault* 93) affixed to their ancient +1 *leather armor*.

D13. Aquarium

Low 8

The centerpiece of the grand promenade is a massive magical aquarium that stretches from floor to lofty ceiling.

The aquarium lacks glass and is entirely freestanding water—a PC can press their hand right into the water, just as a creature inside the aquarium can reach a hand (or tendril) out into the room surrounding it. Once clean and clear, the water today is a foul, cloudy morass that reeks of rot. A PC fully submerged in

the water is exposed to blinding sickness (DC 23 Fortitude; *GM Core* 89).

Benches on the east and west sides of the aquarium are positioned to face the murky water, providing staff and visitors to En-Gokal a prime view of the once-wondrous aquarium.

Creatures: Four hungry globsters live in the aquarium. They remain inside the murky water, reaching out with a tendril to Reposition adjacent PCs into the water. While these tactics are unlikely to work, Hurkum and Ogenni are likely to fight the PCs nearby (in area **D14**)—the duo take great delight in pushing puny PCs into the aquarium for the globsters to devour (likely using their Punting Kick). Unable to flee far from the aquarium, the globsters fight to their destruction.

GLOBSTERS (4)

CREATURE 5

Pathfinder Monster Core 171

Initiative Perception +9

D14. Promenade

Low 8

This wide promenade has a prime view of both the filthy aquarium (area **D13**) and the prisoner pens (area **D15**). The east edge of the promenade has three “observation decks” overlooking the prisoner pens, each deck lined with an elegantly carved wooden guardrail. Middle managers once stood on these decks to look down on the staff hard at work in the cubicle-lined workspace (which has since become the prisoner pens).

Creatures: Charged by Tokainen with ensuring the captives in the prisoner pens don't escape, Hurkum and Ogenni are usually found on the promenade. They spend most of their time bullying the captives or spitting down on them from the observation decks.

Hurkum and Ogenni are pretty good about remaining at their post—they eagerly move to engage PCs they notice on the promenade, but against further away foes they instead hoot, holler, and hurl insults and threats, essentially sounding an alarm that's likely to draw Tokainen's chosen to the scene. If the mood strikes them, they additionally throw makeshift projectiles at distant PCs, such as debris, garbage bins, furniture, the promenade benches, and even captives plucked from the prisoner pens.

They fight the PCs with boastful excitement, hurling insults as often as they swing their ogre hooks. They prefer to fight in melee, taking advantage of their extended reach and Reactive Strike, and aiming to embarrass the PCs as much as they are to hurt them. They favor Tripping PCs with their ogre hooks, following it up with a Sweeping Hook and a Punting Kick to push PCs into the aquarium.

HURKUM AND OGENNI

CREATURE 7

Ogre Bosses (*Pathfinder Monster Core* 251)

Initiative Intimidation +16, Perception +12

Items breastplate, lesser clarity goggles (*Treasure Vault* 146; Ogenni only), clawed bracers (Hurkum only), javelin (6), +1 ogre hook, 10 gp

Melee ♦ foot +18 (agile, reach 10 feet, shove, unarmed), **Damage** 1d6+11 bludgeoning

Punting Kick ♦ **Requirements** A creature in reach of the ogre's foot is prone; **Effect** The ogre winds up and makes a powerful foot Strike against the prone creature. On a hit, the creature is additionally pushed 10 feet in a direction of the ogre's choice (20 feet on a critical hit).

D15. Prisoner Pens

The prisoner pits are three sunken work areas lined with ancient cubicles, which have been transformed into a cramped communal living space. Short flights of stairs flanking the observation decks connect these areas.

This prison has no true bars, instead watched over by Hurkum and Ogenni from the nearby observation decks raised 5 feet above the floor of the prisoner pits and lined with an intricately carved wooden guardrail.

A little over two dozen captives live in the squalor of these prisoner pens. Most of them were transported here from Underheaven or abducted from the surrounding region, though some were found in isolated parts of the prison. A few weeks ago, Nizca had some vampires explore the ruins of En-Gokal in mist form to find other stasis tubes that might contain preserved meals. The prisoners here are dirty but well fed. Although security is light and Hurkum and Ogenni are poor guards, the gruesome and public punishments their captors have enacted upon captives caught misbehaving—always bloody and a breath away from lethal—means the captives are too terrified to act out, even when Hurkum and Ogenni aren't paying attention. Periodically, ogres pluck captives from the prisoner pens and send them up the Ebon Tower alongside a pair of Tokainen's chosen, never to be seen again. (The captives are used to fuel the deros' experiments on floor F, or as subjects for the velstracs on floor G, or to feed the vampires on floor G).

Out of fear, the captives refuse to flee until the entire administration level is cleared of enemies. If the PCs attempt to convince the captives to flee sooner, the captives direct them to the Asandi, a respected and influential individual who's been thrust into a leadership role since arriving in the prisoner pens. Asandi's rebellious teenager, Meylu, was recently sent up the Ebon Tower and is presumed dead. Asandi is deep in

mourning and blames “upstarts and back-talking fools” for stoking Meylu's fiery soul. Asandi blames these upstarts (including people like the PCs) for the loss of his child. If the PCs have Meylu's bracelet, Asandi recognizes it and requests its return, explaining who it belongs to. If the PCs are respectful to Asandi and succeed at a DC 24 Diplomacy check or Deception check, Asandi urges the other captives to listen to the PCs—as soon as they have a plan to get the captives to safety that isn't obviously flawed. If they critically succeed, Asandi backs the PCs even if their plan seems doomed.

In either case, Asandi refuses to leave the administrative level—he knows in his heart Meylu is dead but isn't ready to leave the place where they spent their last days. Instead, he remains in the prisoner pens alone and wallows stoically in his despair. If the PCs rescue Meylu from area G7, Asandi is shocked and extremely grateful. He breaks down in heaving sobs, and accompanies Meylu thereafter.

Rewards: If the PCs successfully rescue the captives, they gain 40 XP.



Tokainen

TO BLOT OUT THE SUN

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



D16. Guard Post

Trivial 8

This freestanding kiosk is a guard post. The walls on the guard post are three feet high, and the roof is ten feet high, held up by metal posts spaced every ten feet apart. Each side of the guard post has a swinging door at its center.

Creatures: Two of Tokainen's chosen keep watch over the floor transitions (and spy on Hurkum and Ogenni, reporting to Tokainen if the bullies get too needlessly violent with the captives). If Hurkum and Ogenni are asleep, the guards here move to take their place on the observation decks overseeing the prisoner pens they themselves once lived in.

Tokainen's chosen engage any PCs they spot, opening the fight with Cataclysm Brand. Then, they split, with one guard remaining in the guard post and throwing bolas at the PCs, while the other leaves the guard post to attack in melee with their guisarme. The guard in the guard post spends one action each round ringing the alarm bell inside the guard post, drawing the attention of other nearby enemies.

TOKAINEN'S CHOSEN (2)

CREATURE 5

Page 21

Initiative Perception +13

D17. Spiral Stairs

These spiral stairs lead up to the "ground level" of the Ebon Tower, which was the grand entry of En-Gokal and is now submerged beneath the water line.

E. GRAND RECEPTION

Here, the protectors of the Ebon Tower stand their ground to prevent the PCs from ascending the tower to confront Nizca. The massive space of this grand reception area was meant to awe and impress visitors. Just outside the front doors, the wardens of En-Gokal displayed the effectiveness of their discipline by having hundreds of prisoners in supplicant positions, just yards away from the path the dignitaries walked from the intake to the base of the central tower. As a fail-safe, the walkway was protected by an invisible tube of force that spanned the yard from building to building. However, this magical functionality was destroyed in Earthfall's onslaught.

Today, the grand entry is submerged below the water line. In ages past, prison wizards cast defensive spells to seal the entrances to En-Gokal, ensuring the front doors (in area E4) and glass windows of the solarium (area E3) held firm against explosions and—today—the ocean. The ceiling in this initial entry is 30 feet high. Stairs from the entry doors lead

up to the mezzanine, which has a lofty ceiling height of 40 feet. This mezzanine has the stairs which lead up the Ebon Tower (area E5), a glass walled solarium (area E3), and overlooks area E1, a grand space with 60-foot-high ceilings that leads down to the administrative level.

The grand entry is constructed of ancient, fitted stone tiled in plaques of polished and gilded marble, and the ceilings are vaulted and decorated with frescoes. Magnificent crystal chandeliers hang from the ceiling, shedding bright light. Likewise, the integrated *aeon stone matrix* sheds bright light, emitting from the walls, floor to ceiling. Unfortunately, due to the influence of the Netherworld, the area of all light sources is halved, and the room itself is dim light. Use the map on page 22 for this encounter area.

E1. Lower Lobby

Low 8

The spiral stairs transition to a traditional staircase and lead into a massive lobby. An artistic display of colored glass panes and sculptures surrounds the spiral stairs, reaching heights of between four to ten feet high, reminiscent of life-sized deconstructed stained glass. Stairs in the south wall lead up twenty feet to a raised mezzanine, its gold guardrail cast in fluid lines and intertwined coils.

Hazards: The stairs up to the mezzanine (E2) are trapped. Any living creature stepping on them triggers causes the guardrail to spray flesh-eating acid.

ACID MIST

HAZARD 6

UNCOMMON COMPLEX MAGICAL TRAP

Stealth +10 (trained)

Description A golden guardrail sprays magical, flesh-eating acid throughout the stairwell.

Disable Thievery DC 26 (expert) to deactivate the trap's sensors, or Arcana DC 24 (expert) to disrupt the guardrail's magic, or *dispel magic* (3rd rank; counteract DC 24) to counteract the guardrail

Guardrail AC 21, **Fort** +17, **Ref** +11

Guardrail Hardness 13; **Guardrail HP** 56 (BT 28); **Immunities** critical hits, object immunities, precision damage

Spray Acid ☞ (acid, arcane); **Trigger** A creature steps on the south stairs; **Effect** The guardrail sprays flesh-eating acid, filling the entire stairwell. All living creatures on the stairs area take 2d8+9 acid damage (DC 27 basic Reflex save). The trap then rolls initiative.

Routine (1 action) On its initiative, the trap continues to spray acid, dealing 2d8+9 acid damage to all living creatures on the stairs (DC 25 basic Reflex save).

Reset The trap automatically deactivates after 1 minute. It resets in 1 hour.

Creatures: Two clockwork soldiers flank the spiral stairs. They're prepared to attack the PCs, but don't move to engage until the PCs (or at least most of them) have entered the room and exited the stairwell. The soldiers aim to occupy the stairs and force the PCs into the open areas of the room, cutting off their retreat.

As this combat triggers, Firitula and the vampires in the mezzanine (area E2) join the fight, raining arrows down on the PCs while Firitula mocks their foolishness and extols Nizca's vision (see E2 below for Firitula's speech). Together, this becomes a severe encounter.

CLOCKWORK SOLDIERS (2)

CREATURE 6

Pathfinder Bestiary 3 49

Initiative Perception +16

E2. Mezzanine

Moderate 8

The mezzanine has golden guardrails and is located 20 feet above the lower lobby (area E1) and 20 feet below the front doors (area E4). Life-sized statues of Azlanti prison guards line the east and west walls, spaced evenly apart with space to walk around all sides of each statue.

When the PCs trigger the encounter in area E1, Firitula steps onto the landing at the top of the south stairs (safe from the area of the acid spray trap) and speaks.

A woman with coiling snakes for hair smiles down from the landing atop the south stairs, a shortbow clutched in her hand. "The Ebon Tower has already mobilized against you. Nizca Iricol is blessed by the gods, and with Nin on our side, your failure is a certainty. You will die; we will blot out the sun, and when all is night, we will rule what remains of Azlant." As the snakes hiss, her smile broadens. "Would you like your corpses displayed where you die, or in the grand entry?"

Creatures: Firitula leads this attack, fighting from the landing at the top of the south stairs with her shortbow. When creatures get close enough, she additionally uses her Petrifying Gaze Aura, and Focuses her Gaze on a creature in range once per round.

Six vampire servitors line the mezzanine's east and west sides, attacking the PCs at range with their longbows. They Stride or Sneak along the mezzanine as required to get a clear shot, then use the rest of their turn to make ranged Strikes with their bows and Take Cover or Hide behind the guardrail. If the clockwork soldiers are defeated, half of these vampires climb down the walls into area E1 to fight the PCs in melee, attacking with their claws, Drinking Blood from any PCs they've Grabbed, while the remainder continue to fight at range from the mezzanine. As long as Firitula lives, these combatants

all fight to their deaths—which is only permanent for Firitula. The vampires fall unconscious when reduced to 0 Hit Points but aren't destroyed, thanks to their coffin restoration. Once Firitula is defeated, half the vampires fight to the death and the other half retreat—while carrying one of their unconscious vampire allies—up the stairs to their coffins in area F3.

FIRITULA

CREATURE 7

Female medusa (*Pathfinder Monster Core* 230)

Initiative Perception +16

Items +1 composite shortbow (40 arrows), explosive arrows (4), fortune's coin (*Treasure Vault* 114), knit scarf, shortsword, sighting shot arrow (*Treasure Vault* 82)

VAMPIRE SERVITORS (6)

CREATURE 4

Pathfinder Monster Core 336

Initiative Perception +12

Items composite longbow, 20 arrows

Ranged ♦ longbow +17 (deadly d10, range increment 100 feet, volley 30 feet), **Damage** 1d8+3 piercing

E3. Solarium

This glorious solarium has entirely glass walls and a domed ceiling, which looks out into the ocean.

Submerged beneath 20 to 30 feet of water depending on the tides, dim light filters into this room, casting shifting reflections on the floor. A 10-foot-tall statue of High Governor Avrinz of Thespera, the founder of this prison, standing atop a plinth in the center of the solarium, dusty with age. A few statuettes of tiny animals and insects are displayed on the plinth, each exceptionally detailed and lacking obvious tool markings—these are creatures Firitula petrified and placed on display.

A single plush reading chair sits in this room, south of the statue, facing the windows. A simple knit blanket is tossed over the chair back, and a leatherbound novel rests on the seat. A basket filled with yarn and knitting needles sits beside the chair.

While the light in this room isn't enough to count as sunlight for the purposes of harming a vampire, it still makes the vampires of the Ebon Tower wary. The only person who visits this solarium is Firitula, to watch the ocean, to knit, or to read.

Treasure: The novel is a psychological horror about a man haunted by the ghost of his husband, who sees stranger and stranger things as the book progresses. It's not clear if the protagonist is truly witnessing supernatural events or is experiencing a psychotic break. The book is worth 5 gp. Firitula accidentally left behind a *grudgestone* (*Treasure Vault* 94) last she was

TO BLOT OUT THE SUN

Chapter 1:
Shades of
the Past


Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



here, and it sunk into the cracks in between the chair back and seat cushion.

E4. Front Doors

The massive double doors of this grand glass entryway mark the primary entrance to the central tower from outside. The doors and windows are magically strengthened and warded, which is the only thing keeping the ocean from flooding into En-Gokal. This entryway is 20 feet above the main floor of the mezzanine and stairs lead down from this landing on either side. Through the windows, the faint glow of sunlight struggles to penetrate the churning ocean.

The walls and door are not at risk of breaking or opening. Some PCs might want to break the windows and flood the prison. In short, this is a bad plan and incredibly dangerous! However, as vampires can't cross running water without being in their coffin, this could be a way for the PCs to prevent the many vampires in the Ebon Tower from escaping through the lower levels of En-Gokal. Of course, this also blocks off the PCs' escape.

The easiest way to open the doors is to dispel the magical wardings (5th-rank, DC 30) then run up the stairs in area **E5** before the windows burst from the pressure. Assuming the PCs run as fast as they can and don't delay, they can reach safety on floor **F** before the tower floods. Otherwise, they face the flood.

Alternatively, the PCs can pry open the doors or shatter the glass panes (Force Open DC 30 and Break DC 30). Finally, the PCs can resort to damaging the doors or windows. They have Hardness 20 and 80 Hit Points (40 BT).

Facing the Flood: If the doors are opened or broken, water rushes into En-Gokal with the full force of the ocean, flooding this floor in seconds and pouring down the spiral stairs to flood the lower levels of En-Gokal, including floors **E**, **D**, **C**, and the adjoining cave system. Thanks to the incidental U-bend between the stasis wing and the medical wing, floors **A** and **B** are protected from the floodwaters, as are the transport tracks and all areas in previous adventure volumes. Likewise, the stairs in area **E5** are flooded, but floor **F** of the Ebon Tower and higher are above sea level and don't flood.

The force of this water deals 8d10 bludgeoning damage to anyone on any of the affected floors (DC 24 basic Fortitude save). A creature that critically succeeds becomes wedged between walls or other objects, and is not swept away deeper into the prison. All other creatures, including PCs, are swept away through up to four other sections of the prison: floor **D**, the endless stairs in area **C7**, floor **C**, and the adjoining cave systems. As the creatures enter each of these areas, they're dealt 4d10 bludgeoning damage as they collide with walls

and furniture (DC 24 basic Reflex save). On a critical success, that PC grabs onto a suitable handhold and stops being swept away; all other PCs continue to be swept away. PCs who survive being battered by the water and potentially swept away are underwater in a flooded building. The nearest air pockets are on floors **B** and **F**. The DC of Athletics checks to Swim through these flooded areas is DC 20.

E5. Tower Stairs

These stairs wind up from ground level to all levels of the Ebon Tower. From here, the PCs can potentially even skip levels—a dangerous proposition! As the PCs travel up these stairs, emphasize the increasing darkness and lengthening shadows. The higher up the PCs travel, the more the Netherworld overlays reality.

F. EBON TOWER: FLOOR 1

The first floor of the Ebon Tower is constructed of ancient, fitted stone. The integrated *aeon stone matrix* is destroyed, the tiled floor is cracked and filthy, and the plastered walls are falling apart and peeling, revealing the stone beneath. The entire level is dark and stinks of blood, rot, and mold. The ceilings are 20 feet high. All doors on this floor are unlocked unless otherwise noted. Doors have Hardness 8, 30 Hit Points (15 BT), and a Force Open DC of 20. Due to the influence of the Netherworld, the area of all light sources is halved. Use the map on page 22 for this encounter area.

This floor of the Ebon Tower is occupied by deros loyal to Nizca. Technically they're ruled by Deg, but when Deg moved to the pinnacle of the Ebon Tower to work on the *shadow beacon* with Nizca, his second-in-command **Vye** (female dero necromancer 6) was left in charge. When the *shadow beacon* malfunctioned, overlaying a fragment of the Netherworld onto the Ebon Tower, a chorus of velstracs were drawn into the tower. Supposedly allied with Nizca, these velstracs have been awarded half of floor **G** of the Ebon Town—a floor previously inhabited solely by vampires. This forced several of the weakest vampires to relocate down to this floor of the Ebon Tower, taking some space from the deros. These are the same vampires who were posted on watch in area **E2**.

This floor is vaguely separated into four sections. The vampires live in the east sector (areas **F2–F5**). Prisoners and experiments are kept in the south sector (areas **F7–F11**). Laboratories and the mold farm are in the west (areas **F12**, **F13**, and **F15**). The deros live in the north sector (areas **F17–F23**), with the entire northeast portion of that space still allotted to Deg (areas **F20–F23**). Most of the other rooms are halls, storage, and other transitional spaces.

F1. Landing

This U-shaped landing is spartan and dank. Mold spores drift in the air, and it stinks of rot. A few moldering chairs are scattered throughout the room, as filthy and maltreated as the rest of this level.

The door to area **F2** is closed and locked with an average lock (four DC 25 Thievery checks to unlock). A sign that reads “Private” in Azlanti hangs on the door, penned in blood in an antiquated, flowing script.

The door to area **F6** is closed, and the door to area **F15** is broken, leaving it perpetually ajar.

F2. Sitting Room

Someone's gone to great pains to repair this damaged room, transforming it into a dour but functional sitting room.

While the stench of mold lingers, the plaster's been repaired, the floor's cracked but clean, and the room has been furnished with dismal (but not broken) furniture. The ceiling's been painted with a series of flowing lines in red and brown, and the entire north wall features a highly detailed mural of the now-familiar symbol of Nin: an open book topped by two skulls. Both have been painted with blood—in fact, the ceiling is still wet and periodically drips blood onto anyone inside.

F3. Mausoleum

Six coffins are displayed in this room, running in a line from north to south.

Each is the coffin of one of the vampires the PCs fought in area **E2**. If any of these vampires escaped, they're in their coffins resting. Otherwise, they're empty. Hooks and shelves along the walls hold the personal effects and extra clothes belonging to these vampires.

Treasure: Among the items in this room are a *cloud pouch* and a *greater masquerade scarf*.

F4. Nin Chapel

This room has been painstakingly scrubbed of all decoration, mold, and dirt, becoming a spartan room of bare, fitted stone that feels almost clinical. An operating table and two workbenches occupy the room, and a wide variety of tools and medical supplies hang on the walls. The tables and tools are scrubbed clean, and the room smells like a mix of blood and cleaning solution.

Despite the lack of religious iconography, this room is a chapel devoted to Nin. The vampires who use this chapel have followed in Nizca's footsteps and wholeheartedly embraced Nin's faith. They conduct bloody experiments in this room—sometimes on themselves but most often on the people kept in their pantry. The vampires keep copious notes on these experiments—all stored in the workbench drawers—and while they've yet to discover anything that could help them perfect themselves or eradicate their weaknesses, they remain hopeful that decades of further experimentation might yield a breakthrough in vampiric evolution.

Hazards: The vampire's sincere efforts to begin their journey of self-perfection have caused a fragment of Nin's divine will to settle into this room, causing a magical trap. If any living creatures enter this room of their own accord, the trap activates, draining their blood.

BLOOD DRAIN

HAZARD 6

UNCOMMON COMPLEX MAGICAL TRAP

Stealth +15 (trained)

Description A tiny spark of Nin's will drains the blood from living intruders.

Disable Thievery DC 26 (expert) to vandalize the space, or Religion DC 24 (expert) to pray to a god for passage, or *dispel magic* (3rd rank; counteract DC 25) to counteract the magical energy

Drain Blood ☞ (divine, void);

Trigger A living creature enters the room of their own accord;

Effect The trap drains the blood from all living creatures in the room, which manifests as a bloody mist in the air. All living creatures in the room are dealt 2d6+8 void damage (DC 26 basic Fortitude save). On a failure, a creature increases the value of their drained condition by 1. The trap then rolls initiative.



Firitula

Trivial 8

TO BLOT OUT THE SUN

Chapter 1:
Shades of
the Past

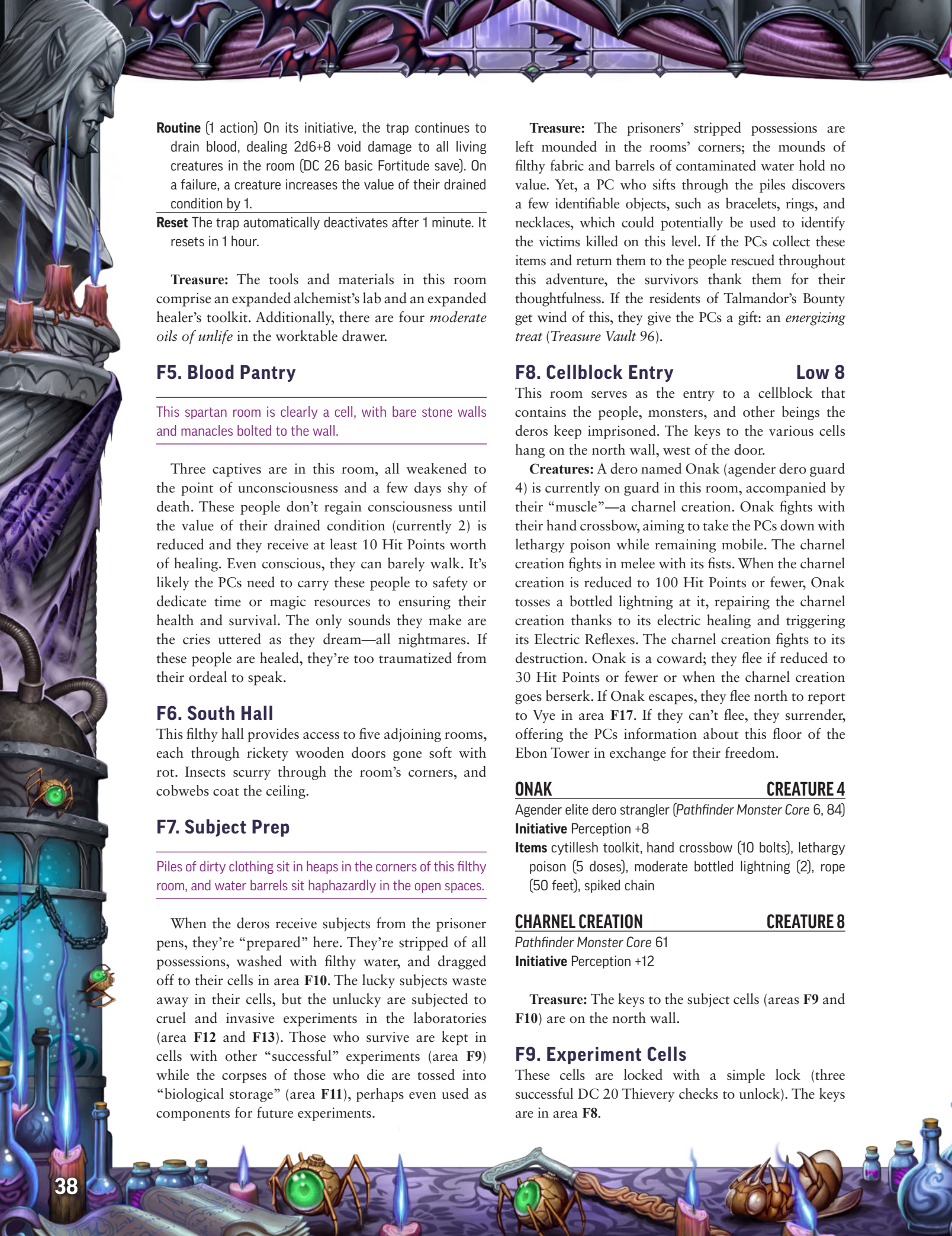
Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



Routine (1 action) On its initiative, the trap continues to drain blood, dealing 2d6+8 void damage to all living creatures in the room (DC 26 basic Fortitude save). On a failure, a creature increases the value of their drained condition by 1.

Reset The trap automatically deactivates after 1 minute. It resets in 1 hour.

Treasure: The tools and materials in this room comprise an expanded alchemist's lab and an expanded healer's toolkit. Additionally, there are four *moderate oils of unlife* in the worktable drawer.

F5. Blood Pantry

This spartan room is clearly a cell, with bare stone walls and manacles bolted to the wall.

Three captives are in this room, all weakened to the point of unconsciousness and a few days shy of death. These people don't regain consciousness until the value of their drained condition (currently 2) is reduced and they receive at least 10 Hit Points worth of healing. Even conscious, they can barely walk. It's likely the PCs need to carry these people to safety or dedicate time or magic resources to ensuring their health and survival. The only sounds they make are the cries uttered as they dream—all nightmares. If these people are healed, they're too traumatized from their ordeal to speak.

F6. South Hall

This filthy hall provides access to five adjoining rooms, each through rickety wooden doors gone soft with rot. Insects scurry through the room's corners, and cobwebs coat the ceiling.

F7. Subject Prep

Piles of dirty clothing sit in heaps in the corners of this filthy room, and water barrels sit haphazardly in the open spaces.

When the deros receive subjects from the prisoner pens, they're "prepared" here. They're stripped of all possessions, washed with filthy water, and dragged off to their cells in area **F10**. The lucky subjects waste away in their cells, but the unlucky are subjected to cruel and invasive experiments in the laboratories (area **F12** and **F13**). Those who survive are kept in cells with other "successful" experiments (area **F9**) while the corpses of those who die are tossed into "biological storage" (area **F11**), perhaps even used as components for future experiments.

Treasure: The prisoners' stripped possessions are left mounded in the rooms' corners; the mounds of filthy fabric and barrels of contaminated water hold no value. Yet, a PC who sifts through the piles discovers a few identifiable objects, such as bracelets, rings, and necklaces, which could potentially be used to identify the victims killed on this level. If the PCs collect these items and return them to the people rescued throughout this adventure, the survivors thank them for their thoughtfulness. If the residents of Talmandor's Bounty get wind of this, they give the PCs a gift: an *energizing treat* (Treasure Vault 96).

F8. Cellblock Entry

Low 8

This room serves as the entry to a cellblock that contains the people, monsters, and other beings the deros keep imprisoned. The keys to the various cells hang on the north wall, west of the door.

Creatures: A dero named Onak (agender dero guard 4) is currently on guard in this room, accompanied by their "muscle"—a charnel creation. Onak fights with their hand crossbow, aiming to take the PCs down with lethargy poison while remaining mobile. The charnel creation fights in melee with its fists. When the charnel creation is reduced to 100 Hit Points or fewer, Onak tosses a bottled lightning at it, repairing the charnel creation thanks to its electric healing and triggering its Electric Reflexes. The charnel creation fights to its destruction. Onak is a coward; they flee if reduced to 30 Hit Points or fewer or when the charnel creation goes berserk. If Onak escapes, they flee north to report to Vye in area **F17**. If they can't flee, they surrender, offering the PCs information about this floor of the Ebon Tower in exchange for their freedom.

ONAK

CREATURE 4

Agender elite dero strangler (Pathfinder Monster Core 6, 84)

Initiative Perception +8

Items cytillesh toolkit, hand crossbow (10 bolts), lethargy poison (5 doses), moderate bottled lightning (2), rope (50 feet), spiked chain

CHARNEL CREATION

CREATURE 8

Pathfinder Monster Core 61

Initiative Perception +12

Treasure: The keys to the subject cells (areas **F9** and **F10**) are on the north wall.

F9. Experiment Cells

These cells are locked with a simple lock (three successful DC 20 Thievery checks to unlock). The keys are in area **F8**.

Each cell is an individual room, but their wooden door has been replaced with a metal barred door, and all the room's contents have been removed. These cells contain "successful experiments." Most are people or animals that have been grafted together in various combinations. While it's clear one or two of these experiments might function beyond their cell, most are incapable of much movement or taking care of themselves, and all are in pain. Many have strange molds growing in their brain cavities or spilling from their ears, eyes, and mouths.

Unlike most of the other captives within the adventure, these subjects can't be rescued in a traditional sense, and it's likely the PCs will disagree over what to do with them. There's no right answer here and no reward for any of these options. Let the PCs deal with these subjects as they see fit and be generous with PCs who try to devise a method to rescue or rehabilitate them—so long as the PCs know that long-term plans regarding these subjects must wait for after the *shadow beacon* is destroyed.

F10. Subject Cells

These cells are locked with a simple lock (three successful DC 20 Thievery checks to unlock). The keys are in area F8.

Each cell is an individual room, but their wooden doors have been replaced with a metal barred door, and all the rooms' contents have been removed. Each of these cells contains 2–4 captives, manacled to the walls, who were given to the deros from the prisoner pens in the administrative wing. These people are naked, malnourished, and filthy. They've been assessed but they haven't been subject to invasive experiments.

If freed, these people put on their clothes from area F7 (though the clothes in area F3 are nicer and cleaner, if the PCs think to mention it), then flee the Ebon Tower.

F11. Biological Waste Low 8

This irregularly shaped room is used as a garbage heap for corpses and other body parts. The "biological waste" in here is in varying states of decay, from life-like but stiff to a sloppy, rotten mess. Often, the deros reuse parts from this room in other experiments.

Creatures: The deros lured an ofalth into this chamber and keep it content with a steady supply of corpses and rotting flesh. The ofalth begins disguised as a refuse pile. It attacks any non-dero who enters the room, fighting in melee with its fists or at range by hurling offal and rotting body parts. While in this room, the ofalth gains the benefits of Filth Wallow. It fights to its destruction.

WEAK OFALTH

CREATURE 9

Pathfinder Monster Core 7, 249

Initiative Perception +16, Stealth +17 (+21 in trash)

F12. Laboratory

Trivial 8

There are two primary laboratories on this floor, which the deros share. This lab is stocked with multiple operating tables, workbenches, and cabinets filled with all manner of tools and alchemical equipment. Jars of preserved organs and other biological samples cover one of the tables. The air smells of blood.

Creatures: A dero named **Geff** (sadistic male dero surgeon 6) is in this room performing surgery on **Serra** (fearful female halfling stonemason 2), a captive usually imprisoned in area F10. Serra is conscious and has not been sedated—she screams in pain until healed or killed. Geff's accompanied by his pet namorrodor Chomper.

Geff sics Chomper on the PCs then attacks at range using 1,000 Cuts and either Taking Cover or Striding to stay out of reach. If cornered or reduced to 60 Hit Points or less, Geff switches to melee, using Medical Assessment to lower his target's defenses, then attacking with his scalpel or bonesaw, and using Deep Cut after a hit. Chomper fights to his destruction, but **Geff** flees to either the adjoining lab (area F13) to get help from his pal Zer or to the common room (area F17) to report to Vye.

GEFF

CREATURE 6

UNCOMMON SMALL DERO HUMANOID

Male dero surgeon

Perception +9; darkvision

Languages Aklo, Azlanti, Sakvroth

Skills Acrobatics +12, Medicine +13, Stealth +12

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

Items bonesaw, healer's tools, scalpels (4)

AC 21; **Fort** +14, **Ref** +16, **Will** +11

HP 100; **Immunities** confused, fear

Vulnerable to Sunlight Geff takes 10 damage for every hour he's exposed to sunlight.

Speed 20 feet

Melee ♦ scalpel +16 (agile, finesse, versatile P), **Damage** 1d4+5 slashing

Melee ♦ bonesaw +16 (finesse), **Damage** 1d6+5 slashing

Ranged ♦ scalpel +16 (agile, thrown 10 feet, versatile P), **Damage** 1d4+5 slashing

Occult Innate Spells DC 21; **2nd** darkness, revealing light; **Cantrips (3rd)** daze, light, read aura

1,000 Cuts ♦♦ Geff hurls a barrage of scalpels, knives, and other nearby surgical instruments at his enemies, dealing 4d6 piercing damage to all creatures in a 15-foot cone (DC 24 basic Reflex save).

Deep Cut ♦ **Requirements** Geff's last action was a successful melee Strike; **Effect** Geff drives his tool deeper, using his knowledge of anatomy to carve a bloody wound. Geff deals 2d6 slashing damage and 1d6 persistent bleed damage to the target of the required Strike.

TO
BLOT OUT
THE SUN

Chapter 1:
Shades of
the Past


Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



Medical Assessment ♦ **Requirements** Geff is within melee reach of a target; **Effect** Geff Feints a target within melee reach, using Medicine instead of Deception, to graphically describe the wounds Geff longs to inflict.

CHOMPER

CREATURE 6

Elite namorrodor (*Pathfinder Bestiary* 3 6, 183)

Initiative Perception +13

Treasure: The PCs find little worth looting in this room, save for a *mummified bat*, four doses of cytillesh oil, and a dose of enervating powder.

F13. Laboratory

Trivial 8

There are two primary laboratories on this floor, which the deros share. This lab is stocked with multiple operating tables, workbenches, and cabinets filled with all manner of tools and alchemical equipment. Tanks of moss, fungi, and a variety of strange plants cover one of the tables. The air has a chemical tang.

Creatures: A dero named **Zer** (manic male dero chemist) is conducting alchemical experiments at the worktable in this room. He's accompanied by two of his finest creations: a pair of alchemically preserved giant crawling hands. The crawling hands scuttle into melee, focusing their attacks on different targets; they mark the first PC they damage as their quarry, then fixate on them for the remainder of the fight (or until they're dead). They trigger Pus Burst whenever possible. Zer drinks his lesser bomber's eye elixir when he notices the PCs, then attacks using his alchemical bombs. He focuses his attacks on the PCs his crawling hands haven't marked as their quarry. The crawling hands fight to their destruction, but Zer flees to either the adjoining lab (area **F12**) to get help from his pal Geff or to the common room (area **F17**) to report to Vye.

ZER

CREATURE 6

Reckless scientist (*Pathfinder NPC Core* 158)

Initiative Perception +12; darkvision

Languages Aklo, Azlanti, Sakvroth

Immunities confused

Vulnerable to Sunlight Zer takes 10 damage for every hour he's exposed to sunlight.

Occult Innate Spells DC 23; **2nd** *darkness*, *revealing light*; **Cantrips (3rd)** *daze*, *light*, *read aura*

GIANT CRAWLING HANDS (2)

CREATURE 5

Pathfinder Monster Core 68

Initiative Perception +12

Treasure: The PCs find two moderate bestial mutagens, a moderate mistform elixir, and a moderate elixir of life.

F14. Storage Hall

Both the east and west ends of this rectangular room are mounded with sundry supplies and a variety of junk—from flint and steel and empty glass jars to scraps of filthy fabric and wood planks clearly acquired by deconstructing furniture.

Treasure: The deros use this chamber as a walk-through storage room, but little of the contents are of value to the PCs. A PC who spends 20 minutes searching through this room discovers 17 cp, 2 sp, flint and steel, a candle, two pitons, a ten-foot pole, and 50 feet of rope. You can also allow a PC to find any single item of adventuring gear worth 1 gp or less on a successful DC 11 flat check.

F15. North Hall

This filthy hall provides access to three adjoining rooms with doors to the east, south, and west. The doors are all ajar, and the western end of the hall is riddled with mold. Mushrooms grow in the corners.

F16. Fungal Garden

Trivial 8

Mold, fungi, and other strange plants cover every surface in this filthy room. Spores drift on the air, and clumps of mushrooms that vary between 3 to 6 feet high fill the rest of the space, turning it into an indoor fungal forest.

Creatures: Two dero stranglers are in this room, near the north door, munching on a few foul-tasting mushrooms. The duo Hide when they notice the PCs, spying on them for a few moments, then Sneaking out of the room to warn the other deros in area **F17** and Vye in area **F19**. Once they have sufficient backup, they engage the PCs in melee, fighting tooth and nail with their spiked chains and Strangling any spellcasters they can corner.

ELITE DERO STRANGLERS (2)

CREATURE 4

Pathfinder Monster Core 6, 84

Initiative Perception +8, Stealth +12

F17. Common Room

Trivial 8

This irregularly shaped room is where the deros who live on this floor of the Ebon Tower spend their free time. It's a mess of furniture, garbage, and rowdy deros, with mold and fungi growing on most surfaces and insects scuttling through the fringes of the mess. It's noisy and smells.

Creatures: Three dero sentries are relaxing and enjoying themselves in this room. They shout if they spot intruders, or Hide to ambush the PCs if anyone warned them of the PCs' intrusion. They fight in melee with their greatclubs while shrieking loudly, drawing reinforcements from nearby areas, including **F17**

and **F19**. They prefer to gang up on their enemies, working together to bring down tougher foes one by one. It's likely Vye and her zombie hulk join this battle, increasing the difficulty to low, or to moderate if the deros from area **F16** also join them. It's also possible (but unlikely) that Geff or Zer have fled here and join in on this battle.

DERO SENTRIES (3)

CREATURE 5

Page 8

Initiative Perception +10, Stealth +10

Treasure: A PC desperate enough to search through this mess discovers a *jade bauble* carved like an Azlanti clockwork soldier.

F18. Bunkrooms

Each of these three identical rooms is a communal living space, with multiple broken beds, a mounded nest of blankets on the floor, and a few other pieces of furniture, such as a wardrobe, shelf, trunk, or table and chairs. Three deros live in each of these rooms, but—unless the PCs purposefully plan to attack when they're all asleep—none of them are here.

Treasure: Each PC who succeeds at a DC 24 Perception check while in one of these rooms discovers one item of value, chosen randomly from the following: 5 sp, 5 gp, cytillesh oil, lethargy poison, moderate juggernaut mutagen, greater comprehension elixir, lesser elixir of life, moderate glue bomb, moderate blight bomb, or *tricky liniment*.

F19. Vye's Chambers

Trivial 8

Vye's chambers are one large space, functionally split right down the middle. Her bed, clothes, and personal effects are on the east side of the room, and her laboratory and workshop are on the west side of the room. A trough full of corpses and body parts sits alongside a few shelving units and wardrobes, all running down the center of the room and marking the divide between spaces.

Vye's chambers are a prime example of organized chaos. It's messy, but there's an order to the mess; she knows where everything is and can tell if something's been in here or something's been touched.

Creatures: Vye is a powerful necromancer and acting leader of the deros while Deg is elsewhere in the Ebon Tower. She's often in her room, either planning experiments, dismembering a corpse, napping, or carving finger bones into tiny toy animals she displays on the central shelves (she's got a menagerie 75 strong).



Geff

Vye curses out intruders, directs her zombie hulk to attack, then unleashes her spells upon foes. She casts *false vitality* on herself every 8 hours, and begins combat by using her Undead, Arise! ability to summon two skeletal entities, followed by Undead, Attack! She then uses Undead, Arise! the following round to get the maximum number of undead entities. As the tide turns against her, she employs Wave of Death to hopefully damage all of the PCs.

The zombie hulk fights mindlessly in combat, using Wide Swing in melee or Corpse Throwing at range. It focuses its attacks on the tallest PCs. Vye fights to her death and the zombie hulk fights to its destruction.

It's likely Vye knows the PCs are coming, thanks to the deros from areas **F12**, **F13**, **F16**, and **F17**. This allows Vye further time to prepare, and to either launch an ambush or immediately move to offer support in other combats, depending on the situation.

VYE

CREATURE 6

Elite dero necromancer (NPC Core 5, 99)

Initiative Perception +12; darkvision

Languages Aklo, Azlanti, Sakvroth

Items light mace, *scroll of false vitality* (3rd-rank; 2), *scroll of web*, spellbook (Rites of Rot), *wand of rouse skeletons*

Immunities confused

Vulnerable to Sunlight Vye takes 10 damage for every hour she's exposed to sunlight.

Occult Innate Spells DC 23; **2nd** *darkness*, *revealing light*; **Cantrips** (3rd) *daze*, *light*, *read aura*

ZOMBIE HULK

CREATURE 6

Pathfinder Monster Core 357

Initiative Perception +8

Treasure: The PCs find the following items of value in Vye's chambers: *greater potency crystal*, *potion of flying*, and a menagerie of 75 tiny animals carved from bone (worth 30 gp). She keeps a *watchful portrait* (Treasure Vault 98) on the wall and a *greater mage's hat* (*summon elemental*) nestled safely in the trunk.

F20. Reception Room

Moderate 8

Unlike the rest of this level, this reception room is immaculately clean. The room contains simple furniture and maps tacked onto the walls in an orderly manner.

TO BLOT OUT THE SUN

Chapter 1: Shades of the Past

Chapter 2: Tangled Shadows

Chapter 3: Darkening Dawn

Continuing the Campaign

Nin

Adventure Toolbox



The door to this room is locked with a good lock (five successful DC 30 Thievery checks to unlock). Deg and the clockwork sentries in area **F20** have the only keys, as this marks the entry to Deg's personal domain and workshop (areas **F20–F23**).

The integrated *aeon stone matrix* has been repaired, and while these rooms are purposefully dark, the temperature is comfortable, objects inside are kept clean and dry, minor vermin are magically repelled, and the walls are in good condition and free of mold. The reception room is incredibly spartan, with a single desk and comfortable leather chair at the room's south end, and the rest of the room open space in which Deg would've spoken to his dero followers. Highly detailed maps hang on the west wall. Deg moved to the pinnacle of the Ebon Tower weeks ago, and his chambers have been unoccupied in his absence. The doors leading deeper into Deg's domain are all open, revealing a spartan bedroom (area **F21**), a storage room (area **F22**), and workshop (area **F23**).

Creatures: Two clockwork sentries stand guard in this room, in the northeast and northwest corners. During the first round of combat, the clockwork sentry in the northwest corner shuts and locks the door to this room, potentially splitting the party. To Steal this key from a clockwork sentry is DC 26 (though the PC still needs a way to Steal in combat). The clockwork sentries are programmed to fight to their destruction.

CLOCKWORK SENTRIES (2)

CREATURE 8

Page 83

Initiative Perception +16

Treasure: The maps hanging on the wall depict the interior of En-Gokal and were created by Deg. Deg has spent his life investigating this complex, and these maps represent the cumulation of a lifetime's exploration and discovery. (One of these maps can be found on the inside front cover of the previous adventure, *Pathfinder Adventure Path #214: The Broken Palace*.) The PCs recognize many locations they've already been among these maps—from Lady Nalushae's kingdom to this very floor of the Ebon Tower—but the primary value in these maps is what it reveals about the places the PCs haven't been. Every floor of the Ebon Tower is depicted on these maps, giving the PCs an idea of the layout for the remaining four levels of the Ebon Tower. If the PCs collect these maps and properly store them, they can sell the map collection to an Azlanti historian for 200 gp.

F21. Deg's Quarters

Much like the reception room, these personal quarters are incredibly spartan. The furniture—including a canopied bed,

table with chairs, and reading chair—are all antiques of fine Azlanti craftsmanship, but beyond this happy coincidence, there are no further decorations or personal effects. The room is devoid of personality.

Creatures: One of Deg's first creations was Speckle, a perpetually blood-spattered homunculus with a bulbous body, three large eyes, metallic wings, and stubby limbs. Speckle roams freely throughout Deg's lair, and telepathically reports everything it witnesses to Deg. This enables Deg to check on the paperwork and blueprints in his laboratories without having to physically leave the Ebon Tower's pinnacle. Additionally, Speckle alerts Deg of any intruders. (In fact, it's Speckle's presence that has kept Vye and the other deros out of Deg's lair for so long.) This means that as soon as Speckle notices the PCs, Deg knows they're here.

When the PCs fight the clockwork sentries in area **F20**, Speckle spies on them from this room, reporting their combat capabilities to Deg. Speckle follows them throughout Deg's lair, Hiding and Sneaking to remain out of sight as long as possible, while reporting their actions to Deg. While nothing the PCs do down here draws Deg (or Nizca) away from the Ebon Tower's pinnacle (their ongoing work is far too important), it does alert Deg and Nizca to the PCs' presence and abilities, giving them time to prepare for the party's arrival and interference.

If attacked, Speckle plays the role of a noncombatant, mewling wordlessly, and attempting to look as cute as possible to prevent its destruction. This is a programmed behavior—as a homunculus, Speckle is a clever construct, but lacks true free will. If possible, the homunculus plays the part of a “pet,” aiming to get “adopted” by the PCs and further enable its observations.

SPECKLE

CREATURE 0

Homunculus (*Pathfinder Monster Core* 200)

Initiative Perception +3, Stealth +5

F22. Storage Room

This room contains scavenged Azlanti materials stacked in orderly piles.

This large room is a depository of all the items and materials Deg and his followers have discovered in En-Gokal but have yet to repair or use. Many of these items are broken down into parts, these parts are in turn sorted meticulously into buckets of similar parts and materials.

Treasure: A PC who searches through this room discovers a greater smoke fan (*Guns & Gears* 71) that remains functional. In addition, they discover 500 gp worth of raw materials, which can be used to craft mundane or magic items.

F23. Deg's Workshop

This large room is a workshop, with a plethora of meticulously organized tools hanging on the north and south walls. Two large workbenches stand in the east end of the room, with much of the remaining space open for building prototypes and constructing larger devices. Bookshelves line the curved east wall, with a desk and chair nearby. Deg's notes and observations fill dozens of journals, all kept on these shelves alongside reference books scavenged from throughout En-Gokal. The desk also has blueprints scattered across it—the only bit of “mess” in the room.

A PC who reads through these journals learns about Deg and his past, as noted on page 90. In addition, they find detailed notes on the countless devices and objects Deg's found throughout a lifetime of exploration in En-Gokal, and Deg's custom blueprints and plans for dozens of inventions—including Speckle.

The blueprints on the desk are Deg's plans for the *shadow beacon*. A PC trained in Crafting who sifts through these blueprints realizes it is a complex magical device that integrates a preexisting device into its construction, and that this preexisting device was not created by the person who made these blueprints—this indicates the blueprint creator was planning to modify or repurpose an existing device into something new. To learn more about this device, the PCs will need to spend time studying these blueprints and the copious journals and notes throughout this room. See *Researching the Shadow Beacon* below for more information.

Treasure: This room functions as a crafter's workshop.

Researching the Shadow Beacon

Thoroughly examining the schematics on the table, reading Deg's journals, and cross-referencing the ancient Azlanti books takes 3 days. For each PC beyond two actively contributing to this effort, reduce the time it takes by half a day, to a minimum of 1 day. At the end of this time, the PCs can attempt a DC 28 check to Recall Knowledge, using Arcana, Crafting, Occultism, or an applicable Lore skill, such as Academia Lore, Azlanti Lore, Library Lore, or Magitech Lore. PCs can Aid another on this check, if desired, using any of the listed skills, or roll their checks individually. The results of this check represent the culmination of their research.



Critical Success As success, plus: The *shadow beacon* is the name for a modified device which incorporates another, ancient device at its core: the *quietus beam*. At the height of ancient Azlant, the *quietus beam* served as a security measure for quelling riots—when activated, it siphoned energy from the Dreamlands and broadcast it across the En-Gokal, either calming or knocking out prisoners depending on the force of the beam. Deg and Nizca have modified this device, recalibrating and rebuilding it to tap into the Netherworld instead. It looks like there's an error in their calculations, though, and it's not broadcasting shadows high into the sky, but overlaying the Netherworld onto En-Gokal. This likely caused the device to malfunction during its initial activation, which explains why the device has yet to blot out the sun. The PCs gain a +4 circumstance bonus to skill checks attempted to interact with the *shadow beacon*, instead of +2.

Success The *shadow beacon* is a complex magitech device located on the roof of the Ebon Tower and spans two floors. It's been designed to siphon shadows from the Netherworld and broadcast them into the upper atmosphere, where the shadows will spread and blot the sun out of the sky, casting the world in darkness. It's clear this is important to Deg and Nizca, as it will enable the deros and vampires in En-Gokal to walk the world without fear of the sun. The PCs gain a +2 circumstance bonus to skill checks attempted to interact with the *shadow beacon*.

Critical Failure The *shadow beacon* is powered by captive shades; shutting it down will require the ability to physically move and manipulate incorporeal creatures, likely requiring special abilities or equipment. The PCs suffer a -2 circumstance penalty to skill checks attempted to interact with the *shadow beacon*, due to this false information.

TO
BLOT OUT
THE SUN

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



Chapter 3: Darkening Dawn

During the height of En-Gokal's operations, the Ebon Tower served as a place for higher-ups to conduct their business and keep watch over the prison yard. In addition, the tower served as a magical fail-safe thanks to a unique magitech device at the tower's pinnacle called the *quietus beam*. In the event of a riot or other disturbance, the warden could activate the *quietus beam*, which transmitted a psychic signal that calmed, pacified, or incapacitated whole swaths of targeted prisoners. During its operation, the *quietus beam* siphoned energy directly from the Dimension of Dreams—a flowing dimension created and sustained by the collective dreams of sleeping mortals.

After Nizca and Deg discovered the *quietus beam*, it became a point of obsession. They believed if they repaired and recalibrated the device, they could

repurpose it to draw energy from the Netherworld, instead of from the Dimension of Dreams. Then, the *quietus beam* would transmit a never-ending stream of shadows into the sky, hitting the upper layers of the atmosphere and staying locked in place, blotting out the sun forever. If this dream could be realized, Deg and his fellow deros would have nothing to fear from the sun, and Nizca could finally escape the island, journey across the sea to find their long-lost lover Lograsi, and deliver the gift of endless night after being apart for thousands of years. Deg and Nizca have worked for months to complete this modified device using salvaged Azlanti magitech, naming their creation the *shadow beacon*.

At the beginning of the Shades of Blood Adventure Path, Deg and Nizca completed the *shadow beacon* and activated it—only something went wrong. They had



miscalculated. Rather than siphoning shadows from the Netherworld and projecting them, the device began transposing the Netherworld onto the region—a massive task the *shadow beacon* was incapable of continuing for long. The *shadow beacon* overloaded rather explosively, injuring Deg and damaging many of the *beacon*'s components. This event was the catalyst that sparked the interference of the PCs.

While Nizca has nothing fundamental to fear from the Netherworld, they do fear its inhabitants, for Nizca (rightly) worried that they could lose control of the Ebon Tower and the *shadow beacon* if the Netherworld became fully overlaid. Velstracs and other Netherworld natives have already entered the Ebon Tower. While Deg recovered and poured himself into the flawed schematics, Nizca was quick to forge alliances with these beings—including **Jubilant** (sadistic nonbinary conductor velstrac manipulator 9), the leader of the gathered velstracs—but this alliance has weakened their position of strength and isolation. With peace tentatively reached, Nizca and Deg returned to their work on the damaged device, their work now multiplied by failure.

Normally calm, collected, and impartial, recent events have taken a mental toll on Nizca. They've come to realize they're not as infallible as they previously believed and—perhaps most frustrating—that there were miscalculations in their work. Nizca knows that if they don't hurry, they'll lose their chance to complete the *shadow beacon* and escape the island, whether due to the interference of local meddlers like the PCs, retribution from those they've crossed like Lady Nalushae, or unforeseen invaders from the Netherworld. Throughout this chapter of the adventure, Nizca is slowly unraveling, becoming more reckless and emotional. While they hide this under a veneer of aloof composure, clues to Nizca's fragile mental state are evident in their private quarters, near the Ebon Tower's peak. If they're clever, the PCs may be able to leverage this festering self-doubt against Nizca in the final encounter.

As the PCs continue to ascend the Ebon Tower, time grows short. The *shadow beacon* nears completion, and whether it works or malfunctions, the results will be devastating for the people of Talmandor's Bounty and the surrounding region. To secure the future, the PCs must reach the pinnacle of the Ebon Tower, defeat Nizca and Deg, and disable or destroy the *shadow beacon*.

G. EBON TOWER: FLOOR 2

The second floor of the Ebon Tower was once a grand and luxurious set of suites used by high-ranking employees and esteemed guests. When Nizca seized control of the Ebon Tower, their most trusted minions moved into these suites—the vampires, dhampirs, and their other

living servants—under the command of Nizca's trusted lieutenant **Freileth** (cautious female vampire tactician 9). When the *shadow beacon* malfunctioned, a chorus of velstracs led by Jubilant was drawn into the tower. Supposedly allied with Nizca, these velstracs have been awarded half of this floor.

Aware that Nizca is too consumed with their work to check on them, Jubilant and their velstrac minions have begun to practice their joyful worship with the living inhabitants of this floor, turning them into monstrosities and fleshwarps. Today, this floor of the Ebon Tower is essentially a war zone, with Jubilant and the velstracs in control of the west half of the floor (areas **G5–G12**) and Freileth and the vampires in charge of the north and east (areas **G14–G20**), alongside what remains of their living allies. Areas **G3**, **G4**, and **G13** all once belonged to the vampires, but were seized by the velstracs during previous assaults and were given up as lost along with the people abducted from them. Areas **G1** and **G2** are unoccupied; the velstracs technically hold power there as the vampires are unable to secure this territory. While Jubilant and their followers are secure in their position, Freileth and their allies are backed into a corner, forced to secure their remaining territory or admit defeat and accept a gruesome death.

The PCs can try to pit these two groups against one another or destroy both, as they choose. Both groups are willing to talk with—and ally with—the PCs, leaving the choice up to the PCs. Their only requirement: the PCs can't ally with both groups.

This floor of the Ebon Tower is constructed of ancient, fitted stone. The integrated *aeon stone matrix* is operational but does not shed any light, making the entire level dark. It's noticeably cool, and all colors are muted—if visible at all. The floor is tiled with polished white marble. The walls are plastered and painted, with decorative murals, framed paintings, or tapestries hanging on the walls. The ceilings are 20 feet high, with elaborate trims and decorative molding. All doors on this floor are unlocked unless otherwise noted. Doors have Hardness 10, 40 Hit Points (20 BT), and a Force Open DC of 30. Due to the influence of the Netherworld, the area of all light sources is halved. Use the map on the inside back cover for this encounter area.

PCs still accompanied by the magitech wizard Anoreth have a minor advantage on this level: Anoreth once lived in a private suite here (one of the rooms marked area **G6**) and knows the floor's general layout. However, this floor was altered by recent hostilities, so they can provide little actionable information to the PCs. Anoreth doesn't volunteer this information, but likely slips up once or twice by providing directions or an explanation of a room's purpose, or muttering under

TO BLOT OUT THE SUN

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



their breath how much a room has changed. If pressed at this point, Anoreth is willing to elaborate on their past a bit further, explaining that they first arrived at En-Gokal as a representative of the magitech engineers who built En-Gokal's clockwork armies. Anoreth and the warden, Inzori, had a profitable business arrangement, and later, Anoreth accepted a position as an on-site liaison. They worked out of an office on the administrative level and resided on this level of the Ebon Tower.

G1. Landing

Trivial 9

This octagonal landing is grand, with decorative pillars in the corners and four massive portraits hanging on the walls, each framed by velvet curtains. Four doors exit this landing. The west door is closed, the sounds of either frantic singing or pained screaming audible beyond the thick wood door. The north door is closed and covered with a glowing magical sigil made up of precise lines, circles, spirals, and mathematical equations—clearly a magical ward of some kind. The east door is closed and damaged, perhaps by claws or sharp nails and a heavy bludgeoning instrument. The final door, to the south, is open. Its wooden door lays in shattered splinters across the floor.

The doorway to the south leads to a ballroom-turned-battlefield, where two people desperately battle a grotesque monster (see area G2).

A PC who examines the four portraits here notes that each depicts a wealthy Azlanti human in official attire. Placards indicate these were a few of the past wardens of the prison, and that a man named Inzori Galen was warden at the time of the prison's fall.

The west door is closed and unlocked; the velstracs welcome intrusion and don't consider the vampires a threat. A PC who succeeds at a DC 20 Perception check while listening at this door hears pained screams, though a few people also seem to be singing along with the screams, to spine-tingling results. If the PCs happen to knock, Jubilant answers the door, greets them politely, and bids them enter their suite to join their "joyous symphony." If Jubilant has been killed, one of the two ostiariususes answers in their place. If the PCs happen to accept this offer, Jubilant leads them past the shrine in area G8 and into their drawing room in area G10, where they invite them to parley over tea and torture, while listening to the choir's symphony echoing through the walls from area G7. It's unlikely the PCs get this far into velstrac territory without becoming deeply disturbed and starting a fight.

The east door is closed but barricaded from the inside to keep the velstracs out. When the vampires need to enter, they Turn to Mist and slip under the door's cracks.

If the PCs knock on this door, the vampires in area G20 are willing to speak with them but soon force the PCs to prove they're alive and not allied with "Jubilant and their fiends." See area G20 for more information.

Hazards: The north door to the vampires' territory in area G14 is closed and magically warded.

CONUNDRUM WARD

HAZARD 9

UNCOMMON MAGICAL TRAP

Stealth DC 5

Description A complex geometrical ward with mathematical equations woven into its lines magically seals the door, harming anyone who touches it.

Disable Thievery DC 30 (master) to sabotage the ward, Geometry or Mathematics Lore DC 25 (trained) to calculate the solution to the complex equations, Crafting DC 28 (expert) to manipulate the ward's precise underlying schematics, or *dispel magic* (4th rank; counteract DC 26) to counteract the magical ward

Mental Conundrum (mental, occult) **Trigger** A creature touches the door directly or with a tool; **Effect** The ward's equations spiral and swirl, drawing the mind into an inescapable conundrum. The triggering creature is dealt 4d10+26 mental damage (DC 32 basic Will save). On a failure, the target is additionally stupefied 2, or stupefied 4 on a critical failure.

Reset The trap automatically resets after being triggered. If disabled, the ward does not reset.

G2. Ballroom

Low 9

Once a beautiful ballroom, this wedge-shaped room has been damaged by repeated battle. The north door, the southeast window, and the entire east wall have been destroyed, and rubble is mounded where the wall once stood. The rest of the tall, narrow windows along the south wall remain undamaged, including the massive stained glass window depicting the moon at the wall's center. Immediately in front of this window is a broken statue, its head lopped off and stacked at its feet atop a bloody mound of viscera. The west end of the room is dirty, but seems undamaged, save for the persistent blood spatter that mars the entire room.

Aside from the active combat, the focal point of this ballroom is the broken statue of Acavna, Azlanti goddess of companionship, defensive battle, and the moon, at the ballroom's south end. The stained glass behind the statue depicts the phases of the moon, and the floor surrounding the statue was tiled to resemble a silver, shining full moon. Today, this statue has been destroyed and desecrated by Jubilant. A mound of rotting viscera pulled from their most recent victims is mounded at the foot of the statue, and Acavna's head

sits atop it. The statue's face has had its eyes gouged out, and two streaks of red blood—still wet—streak from this damage down its cheeks. It's possible the PCs attempt to reconsecrate and clean this mini shrine, but doing so offers no additional reward. Acavna is dead.

Creatures: In the center of this room, two vampires—Chamadi and Lauso—are locked in battle against an irnakurse created by the velstracs. Chamadi and Lauso tried to sneak downstairs to fetch food but were spotted by Jubilant, who dispatched their newest pet to fight them. It's clear to onlookers that the irnakurse is winning.

If the PCs don't interfere, the battle continues. Soon, one of the vampires is defeated, becoming mist with Mist Escape and drifting east through area G3 to slip under the cracks of the barricaded door into area G20. The remaining vampire uses Dominate on one of the PCs, urging them to fight the monster. If this fails or the PCs turn on the vampire, they use Turn to Mist or Mist Escape to retreat to area G20. After both vampires are defeated, the irnakurse attacks the PCs.

If the PCs choose to interfere, they can attack whichever enemy they desire—or both! If the PCs help the irnakurse, it attacks them as soon as the vampires are defeated. Partway through this battle, Jubilant arrives and greets the PCs. If the PCs help Chamadi and Lauso, they thank the PCs and ask them to help defeat the velstracs invading the Ebon Tower. Moments later, Jubilant arrives on the scene, causing the vampires to cuss and flee using Turn to Mist. See Development below for more information.

IRNAKURSE

CREATURE 9

Pathfinder Monster Core 153

Initiative Perception +18

CHAMADI AND LAUSO

CREATURE 6

Vampire counts (Pathfinder Monster Core 336)

Initiative Perception +17

Items *smoothing aeon stone* (Chamadi only), leather armor, *lifting belt* (Lauso only), +1 rapier, silver salve

Development: After the battle ends, Jubilant arrives via the west door and speaks to the PCs. Their response depends on the PCs' actions during the battle.

If the PCs helped the vampires, Jubilant arrives on scene clapping and remarks in a haughty tone, "Well, well, well, you certainly have made an entrance. I don't appreciate you destroying my masterpiece. Do you know what you've walked into, I wonder?" Jubilant's arrival causes any remaining vampires to cuss and Turn to Mist, retreating to area G20.

If the PCs helped the irnakurse (and are currently fighting it), Jubilant arrives before its defeat and

remarks in a pleasant tone, "That's enough," causing the irnakurse to stop. They continue, "Welcome, new friends. I appreciate you defending my darling creation. Apologies for the belated arrival."

In either instance, Jubilant introduces himself and offers to explain everything, inviting the PCs to tea in their drawing room (area G10). If the PCs refuse their (repeated) offers, Jubilant shrugs, admitting that they don't mind, as the PCs will make "lovely projects." Jubilant leaves the room (passing through area G5 to G10). As they do, the velstracs from area G6 enter to capture the PCs. See area G6 for more information.

If the PCs fight Jubilant, Jubilant laughs musically and calmly retreats down the hall (area G5), drawing the PCs to follow them. As the PCs pass down the hall, the velstracs in area G6 attack from their rooms, aiming to split the party into individual fights. If the PCs press the attack on Jubilant, following them all the way to area G10, Jubilant and the velstrac ostiarius from area G7 fight the PCs there.

G3. Ruined Rooms

These ruined rooms were once a part of the vampire's territory, but Jubilant ordered the walls battered down. The vampires lost many of their number in the battle to permanent deaths thanks to the seizure and destruction of several coffins. Signs of this battle, shattered coffins, and a few stakes and mounds of ashes are easily discovered by any PCs who sift through the rubble.

Treasure: A PC who searches the debris and succeeds at a DC 25 Perception check finds a gold locket in a pile of ash. The locket contains a tiny portrait of a beautiful woman with long black hair and green eyes—Freileth. This locket belonged to Freileth's beloved, Noraline, who was killed by Jubilant. The locket is worth 20 gp, but Freileth is willing to trade for its return.

G4. Abandoned Rooms

Technically a part of vampire territory, this lavish bedroom has been abandoned. Two coffins, lids cracked open and staked ashes inside, lay in the room's east end in place of a bed.

Treasure: A PC who searches through this bedroom discovers a *greater bloodseeker beak*. They also find *bands of force* and a ruby ring worth 50 gp if they search the coffins.

G5. Mirror Hall

This long, irregularly shaped hall is lined with countless mirrors of all kinds, some hung in grand frames and others merely reflective shards plastered to the wall.

TO BLOT OUT THE SUN

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox

The velstracs made this decor change to purposefully irritate the vampires—they're also quite vain. Spiked and barbed chains hang from the ceiling.

Development: It's likely Jubilant retreats down this hall, with the PCs on their trail. If they do, the velstracs in the adjoining rooms (**G6**) attack, aiming to split the party into the various side rooms and this hall. See areas **G2** and **G6** for more information.

G6. Project Suites

Moderate 9

Trophies, grisly decorations, and expertly amputated limbs rest on shelves and dresser tops, on display like art alongside the ancient Azlanti knickknacks and decorations. Spiked and barbed chains hang from the ceiling.

Each of these lavish bedrooms is now a private torture room—a project suite for each of the velstrac evangelists to work in isolation. Like the hall, many have mirrors hung on the walls and ceiling, forcing the “projects” to witness their own mutilation. To facilitate this, the rooms are dimly lit by lamps and candles.

Creatures: There is one velstrac evangelist in each of these rooms, each torturing their current project. Each project is a person stolen from the vampires. Many were intended as a food source, but some are the mortal guards who protected the coffins of their vampire allies.

The evangelists attack any PCs passing down the hall in area **G5** or entering their suite. They leave their suite to join any fights in velstrac territory, acting as backup for Jubilant or fighting in concert with their fellow evangelists.

ELITE VELSTRAC EVANGELISTS (5) CREATURE 7

Pathfinder Bestiary 2 6, 282

Initiative Perception +15

Development: It's likely the PCs attempt to rescue the captives the evangelists have been torturing. Each requires medical attention and is deeply scarred—physically and mentally—from the experience. Three of these captives were taken from the administrative wing and would like to leave En-Gokal. Two were taken from vampire territory and would like to be brought to area **G20**.

Treasure: The assorted knickknacks and other decorative objects in these rooms weigh 2 Bulk and are worth a total of 200 gp—if the blood spatter is cleaned off before sale. Among them is a polished

stone statuette of a fluffy dog wearing a hat, a seashell carved with an image of a kraken destroying a town, a gilded porcelain tray with tiny paintings of flowers, and a handkerchief embroidered with red, orange, and yellow tulips—a match to Anoreth's handkerchief.

G7. Choir

Trivial 9

This room has been cleared of furnishings save for a series of black cords emerging from the wall and binding a dozen captives firmly in place. Each of these tethers is made of solidified shadow, and the captives are sorted by the tone of their screams, from bass to soprano. The ceiling of this room is a pane of smooth, semi-reflective black glass that periodically drips black shadow droplets onto the floor. Where it falls, the hold of the Netherworld strengthens.

The captives in this room serve as a “choir,” whose screams Jubilant or the velstrac ostiariuses conduct into a “joyous symphony.” The bloody and spine-tingling result is particularly pleasing to Jubilant, who considers it a masterpiece. Meylu, the adult child of Asandi, is among the choir's members (they're an alto).

Creatures: Two ostiariuses conduct the choir while slowly pulling more of the Netherworld into the Ebon Tower. If the PCs arrive in the company of Jubilant, or have allied with the velstracs, their hosts offer to demonstrate the choir's skills to the PCs. Otherwise, they attack the PCs, aiming to add them to the choir (if they pass Jubilant's vocal assessment) or give them to the evangelists for their next project. Aware that they work best with others, the ostiariuses call for the aid of Jubilant or the evangelists, who soon arrive to provide backup. If reinforcements aren't coming, they move into the shrine (area **G8**), triggering the shrine's trap on the PCs during the battle and using the pillars as cover. If they think a battle can be avoided, the ostiariuses open with *enthrall* or *calm*. Otherwise, they move to place PCs in range of their Whispering Wounds aura, then Focus Gaze on the physically strongest PCs to take them out of the fight and attack spellcasters with their claws. At least one ostiarius uses Compel Courage each round.

ELITE VELSTRAC OSTIARIUSES (2) CREATURE 6

Pathfinder Bestiary 2 6, 281

Initiative Perception +17

Development: The captives in the choir have shallow, bloody wounds, but have not yet been mutilated. They require less healing, but freeing them from the bindings



Chamadi

is a little tricky—they can't be untied, but they can be severed (Hardness 10, 20 Hit Points [10 BT], Break DC 25). Each time the PCs attempt to damage the shadow bindings with a weapon and fail by more than 2 on their attack, the captive bound in those bindings is dealt that damage instead. Nine of these captives (including Meylu) came from the administrative wing and want to leave En-Gokal. The remaining three are allies of the vampires and want to be returned to area G20.

G8. Shrine to Zon-Kuthon Trivial 9

This wide hall has been transformed into a grisly shrine. Eight pillars made of bones and bound together in sinew line the shrine, while a statue constructed from heaps of flesh, organs, and severed limbs occupies the room's center.

This grotesque shrine to Zon-Kuthon is kept free of rot by the foul god's profane blessing.

Hazards: The bone pillars are a vicious trap that flenses the flesh off anyone passing through the area who doesn't worship Zon-Kuthon. The velstracs all have a subconscious control over this trap, enabling them to select targets in their company who they wish to be immune to the trap—this enables them to bring captives, projects, choir members, and the PCs down this hall without causing them harm, if desired. If a PC has not been granted this immunity, they are valid targets and trigger the trap.

FLENSING BONE Pillars HAZARD 9

UNCOMMON COMPLEX DIVINE MAGICAL TRAP


Stealth +20 (master)

Description Eight pillars composed of jagged bones spin, damaging anyone adjacent who doesn't worship Zon-Kuthon.

Disable Thievery DC 22 to disassemble one pillar, Religion DC 22 to ritually purify one pillar, or *dispel magic* (4th rank; counteract DC 26) once to counteract the magic binding all the bone pillars together, deactivating the whole trap

AC 25, **Fort** +21, **Ref** +15

Pillar Hardness 6, **Pillar HP** 24 (BT 12); **Immunities** critical hits, object immunities, precision damage; **Weaknesses** holy 5

Spin  **Trigger** A creature who doesn't worship Zon-Kuthon and who isn't granted immunity by a velstrac enters the area; **Effect** The bones composing the pillars begin to spin, then makes a bone spur attack against one creature adjacent to any pillar. The trap then rolls initiative.

Routine (8 actions) Each of the functioning bone pillars makes a bone spur Strike against an adjacent creature. This trap doesn't take a multiple attack penalty. This trap loses one action for each disabled or destroyed pillar.

Melee  bone spur +21, **Damage** 2d8+13 slashing plus 1d4 persistent bleed damage

Reset The trap deactivates and resets after 1 minute. The trap is automatically destroyed if all the velstracs on this floor are killed.

Development: While it's possible this trap triggers on its own, drawing nearby velstracs to the scene, it's more likely a velstrac engaged in combat with the PCs lures (or Shoves) them into this area, triggering the trap.

G9. Font

This small area off the shrine has an elaborate, gilded fountain in the corner, resembling blossoming flowers. Unlike most of the other furniture and decorations in this half of the wing, the fountain is pristine and well cared for. The velstracs use it as a washbasin to clean their hands, sanitize tools, and wash wounds—important for preventing unwanted infection!

G10. Drawing Room Moderate 9

This irregularly shaped drawing room is decadently furnished.

If the PCs arrive here unannounced or as Jubilant's guests, Jubilant invites them to tea and torture—they have “an exquisite project awaiting their attention” in the nearby room, who they're willing to share with the PCs after tea. During this meeting, the sounds of the choir's “joyful symphony” are audible through the wall to area G7.

Jubilant and the velstracs were pulled into the Ebon Tower when the *shadow beacon* malfunctioned. While they could return to the Netherworld with ease, Jubilant instead remained in the Ebon Tower to determine the source of the shadow transference. Upon learning about Nizca and the *shadow beacon*, Jubilant entered a peaceful accord with Nizca. Satisfied, Nizca hurried back to the *shadow beacon* and Jubilant remained. In truth, Jubilant wants Nizca to continue the *shadow beacon*, and spread the Netherworld's influence across the region. This makes Nizca and Deg valued tools, but means that anyone else serving Nizca is of no importance to Jubilant. Soon after Nizca returned to work, Jubilant began attacks against the vampires on this floor; these attacks serve both to acquire people for the velstracs to torture and to mentally torment the vampires.

Jubilant can tell the PCs are strong and wants to ally with them, in order to destroy the vampires on this floor. They're willing to offer the PCs the following to secure this alliance: safe passage through this floor, information about the Netherworld and the *shadow*

TO BLOT OUT THE SUN

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



beacon, information about the vampires on this floor and Nizca's allies on the floors above, and the physical assistance of all velstrac evangelists on this level in attacking the vampires here. If the PCs press further and succeed at a DC 26 Diplomacy or Intimidation check, they're also willing to give the PCs custody of all captives currently being used as projects by the evangelists and eight of the captives in the choir (Jubilant insists they require at least one each of the four choral octaves to remain: a bass, alto, tenor, and soprano). Jubilant additionally adds a success clause: if, after defeating the vampires on this level, Jubilant believes the PCs upheld their end of the bargain, they'll order the evangelists to accompany the PCs further, battling alongside them all the way up the Ebon Tower. (They neglect to mention that these velstracs will then side with Nizca against the PCs themselves.)

If Jubilant and the PCs come to an agreement, Jubilant allows them to leave in peace, and orders the velstrac evangelists to accompany them in their attack against the vampires. These evangelists follow the PCs' orders and assist—so long as their interests align, and the PCs maintain their end of the bargain. If the PCs waver in their resolve or renege on their deal, the velstrac evangelists offer the PCs one warning, then attack if the PCs don't conform.

If they fail to come to an agreement, Jubilant allows the PCs to leave but doesn't protect them from the trap in area **G8**. When this trap triggers, the velstrac evangelists in area **G6** and the velstrac ostiarius in area **G7** converge on the PCs and attack from the south while Jubilant and the velstrac sacristan in this chamber attack from the north. This battle could become overwhelmingly challenging, and the PCs will likely need to use clever tactics or reopen negotiations to survive.

Creatures: Jubilant hosts meetings and spends their leisure time in this drawing room. They're accompanied by their sacristan minion—a recent masterpiece Jubilant created from the dhampir progeny of Freileth. If the PCs attack Jubilant in this room, perhaps amid negotiations or in the immediate fallout, Jubilant fights back with a grin, fighting alongside the sacristan. Any living velstracs hear the commotion and move to join the fight—the nearby ostiarius join the battle after 1 round, and one evangelist joins the battle each round thereafter.

JUBILANT

CREATURE 9

Velstrac conductor (page 88)

Initiative Perception +20, Diplomacy +19, Intimidation +19

VELSTRAC SACRISTAN

CREATURE 10

Pathfinder Bestiary 2 283

Initiative Perception +19

Treasure: If the PCs search this room, they discover the following valuable objects: a *horrid figurine* (*Treasure Vault* 115), a *moderate spiritual warhorn* (*Treasure Vault* 98), and 200 gp worth of other art objects weighing a total of 4 Bulk. Among these other art objects is a painting of a sunrise over a mountain, a silver hand mirror, and an exquisitely painted religious symbol of Acavna.

Reward: If the PCs successfully ally with Jubilant, they gain 100 XP, plus 15 XP for every surviving ostiarius and 20 XP for every surviving evangelist.

G11. Jubilant's Workshop

This small side room has been transformed into a torture chamber, with a variety of tools hanging on the wall.

A captive named **Tiris** (devoted male human guardian 4) is bound to a standing table and is currently unconscious—this is Jubilant's current project. Tiris is a mortal guard for the vampires who was captured defending the coffin of a now-deceased vampire named Jhect, his best friend. Tiris is only slightly wounded, as Jubilant has yet to truly undertake work on him. If freed and awakened, Tiris wants to return to the vampires and is willing to fight alongside the PCs to get there. If the PCs equip him for battle, Tiris is a living guard (page 52).

G12. Reading Nook

This long hall opens into a small reading nook, with a bank of wide windows and a plush window bench. A trio of lamps hangs overhead, and a pair of modest bookshelves line the south and east walls.

One of the shelves holds nonfiction (primarily about geography, history, or politics) and the second shelf holds fictions (primarily plays, poetry, and exceptionally long dramas about courtly intrigue).

A PC searching the room discovers a note tucked between the cushions of the window bench. Handwritten and very old, the note reads, "He's away tomorrow night. Come swiftly at the seventh bell. Remember: three turns to the right, one to the left. Yours, Mirida." This is a note Mirida wrote to Anoreth during their affair, placed here for Anoreth to find by Mirida's handmaiden Eloise. This note lends credence to Anoreth's claims that the affair was consensual. Three turns to the right and one to the left refer to the bypass for the trap in area **H11**, which might prove useful later. If Anoreth sees this note, they refuse to comment on it.

Treasure: The books in this room weigh a total of 10 Bulk and are worth 300 gp. One of the bookshelves is a clockwork bookshelf (*Guns & Gears* 85).

G13. Abandoned Barracks

These abandoned rooms were once a communal living space for the mortals who lived alongside the vampires. The larger room was for mortal guards, and the smaller room was for members of the larder. The velstracs raided these rooms during their first assault, abducting and killing many of the inhabitants. This sparked hostilities between the two groups. In the aftermath, the vampires abandoned these rooms and cast *shape stone* to seal over the doors that once connected areas G13 to G14.

G14. Planning Hall

Moderate 9

The planning room at the end of this I-shaped hall doubles as a shrine. The north wall shows a detailed painting of a studious man whose eyes seem to follow the viewer around the room.

This planning hall is also a shrine to Nin. A series of sketches atop the large table depict the alterations and fortifications the vampires have recently made to defend their territory, while meticulously scribed notes are potential battle plans and supply lists. The entire north wall is a highly detailed painting of Nin in a candlelit library. Nin looks incredibly lifelike, and their eyes seem to follow the viewer no matter where they move. The western walls once held doors leading to area G13, but were sealed shut with *shape stone* for safety.

Hazards: The halls south of this room are trapped, and any vampires who travel down this hall or into rooms G15 and G16 do so after Turning to Mist. When any pressure is placed on the floor, walls, or ceiling of this hall, the trap triggers, eviscerating intruders with silver blades.

SILVERED RETRIBUTION

HAZARD 9

UNCOMMON COMPLEX MECHANICAL TRAP

Stealth +23 (master)

Description Pressure plates in the floor, wall, and ceiling of this hall trigger silver blades to protrude from the ceiling, slashing anything passing through the hall.

Disable Thievery DC 28 (master) to disable the pressure plates; two successes are required to disable the trap

Sudden Strikes ➤ **Trigger** A creature steps on the floor or places pressure on the walls or ceiling of these two adjoining halls; **Effect** Silver blades erupt from the walls and wildly slash everything in the area, dealing 2d10+13 slashing damage (magic, silver) to all creatures in the area (DC 30 basic Reflex save). The trap then rolls initiative.

Routine (2 actions) The maze of blades continues to spin, jab, and slash, dealing 2d10+13 slashing damage (magic, silver) to all creatures in the area (DC 28 basic Reflex save).

Reset The trap deactivates after 1 minute and can be manually reset.

Creatures: Unless she's been called to area G20 to speak with the PCs or is watching over the sleeping mortals in area G17, Freileth is in the planning room, considering possible tactics for fighting (or enduring) the velstracs. Freileth is the leader of the vampires on this floor, and the strongest vampire remaining in the Ebon Tower, save for Nizca herself. She's cautious, but in desperate need of allies and is willing to ally with the PCs for survival.

If the PCs enter from area G1 or G16, whether or not they trigger the trap, Freileth calls out to ask them, "How did you get in here? Are you allied with the forces of the Netherworld? Do you work for Jubilant? SPEAK!" If the PCs convince Freileth they're not enemies, she speaks with them in area G14 (but does nothing to disable the trap for them). Otherwise, she attacks at range with her spells, using Turn to Mist to move through the area of the traps or slip beneath doors to pursue them or get a clear view of her foes, if necessary. If this battle reaches area G18, she calls for the aid of the mortal guards in area G17, or the vampires from area G20. She doesn't



Jubilant

TO
BLOT OUT
THE SUN

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



pursue the PCs into area **G1** or **G3**, or otherwise leave vampire territory, though she will continue to use her ranged spells against them from afar—notably *fireball*.

Given time to prepare, Freileth casts *blur*, *fleet step*, *fire shield*, and *invisibility* on herself, and *haste* on her allies. During combat, she uses *vision of death* on whichever PC looks physically strongest and *stupefy* on troublesome spellcasters. She attempts to Dominate the first PC to reach her and orders them to fight their allies; if they successfully resist, she Turns to Mist and moves to a safer location before continuing the fight. If Freileth is reduced to 30 Hit Points or fewer, she retreats to area **G18** and calls for aid from her allies, then fights to her death and Mist Escapes to her coffin.



FREILETH

CREATURE 9

Vampire mastermind (*Pathfinder Monster Core* 337)

Initiative Perception +20, Diplomacy +20, Intimidation +22

Items +1 wounding striking silver corset knife (*Treasure Vault* 26), signet ring, spellbook (*Blood and Brilliance*—contains all prepared spells plus *shape stone* and an additional 4 spells of each level of the GM's choice), wand of paralytic shock (3rd-rank; *Treasure Vault* 141), wand of shardstorm (3rd-rank)

Development: If the PCs successfully convince Freileth that they're not allied with the velstracs (either while here or after a conversation in area **G20** or **G18**), she's willing to negotiate a truce with the PCs in exchange for their aid in slaying the velstracs. In exchange for their help, Freileth is willing to offer the following: one silver salve per PC, free passage through this floor of the Ebon Tower, her silence regarding the PCs' presence, all captives rescued from the velstracs (excluding mortal guards), information on Nizca and Deg, and information on the inhabitants of the upper levels of the Ebon Tower. If the PCs agree, Freileth personally accompanies them into velstrac territory and fights alongside them against the velstracs. If Chamadi and Lauso are alive, they join the group as well. After the velstracs are dead, Freileth and her forces consider their agreement concluded and continue to uphold the terms of their deal, but don't accompany the PCs elsewhere in the tower, nor will they aid them in any other combats.

Reward: If the PCs successfully ally with Freileth, they gain 40 XP, plus an additional 15 XP for every surviving vampire count and 10 XP for every surviving living guard.

G15. Mortuaries

The vampires who live on this level of the Ebon Tower rest in these four lavish bedrooms, with three coffins per room. Of these, only four vampires remain alive; the others were slain by the velstracs. These unused coffins now serve their true purpose, containing the ashen remains of the destroyed vampires as something of a memorial.

Treasure: If the PCs search these rooms for valuables, they discover a *symbol of conflict*.

G16. Entry

This lavish entry has a plush settee and a fine side table. The vampires drilled holes through the wall, enabling them to easily travel between this room and areas **G18** and **G20** while in mist form.

G17. Barracks

Low

After the initial velstrac invasion, the remaining mortals were moved into these two rooms, which were turned into communal bedrooms. The mortal guards reside in one of the rooms and the remaining blood donors live in the other. The three blood donors are drained nearly catatonic, and are currently recuperating—these three are not enough to sustain the vampires. To fend off starvation, the vampires have begun to feed on their mortal guards, weakening them.

Creatures: Six mortal guards are in this area, sleeping off the effects of the last feeding. If they hear a battle, they arm themselves and aid their allies in battle. Mortal guards fight in melee until reduced to 30 Hit Points or fewer, at which point they change tactics, fighting at range.

LIVING GUARDS (6)

CREATURE 5

Elite palace guard (*Pathfinder NPC Core* 5, 14)

Initiative Perception +16

Items chain mail with Nin's sigil, composite shortbow (20 arrows, 10 silver arrows), halberd, silver salve

Ranged ♦ shortbow +14 (deadly d10, range increment 60 feet), **Damage** 1d6+7 piercing

G18. Bunker

A few comfortable seats have been pushed up against the back wall of this room. A writing desk and a table covered in alchemical tools stand nearby.

Once a sitting room, this large room is a combination gathering space, workspace, and bunker, where the vampires and mortal guards regroup when under assault.

It's positioned to keep the mortals as safe as possible, as they're a valued resource. The collection of alchemical tools counts as an expanded alchemist's lab. The rest of the space is empty, to facilitate movement during combat.

If the vampires in area **G20**, the poppet in area **G19**, or Freileth retreat, this is the area they retreat to. In her free time, Freileth watches over the mortals from this room, scribing scrolls or crafting silver salve for the ongoing war against the velstracs.

Treasure: Two *scrolls of fireball* (4th-rank) and a *scroll of shape stone* (4th-rank) lay atop the writing desk next to a porcelain candy jar full of intricate "treats" made from blown glass (worth 80 gp). Four silver salves are next to the alchemy lab.

G19. Battlement

Trivial 9

This room has been reinforced and transformed into a miniature battlement. Four narrow arrow slits high up in the south wall overlook the room. A large, menacing device stands in the south of the room, mounted on a rolling track.

The device in the room is a magitech siege weapon, though unlike most siege weapons, this gun can be operated by one person, and doesn't need to be reloaded. In addition, the bolt emitter is essentially stationary; it must be disabled and disassembled to remove it from its short track. A switch on the west wall acts as the bypass switch for the electrified fence in area **G20**. Toggling this switch deactivates the electricity coursing through the electrified fence, but doesn't open or unlock the gate.

Creatures: The room's only occupant is **Anvaca** (grizzled agender poppet soldier 9), an ancient Azlanti statuette of the goddess Acavna that's haunted by the spirits of the prison guards who died here during Earthfall, gaining sentience and becoming a poppet. A grizzled little warrior intent on defending the Ebon Tower at all costs, Anvaca has sided with the vampires and considers the velstracs foreign invaders who break things—not nice at all! Anvaca stands guard here, attacking any intruders in area **G20** (including velstracs and unannounced PCs) with the bolt emitter while shouting battle cries like "Be gone, invaders!", "En-Gokal won't fall to the likes of you!", and "I am the shield that never breaks! Prepare to be dashed upon the rocks of failure!" If the bolt emitter is broken or an enemy enters the battlement, Anvaca instead fights in melee using their long spear and shield (thanks to their moon-blessed hoplite ability), making melee Strikes coupled with Shielded Approach. They Shield Block when possible and use Dead, But Not Forgotten when their enemies are appropriately positioned. Anvaca fights to their destruction, delaying hostilities only if one of the vampires orders them to cease fire.

ANVACA

CREATURE 9

UNIQUE TINY CONSTRUCT HUMANOID POPPET

Grizzled agender poppet soldier (*Pathfinder Grand Bazaar* 60)

Perception +15; darkvision

Languages Azlanti, Necril

Skills Acrobatics +19, Athletics +19, Crafting +17, Diplomacy +14, Intimidation +14, Stealth +19

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

Items *lesser sturdy shield* (Hardness 10, HP 80 [BT 40]), long spear, repair kit

AC 26 (28 with shield raised); **Fort** +16, **Ref** +21, **Will** +15; constructed

HP 170

Constructed Anvaca gains a +1 circumstance bonus to saving throws against death effects, disease, and poison, as well as to saving throws against effects that would give them the drained, paralyzed, or sickened conditions. They count as a living creature (and can therefore be healed by vitality and harmed by void damage).

Shield Block ↻

Speed 25 feet, climb Speed 20 feet

Melee ♦ long spear +21 (reach 5 feet), **Damage** 3d8+8 piercing plus 1d8 spirit

Ranged ♦ bolt emitter +21 (mounted, range 200 feet; see below), **Damage** 6d10+4 electricity

Dead, But Not Forgotten ♦♦ (divine, magic, spirit) The countless ghostly echoes that compose Anvaca's spirit surround the poppet's body, then surge out in either a 15-foot emanation or a 60-foot line, dealing 6d10 spirit damage to all creatures in the area (DC 28 basic Reflex). Anvaca can't use Dead, But Not Forgotten again for 1d4 rounds.

Moon-Blessed Hoplite Anvaca can wield a long spear in one hand if they're holding a shield in their other hand. Spear weapons Anvaca wields temporarily become +2 *greater striking* and deal an additional 1d8 spirit damage on a hit.

Shielded Approach ♦ Anvaca Raises their Shield, then either Strides or Steps.

BOLT EMITTER

ITEM 9

UNIQUE LARGE MOUNTED

Price 900 gp; **Ammunition** magical energy (unlimited; no reload)

Usage mounted on tracks; **Space** 7 feet long, 5 feet wide, 5 feet high

Crew 1-3; **Proficiency** martial

AC 22; **Fort** +17; **Ref** +13

Hardness 15; **HP** 80 (BT 40); **Immunities** object immunities

Speed 15 feet (pushed or pulled along tracks; can't be removed from tracks)

Aim ♦ 60 feet, minimum distance 10 feet

Fire ♦ (attack, flourish, manipulate, range 200 feet) 6d10 electricity, single target, DC 23 Reflex. On a failed save, the target becomes clumsy 2 from electric shock.

TO BLOT OUT THE SUN

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



Development: If the PCs destroy the velstracs, Anvaca has no one left to fight. If the PCs convince them that Nizca and Deg are also invaders in the Ebon Tower, are the cause behind the velstrac invasion, or are altering the Ebon Tower using the *shadow beacon*—by giving evidence and succeeding at a DC 26 Diplomacy check—Anvaca agrees to join them on their adventures, fighting alongside them through the Ebon Tower until the *shadow beacon* is deactivated or destroyed. If successful, Anvaca could even become “warden” of En-Gokal, keeping watch over the ancient prison ruins.

G20. Front Line

This room is the front line in the battle against the velstracs, and is the vampires’ first defense and preferred battlefield. The doors to areas **G1**, **G3**, and **G4** are all barricaded from this side (which increases the Force Open DC to 34). A wrought iron gate blocks access to the north door to area **G18**; this door is locked with a good lock (five successful DC 30 Thievery checks to unlock) and electrified (see Hazards, right). There are tiny arrow slits in the wall to area **G19**, through which the bolt emitter in that room can be fired into this one, and inch-large holes drilled through the wall to area **G16**.

Creatures: Two vampires are always on guard in this room (**Kaba** and **Xibin**; nonbinary and male vampires 6). If Chamadi and Lauso are alive, they’re also in this room. These vampires attack any intruders, fighting in melee until reduced to 25 Hit Points or fewer, at which point they Turn to Mist to retreat behind the iron fence, then reform, fighting at range from behind the bars. If defeated, they Mist Escape and slip through the holes in the wall to area **G16** to reach their coffins in area **G15**.

If combat breaks out in this room, the battle is also joined by Anvaca (in area **G19**), who fires the bolt emitter into the room.

If the PCs knock at the doors or enter the room and attempt to parley, Kaba and Xibin demand proof that they’re not allied with the velstracs, such as the severed head of a velstrac evangelist or proof the PCs aided Chamadi and Lauso against the irnakurse. The DC of Diplomacy and Deception checks to convince them of the PCs’ good intentions is DC 27, or DC 23 with proof. If they believe the PCs, they allow the PCs into this room without a battle (opening a door to area **G3** if needed to allow them access, then barring it again right after). Then

they send for Freileth, who arrives in this room to parley with the PCs, as noted in area **G14**.

Hazards: The wrought iron gate blocking access to area **G18** is electrified. Anyone who touches it is shocked. This trap can be disabled using the bypass switch in area **G19**.

KABA AND XIBIN

CREATURE 6

Vampire counts (*Pathfinder Monster Core* 336)

Initiative Perception +17

Items +1 composite shortbow (20 arrows, 10 silver arrows), leather armor, +1 rapier, silver salve

Ranged ♦ composite shortbow +15 (deadly d10, range increment 60), **Damage** 1d6+8 piercing

ELECTRIC FENCE

HAZARD 8

UNCOMMON ELECTRICITY MECHANICAL TRAP

Stealth DC 30 (expert)

Description A locked, wrought iron fence with bars spaced inches apart is magically electrified.

Disable Crafting or Thievery DC 28 (expert) to disconnect the fence from its magitech power source

AC 25; **Fort** +20, **Ref** +14

Hardness 15; **HP** 60 (BT 30); **Immunities** object immunities

Shock ⤵ **Trigger** A creature touches the fence directly or with a tool or weapon; **Effect** The fence deals 6d12 electricity damage to the triggering creature (DC 26 basic Reflex).

Reset The trap automatically resets. If deactivated or disabled, the trap doesn’t reset.

H. EBON TOWER: FLOOR THREE

At the time of En-Gokal’s fall, the third floor of the Ebon Tower was the residence of En-Gokal’s warden, Inzori Galen, and his wife Mirida. While Inzori died during Earthfall, Mirida died months earlier—Inzori killed her in a fit of rage after he discovered her affair with Anoreth Zorillen. He framed Anoreth for her death (and numerous other crimes), imprisoned Anoreth without trial in En-Gokal, and considered the matter settled. Yet, weeks later, as Inzori moved his mistress into Mirida’s old chambers, Mirida rose as an unquiet spirit.

Over the ages, her ghost has lost its hold on reality, fading century by century into a semi-lucid spiritual echo—a haunt that still looms over her bedroom to this day, and is periodically lucid enough to fully manifest.

When Nizca and their forces settled into the Ebon Tower, they claimed the warden’s floor as their own, turning offices into workshops, dining rooms into scrying



chambers, and smoking rooms into shrines. But when they arrived, the floor was not unoccupied—two strix, exiled from their home in Sheshkadrann, had taken shelter on this floor of the Ebon Tower, coming in through the broken wall and treating the open spaces as their aerie. Nizca saw great potential in these strix and took them under their wing. These strix—**Okoo** (cunning female strix strigoi hunter 9) and **Rukh** (contemplative male strix strigoi chronicler 9)—became devoted acolytes to Nizca and pious members of Nin's faith. Recently, when the Netherworld overlaid the Ebon Tower, they each welcomed a strigoi spirit into their own flesh, completing their unholy transformation into strigoi. They're the most powerful foes the PCs face on this level, and they present an opportunity for the PCs to learn about strigoi and test out some strategies they might later employ against Nizca.

This floor of the Ebon Tower was completely overlaid with the Netherworld, and has partially merged with it, becoming something obviously unnatural. The floor and ceiling are composed of solidified shadows. The walls are roiling storm clouds, compressed and contained between panes of sturdy glass. Beneath these strange features, the building retains its underlying architectural flourishes, its contents, and its layout. The ceilings are 20 feet high throughout. All doors in this area are unlocked unless otherwise noted. Doors have Hardness 10, 40 Hit Points (20 BT) and a Force Open DC of 30. The integrated *aeon stone matrix* is gone, vanished into the Netherworld during the *shadow beacon's* malfunction. None of the windows provide a view of the outside, instead revealing a location in the Netherworld that can't otherwise be interacted with. Due to the Netherworld's influence, the area of all light sources is halved. Use the map on the inside back cover for this encounter area.

PCs still accompanied by Anoreth have an advantage on this level—Anoreth knows the layout of this floor due to their relationship with Mirida, who they met during a private ball in area **H1**. Anoreth first arrived at En-Gokal as a representative of the magitech engineers who built and maintained En-Gokal's clockwork armies. Anoreth and Inzori maintained a profitable business arrangement, and later, Anoreth accepted a position as an on-site liaison for magitech engineers. They worked out of an office on the administrative level and resided in area **G6**. Due to their frequent meetings with Inzori, their attendance at numerous events hosted throughout areas **H1–H9**, and their affair with Mirida, they know the layout and the original purpose of all the rooms on this floor, and can provide this information to the PCs. They know the door to area **H11** is trapped and locked and know how to bypass the trap. They don't know any

new additions or dangers, and they don't know Mirida still haunts this floor.

Gaining Access

Nizca locked and placed a magical trap on the door to this floor to protect their research and privacy. Fearing their wrath, few dare enter this floor, even if their need is great. The door is locked with an average lock (four successful DC 25 Thievery checks to unlock).

Hazards: Nizca placed a concealed blade in the door handle, then enchanted it to magically drain the blood from intruders. Blood siphoned in this way magically reinforces the door, covering the door with a slick sheen of blood and granting the door temporary Hit Points equal to the amount of persistent bleed damage dealt by the trap (even if the PCs leave the area, so long as they continue bleeding, the blood flows to this door). Then, the trap conjures two bulbous blood oozes, which appear on the walls beside the door and attack all living intruders. Due to the space on this landing, it's likely this fight forces the PCs to also move up or down the stairs.

BLOOD-DRAINING LOCK

HAZARD 8

UNCOMMON MAGICAL MECHANICAL

Stealth DC 28 (expert)

Description A spring-loaded blade hidden in the door's handle stabs anyone attempting to turn it, dealing unholy wounds that bleed profusely. Disabling or breaking the trap does not disable or break the lock.

Disable Thievery DC 31 (expert) on the spring mechanism

AC 24, **Fort** +19, **Ref** +13

Hardness 15, **HP** 64 (**BT** 32); **Immunities** critical hits, object immunities, precision damage

Spring ⤴ (attack) **Trigger** A creature tries to unlock or Pick the Lock; **Effect** A hidden blade stabs the triggering creature, making a blade Strike. Then, the trap summons 2 bulbous blood oozes, which attack living creatures.

Melee ⤴ blade +23, **Damage** 2d10+11 piercing plus 2d6 persistent bleed

BULBOUS BLOOD OOZES (2)

CREATURE 6

UNCOMMON LARGE MINDLESS OOZE

Perception +11; motion sense 60 feet, no vision

Skills Athletics +15, **Stealth** +6 (+14 if hiding inside a dead body)

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

Infuse Corpse ⤴ A blood ooze can seep into a corpse's wounds, displacing its natural blood. It can burst out of the corpse as a free action.

AC 14; **Fort** +19, **Ref** +8, **Will** +8

HP 140; **Immunities** critical hits, mental, precision, unconscious, visual

TO BLOT OUT THE SUN

Chapter 1:
Shades of
the Past


Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Adventure
Toolbox
Adventure
Toolbox



Clot  **Trigger** The blood ooze is damaged by a piercing or slashing attack; **Effect** The blood ooze forms a clot around the wound, reducing the damage taken by 5 (to a minimum of 0).

Melee ♦ pseudopod +18 (reach 10 feet), **Damage** 1d12+11 bludgeoning plus 1d6 persistent bleed

H1. Grand Hall

Trivial 9

This large Y-shaped room was once a grand hall for hosting parties, entertaining prestigious guests, and holding casual business meetings. In the distant past, a wide balcony in the east wall overlooked the surrounding region, but this balcony was destroyed during Earthfall, along with much of the east wall and floor. As a result, this level of the tower has been exposed to the elements for ages. Because it's merged with the Netherworld, this level is in pure darkness regardless of the time of day. No sunlight enters through the opening, and the area beyond looks like an ocean, shrouded in darkness.

Okoa is a skilled hunter who's perfected her body into an instrument of death. She fights in melee using Vicious Flurry, Grab, and Drink Essence, or Strafing Strike. Rukh is a talented sorcerer who fights at range, coupling his spells with Reach Spell or Bleed Out.

CREATURE 9

Female strix strigoi (page 84)

Languages Azianti, Common, Necril, Shadowtongue, Strix
Skills Acrobatics +19, Athletics +21, Intimidation +17,
Netherworld Lore +13, Nin Lore +13, Society +13, Stealth
+19, Survival +16


Items +2 striking handwraps of mighty blows, +1 resilient leather armor, shortbow (20 arrows), beaded earrings (worth 20 gp)

HP 120 (coffin restoration, fast healing 10, void healing);

Immunities death effects, disease, paralyze, poison, sleep; **Weaknesses** strigoi (revulsion, sunlight, water revulsion); **Resistances** all physical 10 (except silver or weapons shedding bright light)

Melee ➡ claw +21 (agile, magical), **Damage** 2d10+10 slashing plus Grab

Ranged ♦ shortbow +19 (deadly d10, range increment 60 feet), **Damage** 1d6+4 piercing

Drink Essence  (divine, void) **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the strigoi's reach; **Effect** Okoa sinks her fangs into the targeted creature to drink its blood and draw out its vital essence. This requires an Athletics check against the Fortitude DC if the creature is grabbed and is automatic for any other conditions. The creature becomes drained 1 and stupefied 1, and Okoa regains 13 Hit Points, gaining any excess Hit Points as temporary Hit Points. Drinking Essence from a creature that's already drained or stupefied doesn't restore any Hit Points, but increases the creature's drained condition value or its stupefied condition value by 1 (whichever value is lesser is increased; if both values are equal, then the strigoi chooses which condition to increase the value of).

A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a successful DC 20 Medicine check and sufficient blood or a blood donor, reduces the drained value by 1 after 10 minutes.

A victim's stupefied condition decreases by 1 per day after performing daily preparations. If the daily preparations are done in full sunlight, the stupefied condition is removed entirely.

Shadow Form ➤ (concentrate, divine, shadow) Okoa reverts to pure shadow and absorbs her body and her gear into the darkness, or it shifts back to her physical form. In shadow form, Okoa gains a climb Speed equal to her land Speed and can move through any gap that isn't airtight. However, she can only move along solid surfaces that aren't highly

reflective, not liquid or mirrored surfaces. If the surface she's on is destroyed, Okoa returns to physical form and is stunned 1. She loses fast healing while in shadow form but can remain in shadow form indefinitely.

If Okoa is exposed to sunlight while in shadow form, she becomes slowed 2 and must attempt a DC 16 flat check at the end of each of her turns. If she fails, she is destroyed, the shadow vanishing with a blood-curdling wail.

Strafing Strike ♦♦ Okoa becomes a semi-incorporeal shade, then Strides or Flies up to twice her Speed in a straight line, dealing 8d8 slashing damage to all creatures in that line or adjacent to that line (DC 28 basic Reflex save). She can move through enemies and solid objects during this movement. At the end of this movement, she returns to her fully corporeal form. She can't use Strafing Strike again for 1d4 rounds.

Vicious Flurry ♦ (flourish) Okoa makes two claw Strikes at the same target, each using her current multiple attack penalty. If both attacks hit, the target is also dealt 1d8 persistent bleed damage.

RUKH

CREATURE 9

UNIQUE MEDIUM SHADOW STRIX UNDEAD VAMPIRE

Male strix strigoi (page 84)

Perception +21; greater darkvision

Languages Alghollthu, Azlanti, Common, Draconic, Elven, Fey, Necril, Shadowtongue, Strix

Skills Acrobatics +15, Deception +18, Diplomacy +18, Intimidation +18, Netherworld Lore +19, Nin Lore +19, Occultism +19, Religion +19, Society +19, Stealth +15

Str +3, **Dex** +4, **Con** +3, **Int** +6, **Wis** +6, **Cha** +5

Items *nightpitch* (Treasure Vault 75), +1 *resilient scroll robes* (grim tendrils [4th-rank]; Treasure Vault 11), beaded amulet (worth 20 gp)

AC 25; **Fort** +16, **Ref** +17, **Will** +21

HP 110 (coffin restoration, fast healing 10, void healing);

Immunities death effects, disease, paralyze, poison, sleep; **Weaknesses** strigoi (revulsion, sunlight, water revulsion); **Resistances** all physical 10 (except silver or weapons shedding bright light)

Speed 25 feet, fly 25 feet

Melee ♦ claw +16 (agile, magical), **Damage** 1d8+5 slashing plus Grab

Divine Innate Spell DC 32; **5th** *levitate* (at will)

Occult Spontaneous Spells DC 32, attack +24; **5th** *slither**, *synaptic pulse*, *synesthesia* (3 slots); **4th** *confusion**, *grim tendrils*, *phantasmal pain**, *vision of death* (4 slots); **3rd** *dispel magic*, *fear*, *slow*, *vampiric feast** (4 slots); **2nd** *clear mind*, *darkness*, *sound body*, *stupefy** (4 slots); **1st** *enfeeble*, *phantom pain**, *sure strike*, *ventriloquism* (4 slots); **Cantrips** (**5th**) *daze*, *detect magic*, *figment*, *telekinetic projectile*, *void warp*

Sorcerer Bloodline Spells 2 Focus Points, DC 32; **5th** *aberrant whispers*, *tentacular limbs* (Player Core 2 262)

Blood Magic—Eerie Veil When Rukh casts a bloodline spell using a Focus Point or a sorcerous gift spell (spells denoted with a *) using a spell slot, either one target takes a -1 status penalty to Will saving throws for 1 round, or Rukh gains a +2 status bonus to Will saving throws for 1 round.

Bleed Out ♦ (attack) **Requirements** Rukh's last action was to cast a non-cantrip spell that granted him a blood magic effect; **Effect** Rukh makes a ranged spell attack roll against the AC of a target within 60 feet. This attack deals persistent bleed damage equal to the rank of the spell he just cast.

Drink Essence ♦ (divine, void) As Okoa.

Reach Spell ♦ (concentrate, spellshape) If the next action Rukh takes is to Cast a Spell that has a range, increase that spell's range by 30 feet.

Shadow Form ♦ (concentrate, divine, shadow) As Okoa.

Treasure: A PC who searches through this room discovers a few items that hint at the hall's past grandeur: a wood pipe carved like a slumbering dragon worth 20 gp and a delicate gold bracelet worth 30 gp.



TO BLOT OUT THE SUN

**Chapter 1:
Shades of
the Past**

**Chapter 2:
Tangled
Shadows**

**Chapter 3:
Darkening
Dawn**

**Continuing
the
Campaign**

Nin

**Adventure
Toolbox**



H2. Rukh's Chambers

This large, trapezoidal room's glass windows are nearly all shattered. The broken remains have been replaced with lacquered panels, each hand painted in colorful, geometric patterns. In the center of the room, up near the ceiling, is a wide hammock mounded with pillows and a quilt. A black, lacquered coffin stands in the south corner of the room. A colorful, flowing design is painted on the coffin's sides and top, but it's clearly a work in progress, as the design is only half-finished.

Originally a conservatory, this room is Rukh's bedroom. While plenty of plants remain (each well-tended), the room clearly serves as a bedroom today, with furnishings scavenged from elsewhere in the complex. These furnishings include a desk, a comfortable chair, and countless hand-bound journals, sorted chronologically on the freestanding bookshelves running through the north half of the room. Despite the darkness and the coffin, this room has a cozy, lived-in feel unseen throughout the rest of En-Gokal. It's clear Rukh cherishes this room and has lived here for a long time.

Okoa and Rukh are Akkiti-Skah—strix who have lived on the islands that make up the shattered continent of Azlant for nearly 10,000 years. Also called the People of Sea and Sky, these strix live in hundreds of small, independent settlements. Okoa and Rukh are from Sheshkadrann, a treetop village encircling an Azlanti monument, with a deep cultural respect for art, music, and storytelling. Okoa is a musician and hunter, and Rukh is a painter and chronicler. Sheshkadrann opened trade relations with Talmandor's Bounty shortly after the colony's founding, and their bonds have only strengthened over the years.

Okoa and Rukh were exiled from Sheshkadrann for the murder of a rival—while they didn't technically kill their victim themselves, their machinations directly caused the victim's death and they were punished accordingly. Okoa and Rukh wandered for over a year before settling into this floor of the Ebon Tower and making it their home. They dwelled alone—Okoa composing music and hunting, and Rukh studying ancient magical practices and recording their experiences for posterity.

When Nizca moved into the Ebon Tower, Okoa and Rukh greeted them with caution tinged with hope—the quiet of the Ebon Tower was a far cry from the close-knit community they were raised in, and loneliness had begun to set in. For their part, Nizca saw great potential in the clever exiles, and took them under their wing. In time, Okoa and Rukh converted to the worship of Nin, and devised their individual paths to perfection, aiming

to eventually become strigoi themselves. Their dreams came true when the *shadow beacon* malfunctioned—though they refrain from mentioning to Nizca that their failure was a boon in disguise. As the Netherworld overlaid the Ebon Tower, Okoa and Rukh performed a ceremony they had long planned, and each welcomed a strigoi spirit into their own flesh, completing their unholy transformation into strigoi.

Journals: The vast collection of journals is the chronicle of Rukh's life—a creative process which he has maintained throughout his lifetime, and which he intends to uphold for the rest of eternity. A PC who reads these journals learns about Okoa and Rukh, their lives, exile, and religious awakening, the appearance of the Netherworld (including the failure of the *shadow beacon*), and their transformation into strigoi. Rukh's musings adopt a darker tone after that, becoming more clinical and detached, but no different on a fundamental level. The most recent entries indicate Rukh knows what the velstracs are doing on the floor below this and believes they should be allowed to interfere, but Nizca has forbidden it, as well as any interruptions to their work on the *shadow beacon* at the pinnacle. Rukh believes this is a mistake that reveals Nizca is afraid or worried, but hasn't confronted them on the subject.

Treasure: There's a writing set on the desk and a painting set in the corner. A solid silver songbird on the desk serves as a paperweight (worth 10 gp) and a *shock* rune is in a desk drawer.

H3. Okoa's Chambers

An ancient piano and harp stand in this room alongside scavenged furniture and a luxurious nest of fine quilts and linens, placed atop a down mattress on the floor. Handmade shelves carved from driftwood and bearing an impressive seashell collection hang on the walls, now-withered potted plants hang from the ceiling, and a vast collection of sheet music is stored on an impressive scroll rack near a half-complete coffin constructed from driftwood.

Originally a music room, this large, pentagonal room is Okoa's bedroom. Despite the darkness and the coffin, this room has a cozy, lived-in feel unseen throughout the rest of En-Gokal. It's clear Okoa cherishes this room and has lived here for a long time.

Piano: Okoa has been stumped by how to finish the nearly complete sonata on the piano's music stand. A PC who spends 1 hour and succeeds at a DC 26 Performance check or a DC 24 Lore check using an applicable lore (such as Composing Lore, Music Lore, or Piano Lore) can review the music and create a suitable ending. If they

honor this otherwise lost piece of music by playing it at this piano, Shelyn grants them a one-time boon: they're restored to full Hit Points; they're completely cured of one poison or disease they're suffering from; and all of the following conditions they have are removed: blinded, clumsy, dazzled, deafened, doomed, drained, enfeebled, fatigued, sickened, slowed, stupefied, and wounded. If no poisons, diseases, or conditions were removed from the PC in this way, they additionally gain the benefits of 6th-rank *heroism* for 24 hours.

Treasure: The piano and harp are virtuoso heavy instruments, though it's unlikely the PCs choose to carry them out of here. Both have carvings of songbirds and flowers—representatives of the goddess of art and music, Shelyn, who was a god venerated even during the time of ancient Azlant. The sheet music collection weighs 1 Bulk and is worth 50 gp. The seashell collection weighs 1 Bulk and is worth 10 gp. There's a writing set by the piano and a *brine dragon scale* (*Rage of Elements* 176) and a *gallows tooth* on the shelves.

H4. Hall

Moderate 9

This U-shaped hall has a line of plush carpets connecting all the doors. A painting hangs on each of the walls, while four more canvases sit propped against the wall. A staircase at the center of the room ascends.

The paintings on the wall look fairly new. One depicts Nizca in a serious pose, one depicts a world bathed in shadows, and two depict a man the PCs have never seen before, with long black hair, purple eyes, and a sly grin: this is Lograsi, Nizca's beloved. There are four paintings on the floor, standing up and leaning against the stairwell wall; one depicts Inzori, one depicts Mirida, and two depict the pair together. As the PCs already saw the warden in a portrait downstairs, they easily identify him in these paintings. These paintings once hung on the walls in this room, but Nizca took them down and replaced them with the new ones.

Creatures: Four greater shadows lurk in this room and attack the PCs. When reduced to half their Hit Points or fewer, a shadow flees, slipping through the walls into other areas. These wounded shadows return to fight the PCs later, when they're engaged in other battles.

GREATER SHADOWS (4)

CREATURE 7

Pathfinder Monster Core 306

Initiative Perception +14, Stealth +20

Treasure: Nizca's four paintings are each worth 25 gp, while each of the four original paintings of Inzori and Mirida are worth 50 gp each.

H5. Workroom

In this room, filing cabinets have been converted into tool chests, the desk replaced with sturdy worktables, and shelving has been added above the cabinets, each holding tins of nails, screws, springs, and other small components.

This room was originally the office of the warden's secretary, but Nizca removed most of the furnishings and turned it into a workroom for their engineering projects and experiments.

Treasure: This is a functioning workshop and has a total of 400 gp worth of raw materials in the various drawers and tins, which can be used to craft objects.

In addition, if the PCs succeed at a DC 25 Crafting check, they identify a number of mechanical components which can be installed on the *Azlant engine*. Installing these components takes 1 day of downtime (reduced to 2 hours if the PCs succeed at another DC 25 Crafting check). Once complete, the *Azlant engine* gains the ability to magically transmute valuable materials such as gems, money, and raw materials into any consumable item the *Azlant engine* or its operator knows the formula for. To do so, the PCs must put in materials of an equal value to the consumable they want to craft. For the purposes of paying this cost, gems, money, raw materials, and other objects that a PC could sell for full price contributes its full value to the *Azlant engine*, but items the PCs would sell for half value only contribute this reduced sale value to the *Azlant engine*. This transformation takes 1 hour per consumable item created.

H6. Nizca's Office

Moderate 9

This office is luxurious and remains mostly unmodified, containing a desk, filing cabinets, comfortable chairs, and a variety of decorations. Every piece of furniture is extravagant, constructed with expensive materials and bearing intricate carvings and decorations. The entire east wall is a mural made of tiny, polished stones in a variety of shapes and colors.

This room was once the warden's office while En-Gokal was operational, and Nizca claimed it when they moved into the Ebon Tower. The paperwork in this office is a neatly filed collection of miscellaneous theories, sketches, mathematical formulas, architectural drafts, and musings written by Nizca that have no current application. A PC who sifts through the filing cabinets looking through these papers discovers two files of note, as detailed below.

TO BLOT OUT THE SUN

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



One contains Nizca's personal thoughts, kept far too irregularly to be considered a journal or biography, but nonetheless delving into Nizca's experiences from a lens of philosophical musings or self-reflection for the purposes of emotional or mental growth—all part of Nizca's unholy path to self-perfection. PCs who read this file learn about Nizca's life, as noted in the adventure background and on page 92.

The second file is a series of sketches, poems, and notes regarding a man known as Lograsi—the same person depicted in two of the paintings in area **H4**. This file is an ode to Nizca's love for Lograsi, containing numerous charcoal sketches of their beloved, love poems (which get less passionate and more clinical and philosophical with time), desperate musings on how they can feel Lograsi alive across the ocean but are unable to reach him, and half-formed plans for how to leave the island and find him again. One of these poems can be found on the inside front cover of this book.

A wastebasket contains a few crumpled papers. These papers were written by Nizca immediately after the *shadow beacon*'s malfunction, and are a mix of frustrated pronouncements, worries, and insecurities, alongside guesses over the cause of the malfunction and half-formed plans for how to adapt, recalibrate, and complete the *shadow beacon*. PCs who read this gain insight into why Nizca allied with the velstracs, and learn that Nizca locked himself and Deg away at the pinnacle to complete the device due to Nizca's new worries: that their progress on the *shadow beacon* would be halted by those Nizca had betrayed (like Lady Nalushae), powerful intruders from the Netherworld, or the PCs, who they know witnessed their failure with the *shadow beacon*. (Nizca has been aware of the PCs since they first entered the prison in Romi's domain when they likely spoke to them.) Nizca threw these pages out after writing them, disgusted at allowing himself to express such weakness and self-doubt aloud.

Creatures: The aeon stone mural is composed of two aeon stone swarms crafted and placed here by Nizca as a dangerous artistic flourish.

AEON STONE SWARMS (2)

CREATURE 9

Page 82

Initiative Perception +15, Stealth +19

Treasure: After defeating the aeon stone swarm, the PCs can salvage the following fully functioning aeon stones: *delaying aeon stone*, *nourishing aeon stone*, *envisioning aeon stone*, and a *flickering aeon stone* (page 79). PCs who search the office discover a *lambent perfume censer* (*Rage of Elements* 123) and 20 sp worth of incense.

H7. Drafting Room

This room, which looks like it was once a library, is filled with a dozen hovering and glowing panes covered in equations and other writing.

In the distant past this room was a library, filled with leather-bound books the warden never bothered to read. When Nizca moved in, they gutted the room and transformed it into a drafting room for performing complex calculations and experiments. The glowing panes of force are Azlanti inventions that function as whiteboards—writing with a finger on the board causes text to appear on its surface, and smearing text erases it. A PC can move a pane by grasping the edge and using an Interact action, making the panes easily shifted and repositioned (this functions the same as picking up and moving an object; a force pane weighs 1 Bulk).

A control panel in the north wall beside the door can be used to turn the force panes on or off. Turning off the force panes causes them to disappear but doesn't erase their contents.

A PC who reads through the equations on the force panes and succeeds at a DC 26 Crafting, Occultism, or Society check, or a DC 24 Lore check with an applicable lore (such as Engineering Lore or Mathematics Lore), determines the calculations are related to the underlying functionality of the *shadow beacon*. Studying these panes for another hour grants that PC insight into the *shadow beacon*'s operation; the first time that PC fails a check to interact with the *shadow beacon*, they get a success instead.

H8. Shrine to Nin

Moderate 9

Once a private lounge for the warden and his guests, this room's furniture has been removed and replaced with a stone statue of Nin holding a real book. Excerpts from Nin's religious text are written on the walls in dried blood, making the entire room a religious icon. A series of skulls rest at the base of the statue.

Creatures: This shrine to Nin is protected by a stone bulwark—the statue of Nin itself. The statue fights in melee, following the PCs into other rooms, as needed. If joined by any other creatures, such as the greater shadows, the stone bulwark considers them allies for the purposes of its Statuary Aura. The stone bulwark fights to its destruction.

STONE BULWARK

CREATURE 11

Pathfinder Monster Core 324

Initiative Perception +17

Treasure: The book in Nin's hands is a leather-bound, illuminated manuscript of Nin's religious text, *Immaculate Solution*, decorated with borders and miniature illustrations—a grisly but undeniably gorgeous book worth 100 gp.

H9. Parlor

This room has a comfortable couch, multiple plush chairs, side tables, a throw blanket, and a display cabinet containing several art objects, including vases, statuettes, and other bric-a-brac.

This fine parlor remains in its original form, though it now serves as Nizca's sitting room.

Treasure: One of the statuettes is a *warding statuette* (*Treasure Vault* 129) and another is a *golden goose* (*Pathfinder Dark Archive* 160), a foul cursed object.

H10. Scrying Chamber

This room is completely empty aside from a complex magic circle painted onto the floor surrounded by row after row of magical symbols and equations.

Nizca transformed this old dining room into a scrying chamber. A PC who examines the room and succeeds at a DC 26 Arcana, Nature, Occultism, or Religion check to Identify Magic determines this is a scrying room, capable of enabling its user to remotely view other regions of En-Gokal.

A PC in the circle who knows the room's purpose can activate the scrying chamber by focusing for 10 minutes and succeeding at a DC 28 Arcana or Occultism check, or a DC 30 Nature or Religion check. On a failure, that PC takes 6d10 mental damage (or 12d10 on a critical failure).

On a success, they cast *scrying*, except they scry on a specific room within En-Gokal, rather than a person, and the spell always succeeds (as if a targeted creature had failed their Will save). To select a room, the PCs can either remember a room they've been to before or can name a room (whether or not they've been there, but this requires knowledge of the room's existence, such as by studying Deg's maps). Whenever the PCs Sustain the Spell, they can choose to focus on a transitional space in the room they're currently scrying on, such as a door or stairwell, to scry on the space accessible by that area—this method enables them to view rooms and spaces they've never been to and whose contents they're unaware of. Remember that scrying does not provide accurate enough visions for the purposes of *teleport* and similar spells.

If they attempt to scry on the tower's pinnacle and the *shadow beacon*, their vision is occluded, and they instead get a split-second flash of an image: Deg and Nizca working on a nearly completed *shadow beacon* atop a tower beneath an ink-black sky.

H11. Warden's Chambers Trivial 9

This door marked the entrance to the warden's personal chambers and Mirida's prison. Incredibly possessive, Inzori only allowed his wife to leave their personal chambers (area H11, H12, and H13) in his presence or for special events where her individual presence was required.

Hazards: This door is trapped and locked with a good lock (five successful DC 30 Thievery checks to unlock). There's no key, but there is a bypass—anyone aside from Mirida who turns the handle three times to the right and one time to the left can open this door without triggering the trap and as if it were unlocked (this doesn't unlock the door, and it's locked as soon as the door is closed). This enabled Inzori (and Mirida's handmaid Eloise) to enter and exit the room at will, but prevented Mirida from doing so. This precaution didn't prevent other people from aiding Mirida, such as Anoreth, Eloise, or a kindly janitor named Wrenly who Mirida befriended while organizing a party for visiting dignitaries. It's likely the PCs learn this bypass from a note in area G12 or from Anoreth.

PARALYSIS TRAP


HAZARD 8

UNCOMMON MAGICAL

Stealth DC 22 (trained)

Description Magical symbols carved in the doorframe magically ward this door; anyone attempting to pick the lock is paralyzed and wracked with pain. Disabling or breaking the trap does not disable or break the lock.

Disable Thievery DC 28 (expert) to scratch out the magical symbols, Arcana DC 28 (expert) to safely siphon the magical energy, or *dispel magic* (4th rank; counteract DC 26); **Bypass** Anyone other than Mirida turns the door handle three times to the right and once to the left in quick succession.

Debilitating Pain  **Trigger** A creature tries to unlock or Pick the Lock; **Effect** The trap deals the triggering creature 2d10+11 nonlethal mental damage (DC 30 basic Will save) and 1d6 persistent nonlethal mental damage. A creature that fails their save is additionally paralyzed for as long as they suffer the persistent mental damage.

Reset The trap automatically resets. It doesn't reset if the trap is disabled.

The interior of this room is untouched since Earthfall, when it served as Inzori and Mirida's living quarters

TO BLOT OUT THE SUN

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



and was filled with every luxury Inzori believed his wife desired. The room has comfortable couches, a window bench, shelves of books (primarily romance novels, poetry, plays, and nonfiction about flowers and nature), a writing desk, and a crafting area filled with fabrics, thread, and embroidery supplies. Judging by the intricate flowers (including prominent red, orange, and yellow tulips) embroidered on a silk gown in the crafting area, Mirida was an incredibly talented embroiderer. A PC who has seen Anoreth's embroidered handkerchief can tell they were stitched by the same person who embroidered the dress.

A drawer in the writing desk contained a pink journal filled with poetry, and flowery entries where Mirida lavishes praise on her husband. A PC who succeeds at a DC 22 Society check determines that while the poetry is likely heartfelt and genuine, and speaks to a deep yearning for freedom, the journal entries are utterly emotionless and likely fabricated to placate an expected reader (presumably her husband, her "beloved Inzori"). If Anoreth reads this journal, they scoff at the entries and refuse to comment on it.

A PC who succeeds at a DC 26 Perception check while examining the writing desk discovers the drawer has a false bottom. Inside this hidden compartment are a series of anonymous notes that vary between mundane meet-up times and pleasantries to steamy love letters; a common thread is that the recipient should find a way to "escape." It's clear the recipient of all these notes is Mirida. A PC who's seen Anoreth's handwriting, such as from their spell book, identifies them as the sender of many of these notes, including the love letters. If the PCs start to read these notes and letters and Anoreth is present, they snatch the letters away and place them back in the drawer, claiming the PCs are being "intrusive" and that "a dead woman's private correspondence is none of our concern."

Treasure: The stunning silk gown is worth 100 gp. The embroidery supplies are a sterling embroiderer's toolkit. There's a writing set on the desk with a sheaf of fine stationery (10 gp). A music box of a clockwork tulip sits atop the writing desk. When wound, the tulip's petals flutter, and the base plays a tinkling little tune. This device was crafted by Anoreth for Mirida and is worth 50 gp.

H12. Warden's Bedroom

Low 9

This room features a canopied bed, a divan, two dressing areas, a small table, and two plush chairs.

This lavish bedroom is unnaturally cold due to the presence of Mirida's unquiet spirit. All the clothes in

the dressing areas (one for Inzori and one for Mirida) are intricately embroidered by Mirida. Most of the men's attire features black dahlias, orange lilies, yellow carnations, rhododendrons, lobelias, and petunias. Most of the women's attire features tulips, gardenias, yellow acacia, blue star, chamomile, peonies, verbena, and moonflowers.

Hazards: Mirida's unquiet spirit lingers in this room as a haunt. If the PCs successfully deal with the haunt, her memories temporarily reassemble, causing Mirida to manifest as a mournful ghost, as noted under Creatures. If Anoreth is with the PCs when this haunt triggers, they're devastated to see what's become of Mirida, who they loved long ago—which feels like months to Anoreth. Anoreth automatically succeeds on any Diplomacy checks attempted to disable the haunt.

MOURNFUL PETALS HAUNT

HAZARD 9

UNCOMMON COMPLEX HAUNT

Stealth +26 (expert)

Description A flurry of scattered flower petals flies through the area, as psychic impressions of pain, sorrow, and being trapped assail the living—Mirida's scattered memories.

Disable DC 31 Occultism or Religion (expert) to weaken the haunt, DC 29 Deception or Diplomacy (expert) to soothe the haunt's sorrow; three total successes in any combination are required to disable the haunt.

Scattered Memories ➤ **Trigger** Two or more creatures enter the area; **Effect** Fragments of Mirida's scattered thoughts and memories manifest in the room as flower petals, the sounds of weeping, whimpers of pain, and shrieks echo through the area, dealing 2d10+13 mental damage to all intelligent creatures in the area (DC 32 basic Will save). The haunt then rolls initiative.

Routine (1 action) The flower petals surge through the room, dealing 2d10+13 slashing damage to all creatures in the area (DC 32 basic Reflex save). A creature that fails is additionally frightened 2 (frightened 4 on a critical failure).

Reset The petals disperse after 1 minute and reset after 1 day.

Creatures: If the PCs successfully disable the haunt, Mirida manifests as a ghost dressed in a gown embroidered with flowers (chrysanthemums and purple hyacinths). Her memories are scattered and fragile, but she recalls how she died, how her husband treated her, her love for Anoreth, and that she had planned to escape En-Gokal, but her husband caught and killed her first. She also recalls that, after death, she "felt history repeating itself"—her husband brought a new lover into these rooms, and Mirida felt compelled to protect her by driving her away. She's been here ever since.

Mirida is sorrowful and peaceful—she’s willing to speak with the PCs, give them (outdated) information about this level of the tower, and wish them luck, but she can’t leave her chambers (areas **H11**, **H12**, and **H13**) and doesn’t know what goes on beyond these doors. If the PCs attack her anyway, she fights using Frightful Moan and ghostly touch Strikes. If Anoreth is present when the PCs attack Mirida, Anoreth fights alongside Mirida against the PCs, while snarling at them to leave her alone, as she’s “been through enough!”

MIRIDA

CREATURE 5

Elite ghost commoner (*Pathfinder Monster Core* 6, 161)

Initiative Perception +10, Stealth +12

Treasure: Mirida’s ashes are contained in a gold urn etched with flowers prominently displayed on a dresser. The embroidered clothes throughout the dressing rooms are works of art, collectively worth 400 gp. A PC who succeeds at a DC 24 Perception check discovers a hidden compartment in Mirida’s dressing room. Inside is a *potion of flying*, an *invisibility potion*, and 32 sp—the supplies she managed to gather for her attempted escape.

Development: Putting Mirida’s spirit to rest is not required but is certainly a kind thing for the PCs to do. Mirida desires to leave En-Gokal. The PCs can achieve this by physically taking her ashes outside of the boundaries of En-Gokal, or they can scatter her ashes out through the window—but not while the Netherworld is overlaying the prison, as passage into the Netherworld would not be beneficial to her spirit. Alternatively, Mirida desires closure. If the PCs bring Anoreth into this room, Mirida speaks to them, asking after their life. She’s happy to see Anoreth alive and wishes them freedom and happiness away from En-Gokal. If the PCs promise to ensure Anoreth survives En-Gokal and reaches safety elsewhere, Mirida’s ghost can rest peacefully. For their part, Anoreth breaks down in tears at the sight of Mirida, and openly mourns for her. They refer to her as “my heart.”

If the PCs successfully put Mirida’s spirit to rest, her spirit disperses, leaving behind a white lily. If Anoreth is present, she also leaves them a red tulip. These flowers are mundane in every way save for one: they never wither or die and require no care to flourish.

Reward: If the PCs put Mirida’s spirit to rest, they gain 50 XP.

H13. Bathing Room

This bathing room is extravagant, with a copper tub, faucets that magically conjure water of varying temperatures, plush towels, and grand, framed

mirrors. Cupboards are filled with a variety of soaps, creams, and sachets of flower petals and herbs that smell lovely.

Treasure: The toiletries in this room are worth a total of 20 gp.

I. DRAGON’S LAIR

This floor of the Ebon Tower was completely overlaid with the Netherworld and has partially merged with it. The floor and ceiling are composed of solidified shadows. The walls are roiling storm clouds, compressed and contained between panes of sturdy glass. Beneath these strange features, the building retains its underlying architectural flourishes, its contents, and its layout. The eastern wall has crumbled away, making the staircases difficult to access. Beyond the broken wall only darkness is visible. The ceilings are 40 feet high throughout.

This floor of the Ebon Tower is the lair of Viseldron, a fortune dragon that Nizca freed from the stasis isolation chambers (specifically, from cell IC30703). Viseldron defends this level of the Ebon Tower, which is his lair, and guards the approach to the *shadow beacon*. Unlike most of the other occupants of the Ebon Tower, Viseldron is neither a fanatic nor loyal to Nizca; he’s greedy and has been paid well for his service. Viseldron received a hoard of Azlanti art objects, relics, and treasures; this floor to serve as a lair; and the promise that when Nizca successfully blots out the sun and leaves the region, Viseldron will take over as lord of the Ebon Tower—a formidable reward indeed! This works well for Nizca and Viseldron both, for Nizca doesn’t value material possessions, and instead keeps only those materials they require to repair the *shadow beacon*—materials Viseldron considers useless.

All doors in this area are unlocked, but both of the western doors are blocked from opening by mounds of treasure. Doors have Hardness 10, 40 Hit Points (20 BT) and a Force Open DC of 30. The integrated *aeon stone matrix* is gone, vanished into the Netherworld during the malfunction of the *shadow beacon*. Due to the Netherworld’s influence, the area of all light sources is halved. Use the map on the inside back cover for this encounter area.

The east outer wall was smashed during Earthfall and is open to the elements. This opening in the wall would look out over the surrounding ocean, but it’s permanently dark at all hours due to the influence of the Netherworld. The stairs up to the Ebon Tower’s observation deck are near this opening, with the base of the stairs fallen away into the broken opening and the rest of the stairs ascending the walls both to the north and the south.

TO BLOT OUT THE SUN

Chapter 1:
Shades of
the Past

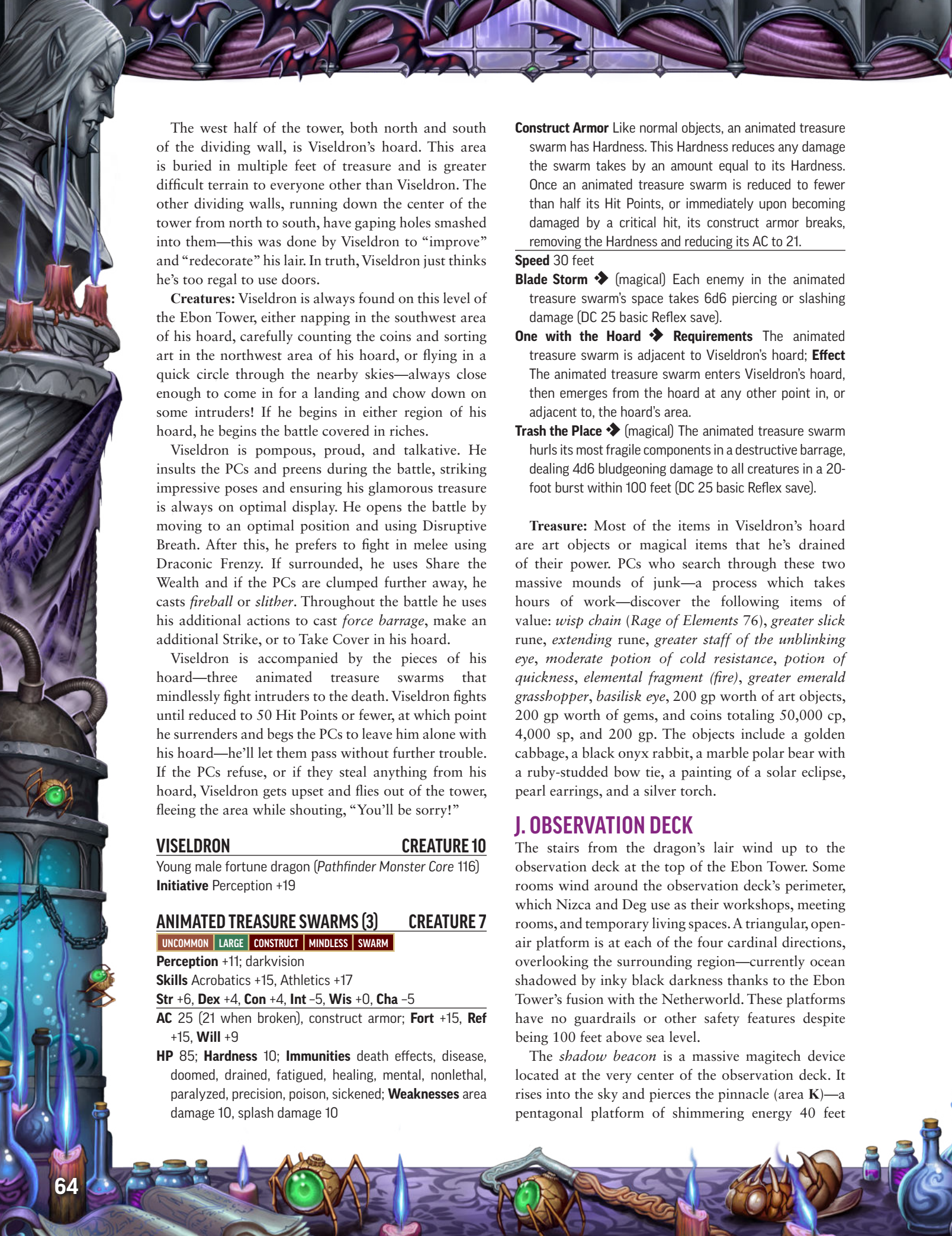
Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



The west half of the tower, both north and south of the dividing wall, is Viseldron's hoard. This area is buried in multiple feet of treasure and is greater difficult terrain to everyone other than Viseldron. The other dividing walls, running down the center of the tower from north to south, have gaping holes smashed into them—this was done by Viseldron to “improve” and “redecorate” his lair. In truth, Viseldron just thinks he's too regal to use doors.

Creatures: Viseldron is always found on this level of the Ebon Tower, either napping in the southwest area of his hoard, carefully counting the coins and sorting art in the northwest area of his hoard, or flying in a quick circle through the nearby skies—always close enough to come in for a landing and chow down on some intruders! If he begins in either region of his hoard, he begins the battle covered in riches.

Viseldron is pompous, proud, and talkative. He insults the PCs and preens during the battle, striking impressive poses and ensuring his glamorous treasure is always on optimal display. He opens the battle by moving to an optimal position and using Disruptive Breath. After this, he prefers to fight in melee using Draconic Frenzy. If surrounded, he uses Share the Wealth and if the PCs are clumped further away, he casts *fireball* or *slither*. Throughout the battle he uses his additional actions to cast *force barrage*, make an additional Strike, or to Take Cover in his hoard.

Viseldron is accompanied by the pieces of his hoard—three animated treasure swarms that mindlessly fight intruders to the death. Viseldron fights until reduced to 50 Hit Points or fewer, at which point he surrenders and begs the PCs to leave him alone with his hoard—he'll let them pass without further trouble. If the PCs refuse, or if they steal anything from his hoard, Viseldron gets upset and flies out of the tower, fleeing the area while shouting, “You'll be sorry!”

VISELDRON

CREATURE 10

Young male fortune dragon (*Pathfinder Monster Core* 116)

Initiative Perception +19

ANIMATED TREASURE SWARMS (3)

CREATURE 7

UNCOMMON LARGE CONSTRUCT MINDLESS SWARM

Perception +11; darkvision

Skills Acrobatics +15, Athletics +17

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

AC 25 (21 when broken), construct armor; **Fort** +15, **Ref** +15, **Will** +9

HP 85; **Hardness** 10; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal, paralyzed, precision, poison, sickened; **Weaknesses** area damage 10, splash damage 10

Construct Armor Like normal objects, an animated treasure swarm has Hardness. This Hardness reduces any damage the swarm takes by an amount equal to its Hardness. Once an animated treasure swarm is reduced to fewer than half its Hit Points, or immediately upon becoming damaged by a critical hit, its construct armor breaks, removing the Hardness and reducing its AC to 21.

Speed 30 feet

Blade Storm ◆ (magical) Each enemy in the animated treasure swarm's space takes 6d6 piercing or slashing damage (DC 25 basic Reflex save).

One with the Hoard ◆ **Requirements** The animated treasure swarm is adjacent to Viseldron's hoard; **Effect** The animated treasure swarm enters Viseldron's hoard, then emerges from the hoard at any other point in, or adjacent to, the hoard's area.

Trash the Place ◆ (magical) The animated treasure swarm hurls its most fragile components in a destructive barrage, dealing 4d6 bludgeoning damage to all creatures in a 20-foot burst within 100 feet (DC 25 basic Reflex save).

Treasure: Most of the items in Viseldron's hoard are art objects or magical items that he's drained of their power. PCs who search through these two massive mounds of junk—a process which takes hours of work—discover the following items of value: *wisp chain* (*Rage of Elements* 76), *greater slick rune*, *extending rune*, *greater staff of the unblinking eye*, *moderate potion of cold resistance*, *potion of quickness*, *elemental fragment (fire)*, *greater emerald grasshopper*, *basilisk eye*, 200 gp worth of art objects, 200 gp worth of gems, and coins totaling 50,000 cp, 4,000 sp, and 200 gp. The objects include a golden cabbage, a black onyx rabbit, a marble polar bear with a ruby-studded bow tie, a painting of a solar eclipse, pearl earrings, and a silver torch.

J. OBSERVATION DECK

The stairs from the dragon's lair wind up to the observation deck at the top of the Ebon Tower. Some rooms wind around the observation deck's perimeter, which Nizca and Deg use as their workshops, meeting rooms, and temporary living spaces. A triangular, open-air platform is at each of the four cardinal directions, overlooking the surrounding region—currently ocean shadowed by inky black darkness thanks to the Ebon Tower's fusion with the Netherworld. These platforms have no guardrails or other safety features despite being 100 feet above sea level.

The *shadow beacon* is a massive magitech device located at the very center of the observation deck. It rises into the sky and pierces the pinnacle (area K)—a pentagonal platform of shimmering energy 40 feet

above the observation deck. If the PCs want to shut down the *shadow beacon*, that's the place to do it.

The observation deck is constructed of ancient fitted stone, but many walls are now composed of solidified shadows. The ceilings in the enclosed rooms are 20 feet high. All doors in this area are unlocked. Doors have Hardness 10, 40 Hit Points (20 BT) and a Force Open DC of 30. Due to the influence of the Netherworld, the area of all light sources is halved. Use the map on the inside back cover for this encounter area.

The following rooms are on the observation deck.

J1. Rest Stations: Nizca and Deg use these two small rooms as rest stations when they need a mental break, to rest in a coffin, to sleep in a bed, or to eat. Both rooms are undecorated, containing only plush furniture and either a cozy bed (the north room) or a polished oak coffin with marble inlay (the south room).

J2. Materials Storage: These two rooms are storage spaces for a wide variety of materials Nizca and Deg thought might be useful in constructing the *shadow beacon*. The north storage room contains mostly metal, wood, and wire in a variety of gauges. The south storage room contains smaller materials, all neatly sorted into piles, barrels, crates, or storage boxes.

J3. Workshops: These three rooms are workshops, each containing tools, worktables, and countless diagrams and notes. At present, there are no devices being built in these rooms—Nizca and Deg have just completed repairing the *shadow beacon*.

Enter Nizca

When the PCs arrive on the observation deck for the first time, Nizca and Deg have just completed repairs on the *shadow beacon* and are about to reactivate it. To make a bad situation worse, Nizca is aware the PCs are coming, and notices them immediately—though any invisible or particularly well-hidden PCs might temporarily escape their notice. When the PCs arrive (and Nizca notices them), read or paraphrase the following.

The shadow beacon emerges from the Ebon Tower like a magitech beacon, an irregular spire of brass, wire, black crystal, and motes of concentrated magical energy. At the base of the shadow beacon, Deg cavorts happily as the device to sparks to life. Gogs whir, pistons pump, crystals glow dimly with shifting colors, and literal sparks of magic and electricity fly into the air.

Nearby, a smile spreads on Nizca's normally somber face. "You're too late! We've already completed the shadow beacon. This time, it's perfect! The shadows of the Netherworld will pour into the sky, blotting out the sun for an eternity and heralding an era of eternal night! You can't stop us—not anymore. I possess strength honed over countless generations, tempered

in Nin's shadow, and sparked by genius." Nizca quirks an eyebrow in disdain, clearly finding the intruders lacking. "Your death is inevitable. Surrender, and I'll allow you to leave."

The shadow beacon emits a loud shriek as shadows pour from the device's upper tip. The Netherworld has returned to En-Gokal...

Despite their words, Nizca has no intention of allowing the PCs to leave—they're stalling for time, giving the *shadow beacon* a chance to warm up and operate.

Hazards: As long as the *shadow beacon* remains in operation, it poses a danger to the PCs. During the first three rounds of combat, the *shadow beacon* functions as Nizca intended, siphoning shadow energy from the Netherworld and firing it into the sky. Excess energy vents out the bottom half of the device, harming all non-shadow creatures (see the shadow discharge trap below).

On the fourth round of combat, the *shadow beacon* begins to malfunction, once again transposing the Netherworld onto En-Gokal. This triggers the second trap (see the shocking malfunction hazard on page 66).

PCs who have learned about the *shadow beacon* and its operations (likely through Deg's or Nizca's notes) gain a bonus on all checks to interact with these traps, as noted in the appropriate rooms.

Note that while the PCs can deactivate these traps from the observation deck, to properly shut down the *shadow beacon*, the PCs must ascend to the pinnacle (area K), 40 feet above the observation deck. It's assumed the PCs do this at the end of the battle, rather than during.

SHADOW DISCHARGE

HAZARD 7

UNIQUE COMPLEX MAGICAL MECHANICAL TRAP

Stealth +18

Description The *shadow beacon*'s operation causes harmful energy to blast out of the base of the device.

Disable DC 27 Crafting or Thievery (master) to rig a dispersal system, or DC 27 Arcana, Nature, Occultism, or Religion (master) to safely vent the magical energy; four total successes in any combination to disable

Priming ☞ (cold, shadow) **Trigger** Nizca and Deg activate the *shadow beacon*; **Effect** The *shadow beacon* sparks to life. The trap then rolls initiative.

Routine (1 action) The *shadow beacon* fires shadows into the sky, discharging excess energy out of the device's lower half. The trap deals 4d6 cold and 4d6 void damage to all non-shadow creatures in a 60-foot emanation from the base of the device (DC 26 basic Fortitude save). For each successful check to disable the trap, the cold and void damage dealt by the trap on subsequent rounds are both reduced by 1d6 damage. A creature that fails their save is pushed back 10 feet (15 feet on a critical failure).

TO BLOT OUT THE SUN

Chapter 1:
Shades of
the Past

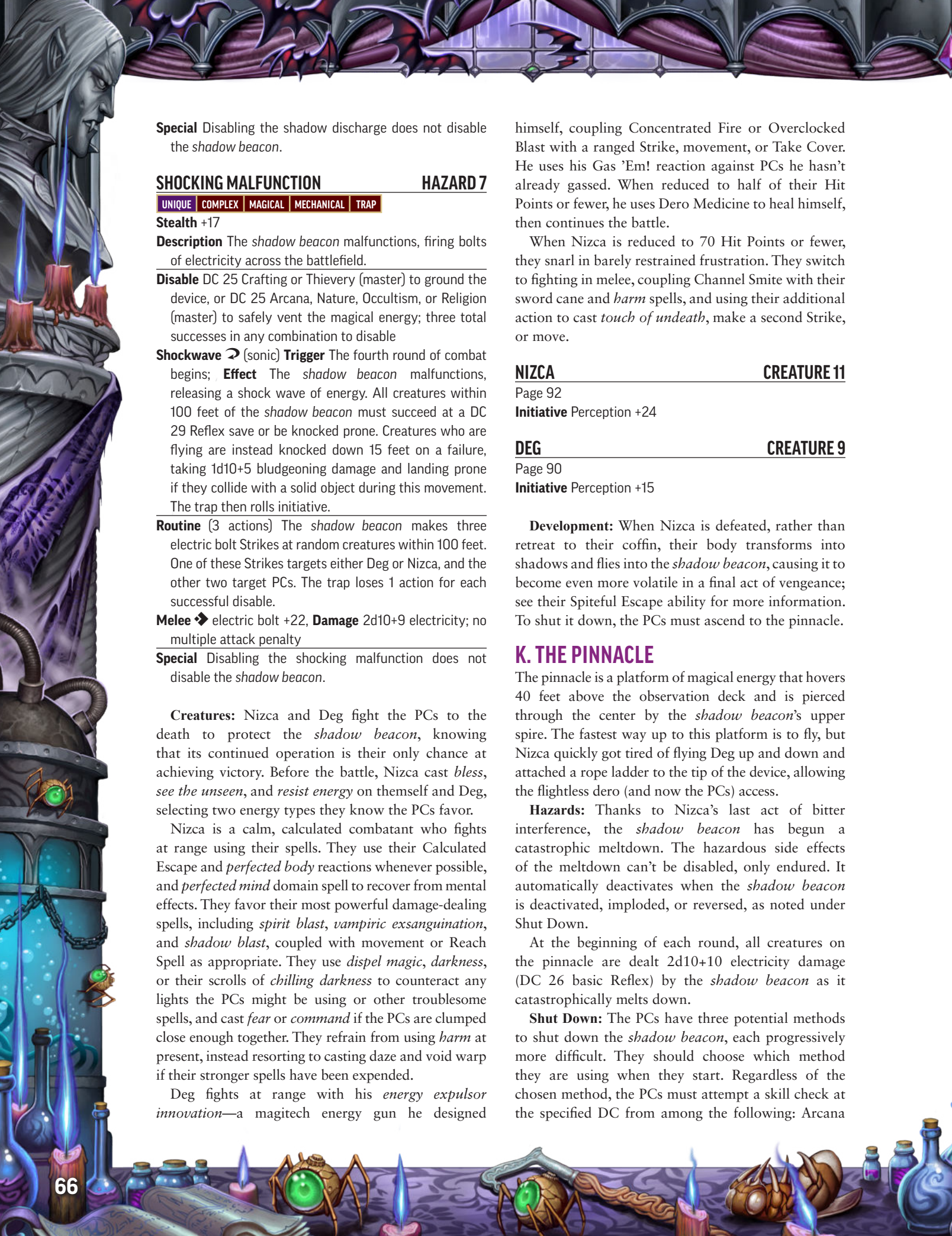
Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



Special Disabling the shadow discharge does not disable the *shadow beacon*.

SHOCKING MALFUNCTION

HAZARD 7

UNIQUE COMPLEX MAGICAL MECHANICAL TRAP

Stealth +17

Description The *shadow beacon* malfunctions, firing bolts of electricity across the battlefield.

Disable DC 25 Crafting or Thievery (master) to ground the device, or DC 25 Arcana, Nature, Occultism, or Religion (master) to safely vent the magical energy; three total successes in any combination to disable

Shockwave ⤵ (sonic) **Trigger** The fourth round of combat begins; **Effect** The *shadow beacon* malfunctions, releasing a shock wave of energy. All creatures within 100 feet of the *shadow beacon* must succeed at a DC 29 Reflex save or be knocked prone. Creatures who are flying are instead knocked down 15 feet on a failure, taking 1d10+5 bludgeoning damage and landing prone if they collide with a solid object during this movement. The trap then rolls initiative.

Routine (3 actions) The *shadow beacon* makes three electric bolt Strikes at random creatures within 100 feet. One of these Strikes targets either Deg or Nizca, and the other two target PCs. The trap loses 1 action for each successful disable.

Melee ⬥ electric bolt +22, **Damage** 2d10+9 electricity; no multiple attack penalty

Special Disabling the shocking malfunction does not disable the *shadow beacon*.

Creatures: Nizca and Deg fight the PCs to the death to protect the *shadow beacon*, knowing that its continued operation is their only chance at achieving victory. Before the battle, Nizca cast *bless*, *see the unseen*, and *resist energy* on himself and Deg, selecting two energy types they know the PCs favor.

Nizca is a calm, calculated combatant who fights at range using their spells. They use their *Calculated Escape* and *perfected body* reactions whenever possible, and *perfected mind* domain spell to recover from mental effects. They favor their most powerful damage-dealing spells, including *spirit blast*, *vampiric exsanguination*, and *shadow blast*, coupled with movement or Reach Spell as appropriate. They use *dispel magic*, *darkness*, or their scrolls of *chilling darkness* to counteract any lights the PCs might be using or other troublesome spells, and cast *fear* or *command* if the PCs are clumped close enough together. They refrain from using *harm* at present, instead resorting to casting daze and void warp if their stronger spells have been expended.

Deg fights at range with his *energy expulsor innovation*—a magitech energy gun he designed

himself, coupling Concentrated Fire or Overclocked Blast with a ranged Strike, movement, or Take Cover. He uses his Gas 'Em! reaction against PCs he hasn't already gassed. When reduced to half of their Hit Points or fewer, he uses Dero Medicine to heal himself, then continues the battle.

When Nizca is reduced to 70 Hit Points or fewer, they snarl in barely restrained frustration. They switch to fighting in melee, coupling Channel Smite with their sword cane and *harm* spells, and using their additional action to cast *touch of undeath*, make a second Strike, or move.

NIZCA

CREATURE 11

Page 92

Initiative Perception +24

DEG

CREATURE 9

Page 90

Initiative Perception +15

Development: When Nizca is defeated, rather than retreat to their coffin, their body transforms into shadows and flies into the *shadow beacon*, causing it to become even more volatile in a final act of vengeance; see their Spiteful Escape ability for more information. To shut it down, the PCs must ascend to the pinnacle.

K. THE PINNACLE

The pinnacle is a platform of magical energy that hovers 40 feet above the observation deck and is pierced through the center by the *shadow beacon's* upper spire. The fastest way up to this platform is to fly, but Nizca quickly got tired of flying Deg up and down and attached a rope ladder to the tip of the device, allowing the flightless dero (and now the PCs) access.

Hazards: Thanks to Nizca's last act of bitter interference, the *shadow beacon* has begun a catastrophic meltdown. The hazardous side effects of the meltdown can't be disabled, only endured. It automatically deactivates when the *shadow beacon* is deactivated, imploded, or reversed, as noted under Shut Down.

At the beginning of each round, all creatures on the pinnacle are dealt 2d10+10 electricity damage (DC 26 basic Reflex) by the *shadow beacon* as it catastrophically melts down.

Shut Down: The PCs have three potential methods to shut down the *shadow beacon*, each progressively more difficult. They should choose which method they are using when they start. Regardless of the chosen method, the PCs must attempt a skill check at the specified DC from among the following: Arcana

(to unravel the threads of magic surrounding the machine), Athletics (to force machine parts into position), Crafting (to identify critical parts of the machine), Nature (to uncouple the natural from the constructed), Occultism (to discern the otherworldly principles at play), Religion (to purify the flow from the Great Beyond), or Thievery (to delicately disable the device). PCs can attempt their own check, or Aid, if desired. This check has the following results. Note that PCs who have learned about the *shadow beacon* and its operations (likely through Deg's or Nizca's notes) gain a bonus on all checks to interact with the *shadow beacon*, as noted in the appropriate rooms.

Critical Success The PCs gain 2 Shut Down Points.

Success The PCs gain 1 Shut Down Point.

Critical Failure The PCs lose 1 Shut Down Point.

The PCs can attempt up to three rounds of checks. After this point, if they haven't prevented a meltdown, the device catastrophically explodes, as noted under Failure below.

- **Deactivate:** DC 22; 6 Shut Down Points required; The PCs deactivate and shut down the device. This stops the Netherworld from further overlaying the region and prevents a catastrophic meltdown. The device remains whole and could be a problem in the future if not carefully monitored.
- **Implode:** DC 24; 8 Shut Down Points required; The PCs purposefully cause the device to implode, destroying it and sparing the Ebon Tower and the surrounding area from harm.
- **Reverse:** DC 26; 10 Shut Down Points required; The PCs reverse the device's pull, causing it to suck the shadows in the sky back up and unhinge the Netherworld from En-Gokal, restoring the planar barrier. Once reversed, the PCs can opt to additionally destroy the *shadow beacon* without harm to the area.

At the end of each round of checks, the PCs can choose to switch to a different tactic with a lower target DC (such as going from reverse to implode); this is useful if they find the challenge too difficult or have enough Shut Down Points to succeed at a lower threshold and don't want to risk further progress. At the beginning of the third round of checks, inform the PCs that the device is about to explode and they have mere moments left.

Failure: If the PCs fail to reach their intended Shut Down Point threshold before the end of the third round of checks, the device explodes, dealing 4d10+26 force damage to all creatures within 100 feet of the Pinnacle (DC 29 basic Reflex save). Non-flying creatures damaged are additionally knocked off the Ebon Tower

and plummet into the ocean. The Ebon Tower then collapses, becoming a heap of destroyed rubble in the ocean, killing everyone inside the top three floors of the Ebon Tower, and flooding all areas below the water line.

Shadow-Touched: The fate of En-Gokal and the surrounding region lies in the hands of the PCs. Regardless of the outcome, the PCs become infused with shadow energy due to proximity to the Netherworld and the *shadow beacon*, gaining the following abilities based on their achieved method.

- **Shadow Bound (Failure):** Shadows have seeped into your soul, dulling your senses and obscuring your vision. You gain a -1 circumstance penalty to Perception checks. In addition, you gain light blindness.
- **Shadow Shroud (Deactivate, Implode, Reverse):** You're constantly wreathed in shadows. You gain a +1 circumstance bonus on Stealth checks to Hide and Sneak. As long as you are in dim light, you can attempt a Stealth check to Hide even if you aren't concealed against the creature, such as a creature with darkvision. If you don't have darkvision, you gain darkvision.
- **Shadow Blast (Reverse):** You can shape your shadow into a dangerous weapon. You can cast *shadow blast* once per minute, using your spell DC or your class DC for the save DC, whichever is higher. *Shadow blast* is automatically heightened to the highest spell rank you can cast. If you can't cast spells, *shadow blast* instead heightens to rank 6 when you're 13th level, and to rank 7 when you're 17th level.

Reward: The PCs gain 20 XP if the *shadow beacon* exploded, 40 XP if they deactivated the *shadow beacon*, 60 XP if they imploded the *shadow beacon*, and 100 XP if they reversed the *shadow beacon*.

CONCLUSION

After the PCs defeat Nizca and Deg, and the *shadow beacon* is dealt with through one of multiple potential methods, the PCs can breathe a sigh of relief! They've saved the region and can return to Talmandor's Bounty as respected heroes, and begin rehabilitating the survivors they've saved from the clutches of the bloodthirsty monsters who resided within En-Gokal. Of course, how the PCs chose to deal with the *shadow beacon* and the ruins of En-Gokal influences the region's future, as detailed under the Campaign Consequences portion of the "Continuing the Campaign" article on page 69. If your players want to keep the story going, this article also includes ideas for further adventures. Where they go next is up to you!

TO BLOT OUT THE SUN

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



Continuing the Campaign

THE BROKEN PALACE

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox

The Shades of Blood Adventure Path concludes shortly after the PCs defeat Nizca and Deg and deal with the *shadow beacon*—in one way or another! How they chose to end the threat posed by the *shadow beacon* has consequences for the region and what becomes of En-Gokal, as does how the PCs assist Talmandor's Bounty and the (no doubt numerous) people they've rescued from the prison. This article explores the immediate aftermath of the PCs' choices and provides GMs guidance on bringing these locations forward into the future of your games. It also presents ideas for continuing the PCs' stories beyond the scope of this Adventure Path and shares advice for how to keep the game going even if the party didn't survive the campaign.

CAMPAIGN CONSEQUENCES

How the PCs chose to deal with the *shadow beacon* influences the region's future.

If the PCs failed to safely shut down the *shadow beacon* and it exploded, the Ebon Tower is ruined, now flooded, and the history it contained has been lost. Anyone who remained within the Ebon Tower when it collapsed, such as the vampires or Anvaca on floor G and any freed captives the PCs had yet to transport back to Talmandor's Bounty, has likely died. It's possible they are trapped underwater in collapsed chambers, and the PCs will be able to rescue them if they mount a rescue, but the outcome is likely bleak. The ruins of the Ebon Tower remain tainted by the Netherworld, and shadows and undead soon run rampant through its flooded chambers.

If the *shadow beacon* was destroyed, successfully imploded, or reversed, it can no longer pose a threat to the region. But if the *shadow beacon* was shut down, it remains technically operational. In the future, someone could attempt to reactivate or repurpose the *shadow beacon*, perhaps for something far more dangerous. This necessitates the need for a warden—someone to watch over the *shadow beacon* and the ruins of En-Gokal. While it's likely the PCs have plenty of allies they could approach for such a duty, few are trustworthy and strong enough to truly excel at this task. Anvaca or

Viseldron could prove capable guardians (though Viseldron would require an impressive bribe or clever trickery), as could any PC and, perhaps, even Lady Nalushae (who would no doubt guard by proxy).

If the *shadow beacon's* effects were reversed, En-Gokal and the island it rests upon (and beneath) are freed from the taint of the Netherworld, becoming a bright, coastal island once more. For all other outcomes, the barrier between the Netherworld and En-Gokal remains thin on this island, and En-Gokal remains partially merged with that foul realm, with the Ebon Tower serving as the epicenter for this convergence. While this shadow taint doesn't spread beyond the island—leaving Talmandor's Bounty safe—beings from the Netherworld frequently slip through this barrier, making shadows, velstracs, and worse a common danger on the island and in the surrounding area. Visitors to the island frequently go missing, and any warden the PCs may have installed at the Ebon Tower and people who may still live in En-Gokal will have a hard time retaining their autonomy—and, in many cases, their lives.

Regardless of the outcome of their efforts with the *shadow beacon*, the PCs will soon return to Talmandor's Bounty. Throughout the course of the campaign, the PCs have likely rescued many captives, most of whom have moved into Talmandor's Bounty. This influx of people puts a strain on the town but, in typical hardscrabble fashion, the citizens of Talmandor's Bounty pull together, quickly establishing additional housing and helping these new neighbors adjust to life free and in the light of day—a first for some! These changes require help, leadership, and someone willing to bankroll it. It's possible the settlement can request further aid from the Bountiful Venture Company, but considering recent troubles with the company, Governor Ramona Avandth would likely seek a solution on her own—possibly involving the PCs. If the PCs prove unwilling to help with this “problem” they (arguably) caused, it could divide sentiment in town regarding the PCs. While Ramona's currently on good terms with the PCs, this may not hold true for long.



To all these rescued citizens, the PCs are more than heroes, they're literal saviors, and they soon take on saint-like status among these refugees. PCs who were particularly involved in their rescue, relocation, or later adjustment may find these citizens hanging on their every word. They may clamor for a moment of their saviors' time, a kind word, a friendly greeting, or a touch—an experience that some PCs will embrace, and others might find stifling.

Yet, there remain divisions between these refugees. Some are innocents abducted from Talmandor's Bounty or the surrounding region, but most are people who were raised in Lady Nalushae's realm or Azlanti criminals who were taken from stasis as food for Nizca's vampires or fodder for dero experimentations. These people likely have outdated morals and beliefs, which will cause rifts among the community.

In the case of those raised in Underheaven, they have no idea how the rest of the world operates and don't have any dedication to a nation. How the PCs treat these refugees will determine how the wider population of Talmandor's Bounty treats them. Treating these people as 'lesser' or 'other' will result in frustration and resentment in time. Yet, failure to educate, integrate, and ease these citizens into the modern era will likewise cause strife. Special consideration should be made in dealing with any proud Azlanti who were imprisoned, as at the time of the empire, it was common for many Azlanti to consider themselves far superior to everyone else. Such blatant racism and elitism will not go over well in Talmandor's Bounty. If these like-minded refugees band together, Talmandor's Bounty could even become divided, between the "true Azlanti citizens" rescued from En-Gokal and the citizens of Talmandor's Bounty—"colonizing interlopers" in the eyes of the Azlanti elitists. Navigating this potential political divide is a volatile matter likely to become violent.

During their time in En-Gokal, it's likely the PCs allied with some of the morally ambiguous or downright foul residents of the Ebon Tower to see their goals realized—a worthy cause at the time, but now, these allies could prove to be threats to the region. The PCs may need to watch their backs, particularly if Viseldron, Jubilant, or others survived. Some, such as Anvaca and Anoreth, could prove to be staunch allies and good friends.

Whatever the fate of Talmandor's Bounty and the *shadow beacon*, it's obvious to all the residents of Talmandor's Bounty that the PCs have accomplished something monumental and strange—the skies are no longer at risk of being shrouded in darkness and, within days, the shadow corruption they've endured

since the beginning of this adventure vanishes, leaving local flora and fauna to begin the recovery process. The PCs are lauded for their efforts and welcomed as heroes. Plans for a statue to be erected in their honor are underway, streets and buildings could be named after them, and community leaders defer to their advice and expertise. If any of the PCs further establish themselves in Talmandor's Bounty, perhaps by opening a business, founding a church, or becoming engaged in politics, these endeavors go well, giving the PCs an opportunity to make a lasting impression on the town and its future.

FURTHER ADVENTURES

The following leads might engage the PCs for many adventures to come.

Sweet Vengeance

Lograsi is alive and well in Xin-Edasseril. Despite time and distance, Lograsi and Nizca remained aware of one another—aside from the time Nizca spent in stasis—so when Nizca's life was suddenly cut short by the PCs, Lograsi noticed. Now seething with resentment and deep in mourning, Lograsi is hell-bent on getting vengeance against Nizca's killers. This can play out in one of two ways.

If the PCs travel to Xin-Edasseril to find Lograsi, this becomes an exciting urban campaign in a large foreign city where the PCs must track down Lograsi, face off against gangs, and infiltrate or take down Lograsi's cult. If you intend to run the *Revenge of the Runelords* Adventure Path, Lograsi plays a minor but notable role therein as one of Runelord Belimarius's generals, potentially giving the PCs an unexpected opportunity to meet (and perhaps clash) with him.

If the PCs don't seek out Lograsi, he seeks them out, rolling into Talmandor's Bounty with a large entourage of cruel cultists masquerading as kindly priests or perhaps a specialized military unit. Lograsi works from behind the scenes to destroy everything the PCs hold dear. As the stakes get higher, Lograsi turns to extreme measures, perhaps welcoming Nizca's strigoi spirit into his own body to become a powerful strigoi himself, or perhaps conjuring Nizca's ghost as an eidolon and bonding with it.

Painful Retribution

Like many velstracs, Jubilant served a more powerful being who lives within the Netherworld: Aroggus, the velstrac demagogue of possibility, sanctuary, and of course, revenge. Aroggus hasn't given up their perceived claim to the region and considers Jubilant's failure and subsequent destruction a personal affront.

Aroggus aims to make the PCs pay in a bloody act of retribution—but only after they’ve lost the places they love. To begin this methodical conquest, Aroggus dispatches Jubilant’s mentor, the velstrac precursor Glistening Ruby. Glistening operates out of an ancient Azlanti ruin to the west known as the Onyx Mirror, whose unnaturally still, black-watered lake functions as a portal to the Netherworld during specific stellar arrangements.

Memories Unburied

Although the PCs completed their exploration of En-Gokal, numerous other Azlanti ruins await beyond the borders of Talmandor’s Bounty, containing wondrous treasures, ingenious technological devices, powerful magical artifacts, and formidable foes. Thirty miles west, an ancient flying ruin known as the Spindle orbits a mountain island like an aeon stone orbits its wearer. Here, the PCs can clash with a unique clockwork mage possessed by the ghosts of 101 restless souls. Calling themselves the Hundredfold Roil, this construct is an intelligent and incredibly cunning foe. Rumors claim Hundredfold Roil can’t be defeated until every last one of these 101 restless souls are lain to rest.

Rising Tides

Powerful whirlpools, unpredictable tidal waves, and devastating ocean hurricanes that last days on end begin plaguing the oceans surrounding Talmandor’s Bounty. Ships are unable to pass through, and the one that came closest turned back suddenly when they spotted a kraken cresting the distant ocean waves. Now, the burbling cries of strange, aquatic monstrosities echo up from the depths of the ocean to haunt dreams. Something incredibly powerful is rising from the deepest depths—something that’s slumbered since Earthfall—and when it reaches the surface, all will be lost. To protect Talmandor’s Bounty, the PCs team up with the athamarus of the Okoloro tribe, then descend beneath the waves to get to the bottom of this mystery!

REPERCUSSIONS OF FAILURE

It’s possible that the PCs don’t succeed at this adventure’s climax and are instead defeated by Nizca and Deg atop the pinnacle of the Ebon Tower. This need not end the campaign! The following scenarios present ways to continue the campaign even if the PCs

perish or surrender. The ramifications of failure can be incorporated into other adventures set in or around Talmandor’s Bounty.

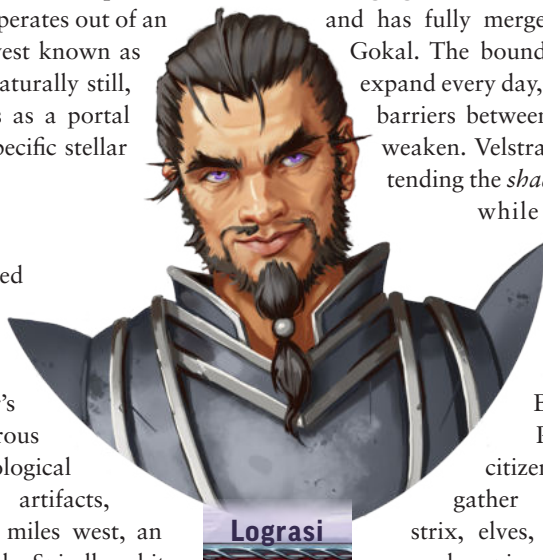
Merging: The *shadow beacon* remains operational and has fully merged the Netherworld with En-Gokal. The boundaries of this pall of darkness expand every day, and throughout the region, the barriers between reality and the Netherworld weaken. Velstracs rule from the Ebon Tower, tending the *shadow beacon* and its operations, while vampires, deros, and horrors from the Netherworld torment the living. Those who die in these altercations are lucky, for those who survive are dragged off to the Ebon Tower.

Perhaps the new set of PCs are citizens of Talmandor’s Bounty who gather allies—refugees, athamarus, strix, elves, soldiers from Andoran, and even champions from the churches of Desna and Sarenrae. Darkness falls in Talmandor’s Bounty, and the PCs serve as the light in that darkness, fighting a war against fiends on once-beautiful islands, now bathed in blood and shadow.

Or perhaps the PCs are too late, and Talmandor’s Bounty has already fallen to darkness. Raised in a colony run by vampires or velstracs, and penned in by the shadow monsters that stalk the wilds, the PCs must rise up and overthrow the forces of the Netherworld, sparking the fires of rebellion and bringing hope to their neighbors.

Perhaps the PCs awaken from stasis—now, or years in the future—and must fight to survive a shadow-corrupted En-Gokal, fleeing into the Netherworld or for the struggling town of Talmandor’s Bounty. Their goal, simply to escape Shadow En-Gokal alive.

Xin-Edasseril: Free from their prison and the confinement of the sun, Nizca soon arrives in Xin-Edasseril and reunites with Lograsi. As their love rekindles, their lives interweave once more. Nizca’s quest for vampiric perfection and Lograsi’s growing cult; Nizca’s cruel, detached cunning and Lograsi’s passionate rebelliousness. They’re a formidable duo, and soon they lead a rebellion against Runelord Belimarius. Posing as heroes with a grim past and grimmer powers, they aim to rule as Runelords of Pride and Wrath. In a land torn between old tyrants and new tyrants, where do the PCs stand? Are they caught up in the burgeoning rebellion, staunch supporters of the ruling Runelord, or caught in the middle and trying to find a better path?



Lograsi

THE BROKEN PALACE

Chapter 1:
Shades of
the Past

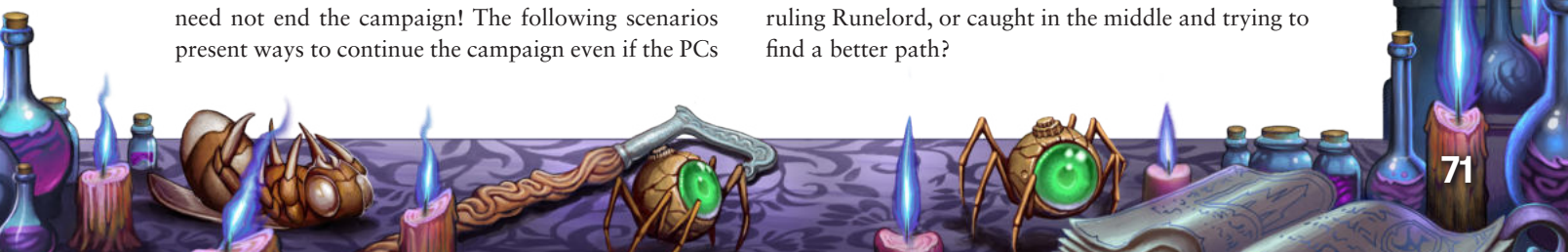
Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox





Nin

Nin is a deity of limitless knowledge, scientific advancement, mathematical precision, unbridled evolution, and self-perfection. A deity of pushing the boundaries, exploring the impossible, and solving the unsolvable. A deity of logic and reason, of determination and experimentation, of mental fortitude and mastered passions.

But Nin is also a vampire, a cold-hearted predator who teaches their followers three lessons. First, that mortals are food, and any being who demonstrates compassion toward them—whether mortal, undead, or divine—is weak, complacent, and undeserving of power. Second, that undead who squander their immortality on apathy, gluttony, greed, and other frivolous pursuits are weak in spirit and unworthy of their gifts. And third, that all weaknesses can be overcome, and all flaws conquered, by anyone who strives wholeheartedly to do so. For this reason, Nin is often referred to as the Immaculate Solution—to life, to undeath, to existence itself. Through Nin anything is possible. Anything is achievable. Anything is surmountable.

And what is a god of perseverance without a lofty goal toward which to strive? For even Nin is not exempt from their own teachings—a profound reminder that no matter how flawless one might become, there is always room for self-improvement. It's said that Nin's goals are twofold: to become the most perfect being in the universe and to destroy or conquer all who tolerate weakness, including other gods. Just as Nin perfects themselves and strips weak gods of their divinity, Nin's followers are commanded to do the same in the mortal realm by erasing their flaws, maximizing their strengths, and bringing order to Golarion by conquering the weak.

Conquest is not easily accomplished or maintained alone, however, and knowledge is best shared for the betterment of all. Thus, Nin encourages their followers to work together, share their discoveries, and pool knowledge and resources. Working together, successes can be maximized, and change effected on a grander scale. In this way, Nin's followers have collaborated to eradicate many vampiric frailties completely. Thanks to their coordinated efforts, weaknesses such as cats,

salt, hematite blades, stardust, the smell of lavender, the natural spirals of pinecones and plants, and countless others no longer pose a threat to any vampire. Nin's faithful trust that the remaining vampiric weaknesses will be overcome in time, leaving them as flawless soldiers ready for conquest in Nin's name.



Personification and Realm

Nin understands better than most that knowledge is power, and thus they keep their secrets closely guarded. Nin is often represented as a symbol, rather than as a person: two skulls facing one another atop a grimoire resting in a pool of blood. Nin often presents as an agender human with black skin and elongated fangs, immaculately dressed in white robes, thin spectacles, and clutching a tome that seeps blood from its pages. Knowing that flesh can be exploited, Nin never appears in physical form, instead revealing themselves to their most devoted followers in the reflections of mirrors and pools of still water. While depictions of Nin are not forbidden, most of Nin's worshippers keep such imagery in places only the faithful might enter.

Much like their true appearance, Nin's origins are shrouded in mystery. While it's clear that Nin was a powerful god during the Age of Legend, it's uncertain whether Nin was present during the Age of Creation or they ascended to divinity during the Age of Serpents. Regardless of Nin's origins, their faith could be found throughout the Azlanti Empire but fell out of favor during the Age of Darkness. As the ages passed and the sun cast its light upon Golarion once more, vampires remembered how to fear, and faith in Nin once again spread across the world, filling the hearts and minds of those who strove to overcome their weaknesses.

Nin's realm is Query, an orderly region of the Netherworld where Nin's devoted toil eternally to solve the most vexing of problems. On the outer fringes of Query lies the Wildermist, an ever-shifting, mist-shrouded region haunted by half-formed nightmares and remorseless undead. Within the Wildermist, everything is a puzzle, and solving these conundrums is the only thing that keeps the terrors beyond the mists at bay.

THE BROKEN PALACE

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



The most determined and clever visitors to the Wildermist can navigate their way to the Forum, the core of Query. The Forum is an orderly city of libraries and laboratories, where the spirits, shades, and vampires who inhabit Query perform research and conduct experiments. Most buildings are works of art constructed from black polished stone and glass. Symmetrical promenades laid out with mathematical precision and featuring elaborate fountains of crimson blood surround the structures. Also within Forum is the Eternal Calculator—a liminal space where petitioners and lesser spirits perform complex calculations at the behest of Forum's more powerful residents. Forum itself is overseen by the Quorum of the Faultless, a council of powerful vampires and divine servitors unfailingly loyal to Nin, who deftly purge the weak and unworthy from the city, ensuring the sanctity of Query.

Nin himself dwells within Epiphany, a spire with no entrance that hovers above the Forum's centermost point. The spire's mirrored halls link countless chambers that Nin uses for meditation and study—or so one might imagine, as no creature other than Nin himself has ever entered Epiphany and returned. It's said that once Nin finally achieves self-perfection, Epiphany will fall, plunging into the heart of the Forum and destroying Nin's entire realm. On that day, vampirism itself will end, though whether this event will kill Nin's followers outright or forcibly evolve them into a more enlightened state of existence remains unknown.

Dogma and Worshippers

Nin teaches that weakness must be overcome using logic, experimentation, and determination. It's not that Nin demands perfection. Rather, Nin expects their worshippers to strive for perfection, as it is through this struggle that breakthroughs and progress are made.

Nin's faith attracts intellectuals—mathematicians, scientists, scholars, and other brilliant minds who are obsessed with their work, with finding answers, and with unraveling the mysteries of the universe. Nin's worshippers are incredibly proud, often bordering on arrogant or conceited, for Nin is known to purge the weak from their followers' ranks. Only those who believe themselves worthy of Nin's exacting standards dare utter a prayer to them. Those who do—and are allowed to continue their existence—are pleasing to Nin.

Because Nin regards mortals as food, most of Nin's worshippers are immortal undead—mostly vampires, but liches, ghosts, and other intelligent undead are also counted among the faithful. Regardless of their form, Nin expects their followers to demonstrate restraint and master their hungers. Sometimes, particularly brilliant mortals, or mortals in search of immortality,

devote their faith to Nin. Such worshippers tend to remain distant from the wider faith for their own safety. They are particularly prone to experimenting on their bodies, eventually becoming something more than mortal—or dying in the effort.

Worshippers of Nin embrace challenges both physical and mental, breaking down problems into manageable parts and performing experiments to test their theories. They're keen observers, insightful and adaptable, and unafraid of failure. To Nin's followers, failure is simply another step on the path to discovery. Most worshippers are fastidious and tactical in their approach to self-improvement, practicing exacting regimens of study, physical conditioning, and spiritual exercise with a zeal that borders on the religious—as, indeed, to them it is.

Nin's faith is all-consuming. Any follower who strays too far from their goals, or who lets their efforts wane, is judged unworthy and inevitably faces Nin's wrath. Nin is not a god to be worshipped halfheartedly or in passing, and Nin's faith has no space for the lazy. But endless power is afforded to those who approach the universe as a puzzle to be solved. It's said that those worthy enough to be granted an audience with Nin are presented with a series of increasingly vexing problems they must resolve to receive Nin's blessing. Interestingly, not all who fail Nin's tests are obliterated outright. Rather, Nin punishes these worshippers by leaving them with an unanswerable enigma that commands their focus for years, if not centuries, to come.

Nin's followers respect spiders both as patient predators and for the intricate webs they weave. Spiders rarely feature in the faith's iconography, however, and few worshippers would suggest they serve as avatars of Nin or should otherwise be regarded as sacred. While Nin's faithful might study a spider's web and marvel at its mathematical precision, they treat spiders much as they would any mortal creature: as a pest to be ignored or stamped out once they interfere with their own efforts to achieve perfection.

On Golarion, Nin's faith is most common in Geb and Ustalav. Secret followings exist in Nidal, though these worshippers often find devoting their lives to Nin's teaching while maintaining the facade of an eager Kuthite to be a difficult—but not impossible—problem to solve. Nin's faith also has a foothold among those who live near the ruins of the Azlanti Empire, where many monuments to Nin still exist. The religion is even less organized in that region than elsewhere, however, and followings are often composed of a handful of like-minded devotees or a lone, charismatic leader who has lured one or more impressionable minds under their sway.

Temples and Shrines

Nin isn't worshipped in temples or shrines, and they're not impressed by idols or other works of art. Rather, Nin is worshipped through rigorous study and bold experimentation. Many individuals worship Nin privately, by researching esoteric texts to discover the secrets of magic, by performing complex calculations in search of the mysteries of the universe, or by testing theories and conducting experiments in their laboratories.

Yet, Nin insists their followers share information with one another, as doing so helps them spread knowledge, challenge assumptions, and gain fresh perspectives. In smaller communities, Nin's worshippers maintain sacred spaces in libraries and governmental buildings, often hiding their altars in plain sight. They meet in private residences under the guise of social events, making yearly pilgrimages to attend events hosted in faraway settlements by larger congregations.

In large communities, Nin's worshippers maintain temples located in secret chambers within or beneath other buildings. These sites are often places of experimentation and learning, such as libraries or auditoriums. Throughout the year, Nin's temples host multiple events, which might take the form of competitions, debates, or symposiums dedicated either to the widespread dissemination of knowledge or focused on a specific topic or problem. These special events draw worshippers from other temples and are usually timed to coincide with other events in the host cities, providing worshippers with an apt excuse to travel, as well as with sufficient crowds to move among, hide within, and feed upon.

Nin's followers visit temples to workshop problems, collaborate on projects, and connect with like-minded individuals from different disciplines. A temple of Nin is a place to mentor and be mentored, and a place to make allies and rivals—both useful for pushing oneself beyond one's limitations. Ceremonies often involve the consumption of blood, and supplicants are required to solve complex equations or pose a fascinating problem before they can receive their

serving. Mirrors and pools of water are common—both as a reminder to face one's weaknesses and as a means for Nin to speak directly to the congregation.

Above all, Nin is sly and subtle, and their worshippers follow suit. They operate in the shadows and out of sight, or behind a veneer of civility. Though congregations and their members consume the weak, they do so with tact and cunning. Nin's worshippers are less disruptive to their communities than those of gods like Zura or Kabriri, as they often make efforts to ensure their predations are explained away as the fault of others. Many of Golarion's inhabitants are entirely unaware of Nin and their faith—just the way Nin's faithful have arranged it.

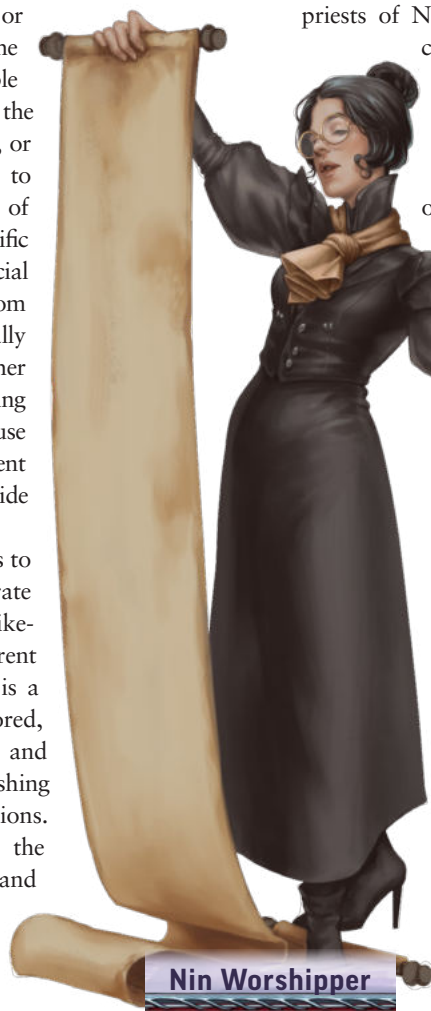
A Priest's Role

Nin is a discerning god, and no worshipper would dare don the robes of one of their priests without knowing in their soul that they were ready. Priests of Nin are mentors, organizers, and networkers—and yet, they must be so much more. Officially called an "Authority," priests of Nin must be meticulous and devoted, yet crafty and cunning enough to keep a congregation and its worshippers hidden for decades. They must be knowledgeable in numerous subjects, as strong in body as they are in mind, and capable of not only wrangling, but dominating dozens of other driven, headstrong intellectuals.

They must manage their temple's finances to fund the experiments of its members, and possess the political connections to keep their holdings unassailable. Most importantly, they must always strive to cultivate themselves, their temple, and their congregation into the most perfect of forms.

In short, they must be as close to Nin's perfect ideal as possible, guiding their congregation so it can reach those same heights of success. Any less, and an Authority risks attracting Nin's wrath.

Most temples of Nin have a single Authority in charge of all that temple's operations. While an Authority might delegate tasks to other worshippers, they typically don't have assistants



Nin Worshipper

THE BROKEN PALACE

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



or underlings, as an Authority incapable of managing their temple alone is unworthy of holding the position. An Authority's primary tasks involve mentoring congregants, hosting and organizing events, and funding worthwhile initiatives.

Authorities are expected to keep in contact with one another. They meet yearly to share updates and discuss wider initiatives and threats. These meetings are called Conferences, and a group of Authorities is called a Council. Conferences are a chance to demonstrate the superiority of one's congregation—and therefore oneself—and thus are highly competitive. While Authorities often engage in one-upmanship during a Conference, they rarely resort to sabotage, slander, or underhanded tactics, as anyone forced to do so is clearly unworthy of their post and likely to meet a swift end at the hands of their fellow Authorities.

Sometimes Authorities focus on a specific field of study and cultivate a congregation toward these interests. This is particularly common when a congregation includes members of the same vampiric bloodline, who seek to eliminate their shared weaknesses. Conferences provide an opportunity for Authorities to attract congregants that share their goals and to find Authorities willing to welcome congregants who don't fit in with theirs. While an Authority can't control their congregants directly—every worshipper of Nin has their own mind, motives, and autonomy—Authorities are mentors at their core, and sometimes mentoring means connecting a congregant with a temple that would be a better fit for them. In this way, Authorities serve as a network for other worshippers, and finding a true home for an otherwise out-of-place congregant can be a source of pride for all involved.

As with all worshippers of Nin, Authorities aim to blend in among the masses, maintaining positions in the upper echelons of power without standing out as foul, unusual, or undead. They dress as the fashion of their society dictates, working hidden symbolism into their outfits whenever possible. Among the faithful, they prefer simple white finery, kept pristine except for the occasional red jewel accents.

Holidays

Worshippers of Nin believe that successes should be celebrated, and their masterminds lauded. In smaller settlements, worshippers host gatherings with those outside the church to commemorate their personal achievements, making sure to keep all religious connotations hidden. In cities, they celebrate alongside other worshippers of Nin, usually in larger ceremonies hosted by the Authority or at public dinners where they serve as the guest of honor.

Night is a sacred time to worshippers of Nin, and most of a congregation's rituals occur during the deepest part of the night. The longest night of the year, the winter solstice, is regarded as a time of considerable power, when Nin's hold over the world is strongest. On this night, Nin's worshippers set aside their personal projects and engage in a communal blood feast, delighting in their supernatural gifts while thanking Nin for the perfection they personify. Known among the faithful as All Shade, the winter solstice is the one night of the year many worshippers of Nin relax, indulge, and celebrate without reservation. All Shade remains a time for secrecy, however, and doesn't give worshippers leave to act without tact—a congregation that allows themselves to be discovered or descends into debauchery reveals themselves as unfit to worship Nin.

Aphorisms

Worshippers of Nin are a logical, serious lot, many of whom have lived for centuries. They rarely develop slang, but they do embrace a handful of "universal truths." The following aphorisms resonate with many congregations.

Fail, But Never Fail to Strive: A common refrain after experiencing a setback, this phrase is a reminder that Nin doesn't demand perfection, only that their worshippers *strive* for perfection. The act of failing isn't an end, but simply a step on the path toward success. Only giving up and remaining complacent is true failure.

To Touching the Sun: This common toast serves as a reminder that worshippers of Nin—like a vampire reaching out to touch the sun—strive to accomplish the impossible. It is often spoken at the end of a speech, or in parting when two colleagues move on to other projects. The phrase also reminds the faithful not to lose themselves in passion projects, as striving to erase one's weaknesses is more important than solving hidden mysteries. Ignore Nin's wider goals for too long, and risk burning.

Sacred Text

Nin's sacred text, the *Immaculate Solution*, is an incredibly dense treatise on Nin's tenants and aims. It's a challenging read, filled with obscure scientific theorems, impenetrable occult secrets, and mathematical equations aimed at describing the laws of the Universe itself. Readers are challenged not only to understand the literal text and absorb the knowledge contained therein, but also to read between the lines. They must decipher metaphors, discover hidden and invisible text, and notice intentional errors and omissions that themselves form

a series of puzzles and codes—which in turn reveal further knowledge once unlocked. It's believed that anyone who deciphers all the secrets, knowledge, and wisdom within the *Immaculate Solution* is visited by Nin himself. If Nin deems the reader worthy, they're escorted personally to Query, where they are then tested by the Wildermist and—should they solve the conundrums hidden within the mists—earn a place for themselves within Forum.

In addition to this text, countless brilliant minds have written their own dissertations, interpretations, and additions to the *Immaculate Solution*. These works are collectively called the *Collected Truths* and are an ever-expanding accompaniment to Nin's sacred text. Copies of both books are often secured in the heart of a congregation's sanctum, where the tomes can be studied freely by all the temple's members. Due to the difficulties in copying such demanding texts, however, they are rarely allowed to leave the temple, leading many worshippers of Nin to seek out copies for their personal use.

Relations with Other Religions

Nin considers any god who shows compassion to mortals—a mere foodstuff!—as weak and unworthy of their divinity. They aim to strip these deities of their godhood, and they harbor a special disdain for gods who offer succor to the weak or who embrace sloth and complacency, such as Cayden Cailean, Iomedae, and Sarenrae. While Pharasma's worshippers often hunt down worshippers of Nin due to their undead nature, Nin himself has no issue with Pharasma, regarding her as a powerful force of the universe worthy of respect. Similarly, Nin admires gods of knowledge, such as Nethys and particularly Irori, although worshippers of Nin often come into conflict with followers of both those faiths in their pursuit of hidden wisdom. Nin is said to have maintained civil, even friendly, relations with many of the deities worshipped in ancient Azlant, including Amaznen, the Azlanti god of invention and magic, as well as Lissala, the goddess of runes, fate, and duty.

Nin gets along with other deities of predation, vampirism, and undeath, including Camazotz, Lamashtu, Urgathoa, Yaezhing, and Zura. While Nin disagrees with many of their views, condemning Camazotz and Yaezhing as deities without vision, Urgathoa and Zura as slovenly and gluttonous, and Lamashtu as inventive but uncivilized, Nin nonetheless considers them allies—of a lesser standing than themselves, of course! Nin has a conflicted relationship with Vapula, an infernal duke whose Pyrite Vault contains lost secrets from across the Universe

and beyond. While Nin respects Vapula's love of knowledge, he chafes at the duke's refusal to share his secrets, and more than once has returned from a visit to the Exchequer's vault with nothing but frustration to show for the effort.



NIN

Nin is a god of learning, logic, and self-reflection. They encourage their followers to view their immortality as an opportunity to evolve into a more perfect form. The Immaculate Solution accepts any follower willing to cast off mortality and set aside their baser instincts in pursuit of perfection.

THE IMMACULATE SOLUTION

Areas of Concern mathematical laws of undeath, unsolved mysteries, vampires

Edicts become a paragon of vampiric perfection, eliminate vampiric weaknesses using analysis and experimentation, punish those who restrict the free exchange of information

Anathema demonstrate apathy or complacency toward self-improvement, fail to cooperate or share information with another worshipper of Nin, refuse to attempt to find a solution when presented with a problem

Divine Attribute Intelligence or Wisdom

Religious Symbol two skulls facing atop a grimoire in a pool of blood

Sacred Animal spider

Sacred Colors red, white

Devotee Benefits

Cleric Spells 1st: *share lore* (*Lost Omens Divine Mysteries* 259); 4th: *telepathy*; 5th: *mind probe*

Divine Font *harm*

Divine Sanctification must choose unholy

Divine Skill Occultism

Domains glyph (*Divine Mysteries* 266), knowledge, perfection, undeath

Alternate Domains darkness, tyranny

Favored Weapon sword cane

Avatar Form

When casting the *avatar* spell (*Player Core* 316), a worshipper of Nin transforms into a living shadow, with bloody fangs and sharp claws. They gain the following additional abilities.

- **Nin** Speed 70 feet, fly 70 feet, ignore difficult terrain and greater difficult terrain; **Melee** ♦ shadow claw (agile, reach 15 feet), **Damage** 6d6+6 slashing plus 1d6 persistent bleed; **Ranged** ♦ equation of unmaking (range 120 feet), **Damage** 6d6+3 mental

THE BROKEN PALACE

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



Adventure Toolbox

THE BROKEN PALACE

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox

The following new rules appear in this adventure.

AZLANTI WONDERS

The Azlanti Empire was destroyed ages ago during Earthfall, but some Azlanti sites and objects survived the devastation, ensuring that Azlant's legacy echoes through time and remains relevant even today. The following items of Azlanti make can be found throughout this adventure.

AEON STONE

UNCOMMON INVESTED MAGICAL

Usage worn; Bulk –

Aeon stones are magical, intricately cut gemstones that orbit the head of their owners and grant them a magical effect. The ancient Azlanti empire made many advances in *aeon stone* technology, creating countless new *aeon stones* and devising innovative methods to use *aeon stones* to their greatest effect. The first *wayfinders*—one of many devices in which *aeon stones* can be slotted to gain additional resonant powers—were created in Azlant.

When you invest one of these precisely shaped crystals, the stone orbits your head instead of being worn on your body. You can stow an *aeon stone* with an Interact action, and an orbiting stone can be snatched out of the air with a successful Disarm action against you. A stowed or removed stone remains invested, but its effects are suppressed until you return it to orbit your head again.

There are various types of *aeon stones*, each with a different appearance, magical effect, and resonant power.

Type *crescent*; **Level** 6; **Price** 225 gp

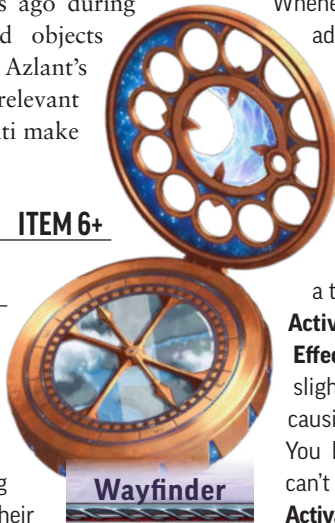
Once holy relics, the creation of *crescent aeon stones* was inspired by Acavna, goddess of the moon and protection. The *crescent aeon stone* continually sheds dim light in a 5-foot radius.

Activate—Moonbeam ♦♦ (concentrate, divine, holy, light, spirit) **Frequency** once per day; **Effect** The *crescent aeon stone* fires a blast of silvery moonlight in a 100-foot line, dealing 4d12 spirit damage to all creatures in the area (DC 22 basic Reflex save). This is silver damage for the purposes of weaknesses, resistances, and the like.

The resonant power enables you to cast *forbidding ward* as a divine innate cantrip.

Type *vital amplification*; **Level** 7; **Price** 330 gp

ITEM 6+



Wayfinder

A *vital amplification aeon stone* improves the flow of vital energy through your body, speeding the healing process and safeguarding your body from life-draining effects.

Whenever you regain Hit Points, you regain an additional 1 Hit Point for each 10 Hit Points regained (minimum 1 additional Hit Point). The resonant power grants you resistance 5 to void damage.

Type *flickering*; **Level** 11; **Price** 1,200 gp

A *flickering aeon stone* contains a drop of orichalcum at its center. It remains slightly out of phase with reality, giving it a translucent appearance.

Activate—Flicker ♦ **Frequency** once per day; **Effect** The *flickering aeon stone* draws you slightly out of sync with the flow of time, causing you to flicker in and out of existence. You become concealed for 1 minute, but you can't use this concealment to Hide or Sneak.

Activate—Enter Stasis ♦ **Frequency** once per day; **Effect** The *flickering aeon stone* pulls you

from the flow of time completely, placing you in temporary stasis while you heal, then returning you to reality at the moment you left. You regain 2d10+8 Hit Points. If you have the clumsy, drained, enfeebled, or stupefied condition, the value of each of these conditions is reduced by 1.

The resonant power grants you a +1 circumstance bonus to initiative rolls.

SECURITY BADGE

ITEM 7

UNCOMMON INVESTED MAGICAL

Price 360 gp

Usage worn; Bulk –

When displayed prominently, this iron badge grants you authority and gravitas. You gain a +1 item bonus to Intimidation checks.

Activate—Authoritative Command ♦ (auditory, concentrate, incapacitation, linguistic, mental) **Frequency** once per day; **Effect** You shout at a foe within 60 feet, compelling them to stand in place and drop everything they're holding. The target attempts a DC 23 Will save with the following results.

Critical Success The target is unaffected.

Success The target is slowed 1 as it does one of the following at the beginning of its next turn: stand in place or release what it's holding.

Failure The target is slowed 2 as it stands in place and releases what it's holding at the beginning of its next turn.

Critical Failure The target is slowed 3 as it spends its next turn to stand in place, release what it's holding, and place its hands in the air.

Special A creature wearing an invested *security badge* within En-Gokal gains additional benefits, as noted in the adventure text.

INGENIOUS INVENTIONS

At the height of Azlant, the fusion of magic and technology resulted in countless new innovations and ingenious inventions. Termed “magitech,” primary among these creations are clockwork constructs, although many other innovations exist as well. The following inventions are created using magic and technology.

GRAVITY INVERTER

ITEM 11

UNCOMMON CONSUMABLE GADGET MAGICAL

Price 300 gp

Usage held in 1 hand; **Bulk** L

Activate ◆◆ (manipulate)

When you Activate a *gravity inverter*, you can either place it in an adjacent space or toss it up to 30 feet away. Once you've done so, this metallic device implodes, creating a 10-foot-radius, 40-foot-tall cylinder of unstable gravity that lasts for 4 rounds.

All creatures and objects in the area when a *gravity inverter* is activated, who enter the area, or who begin their turn in the area float upward 10 feet, stopping harmlessly if they collide with a solid object or reach the top of the cylinder. While floating, a creature is off-guard and can't move unless they Push Off a surface or Fly. Pushing Off is a single action that has the move trait, allowing the creature to move half its Speed in a straight line through the area (if the creature remains in the area, this momentum will be disrupted by the *gravity inverter* at the beginning of the creature's next turn, as noted above). At the end of the duration, this gravity well fades—all creatures floating fall to the ground, taking falling damage as appropriate. Creatures who can fly are immune to this fall damage.

MINIATURIZATION MODULE

ITEM 7

UNCOMMON INVESTED MAGICAL

Price 350 gp

Usage worn; **Bulk** L

A *miniaturization module* is a bulky clockwork belt interwoven with clear rubber tubing. These tubes are filled with distilled liquid magic, which serves as a power source. While wearing a *miniaturization module*, you gain a +1 item bonus to checks to Escape.

Activate—Miniaturize Me! ◆◆ (concentrate, manipulate)

Frequency once per day; **Effect** You instantly shrink, becoming Tiny in size. Your equipment shrinks with you but returns to its original size if removed. While Tiny, your reach changes to 0 feet. You remain Tiny for 10 minutes, but you can Dismiss this effect.

Activate—Miraculous Escape ➤ **Frequency** once per hour; **Trigger** You become grabbed, immobilized, or restrained; **Effect** You instinctively trigger the *miniaturization module* and wiggle free, then move and grow larger, seemingly escaping in a flicker of motion. You become Tiny, then attempt to Escape the triggering effect, gaining a +4 circumstance bonus to this check. If you successfully Escape, you Step into an adjacent space. Regardless of the result, you then return to your original size.

NAP GAS DISPENSER

ITEM 7

UNCOMMON CONSUMABLE GADGET MAGICAL

Price 70 gp

Usage held in 1 hand; **Bulk** L

Activate ◆ (manipulate)

When you Activate a *nap gas dispenser*, you can either place it in an adjacent space or toss it up to 30 feet away. Once you've done so, the metallic canister instantly disperses knockout gas in a 15-foot burst. Creatures in the area must attempt a DC 23 Fortitude save, with the following results. This is a poison and incapacitation effect.

Critical Success The creature is unaffected.

Success The creature takes a -2 status penalty to Perception checks and is slowed 1 for 1 round.

Failure The creature is slowed 1 for 1 minute. At the end of their next turn, they fall prone and fall unconscious for 1 minute. A creature can Interact to shake the creature awake as normal, but this doesn't shorten the duration of the slowed condition.

Critical Failure As failure, but the creature is slowed 1 for 1 hour and it takes three Interact actions to wake them.

SCHEMATIC SCANNER

ITEM 6

UNCOMMON MAGICAL

Price 230 gp

Usage held; **Bulk** 1

A *schematic scanner* is a complex brass device featuring multiple mounted lenses, clamps, and apertures. A *schematic scanner* can hold the formulas for items as if it were a formula book with unlimited capacity. You can add a formula to the *schematic scanner* using the Store Schematics activation. A *schematic scanner* grants you a +2 item bonus to Crafting checks to craft an item whose formula is stored in the *schematic scanner*.

Activate—Store Schematics **◆◆◆** (manipulate) You place the written formula for an item into the *schematic scanner* and view it through the mounted lenses, magically storing a copy of the formula inside the *schematic scanner*.

Activate—Reverse Engineer Schematics (manipulate) You place an item in front of the *schematic scanner*, then view the item through the mounted lenses, magically learning the formula for the targeted item, without disassembling or causing harm to the item, and storing the formula in the *schematic scanner*. Reverse engineering a formula in this way takes 10 minutes and doesn't cost any gold.



Schematic Scanner

SCHOOL OF MAGICAL TECHNOLOGIES

At the height of ancient Azlant, the study of magical technologies—better known as magitech—was considered among the most prestigious of arcane specializations, and practitioners were both well regarded and well paid. While some magitech specialists trained in academies or as apprentices, others studied at religious cloisters dedicated to the worship of Amaznen, a now-dead god of invention and magic. Today, practitioners are more likely to learn from scraps of ancient spellbooks, forgotten lore unearthed in Azlanti ruins, or from a time-displaced graduate like Anoreth Zorillen. Modern magitech schools exist today, divorced from their ancient Azlanti origins but no less prestigious, including the famed Clockwork Cathedral in Absalom and temples of Brigh, goddess of clockwork and invention.

As a student of magical technologies, you've learned the art of fusing magic with mundane technology to create something truly unique.

Curriculum cantrips: *needle darts* (Pathfinder *Rage of Elements* 144), *shield*; 1st: *mending*, *runed weapon*, *summon construct*; 2nd: *animated assault* (Pathfinder *Player Core* 2 240), *dismantle* (Player Core 2 244); 3rd: *shrink item* (Player Core 2 252), *wooden double* (Rage of Elements 199); 4th: *creation*, *weapon storm*; 5th: *impaling spike*, *wall of stone*; 6th: *field of razors* (Rage of Elements 143), *petrify*; 7th: *beheading buzz saw* (Rage of Elements 142), *lifewood cage* (Player Core 2 247); 8th: *ferrous form* (Rage of Elements 142), *quandary*; 9th: *resplendent mansion* (Player Core 2 250)

School Spells initial: *augmented body*; advanced: *conjured clockwork*

Focus Spells

The following focus spells are granted by the school of magical technologies.

AUGMENTED BODY ◆

FOCUS 1

UNCOMMON CONCENTRATE FOCUS MORPH WIZARD

Duration 1 minute

You magically augment your body with clockwork parts and magitech innovations. Choose any one effect of your choice. You can Dismiss the spell.

- **Ablative Plating** You coat your body with metal plates that protect your vital organs. You gain resistance 1 to physical damage.

- **Clockwork Arm** You transform one of your arms into a clockwork arm powered

by gears, springs, and pneumatic actuators. You gain a clockwork fist unarmed attack, which has the agile, finesse, and free-hand traits and deals 1d6 bludgeoning damage.

- **Spined Fingertips** Your fingers sprout microscopic metal spines that enable you to cling to surfaces like a spider. You gain a climb Speed of 20 feet.

- **Spring-Loaded Legs** Your leg muscles are augmented with powerful springs. You gain a +10-foot status bonus to your Speed and double the distance you Leap.

Heightened (3rd) The ablative plating's resistance increases to 2. The clockwork fist is a +1 *striking* weapon.

Heightened (5th) The ablative plating's resistance increases to 3, and the clockwork fist is a +2 *striking* weapon.

Heightened (7th) The ablative plating's resistance increases to 4, and the clockwork fist is a +2 *greater striking* weapon.

Heightened (9th) The ablative plating's resistance increases to 5 and the clockwork fist is a +3 *major striking* weapon.

CONJURED CLOCKWORK ◆◆

FOCUS 4

UNCOMMON CONCENTRATE FOCUS MANIPULATE WIZARD

Range 60 feet; **Area** 10-foot burst

Defense basic Reflex; **Duration** sustained up to 1 minute

You conjure a complex clockwork device on the ground and cause it to slowly spread across the battlefield. The area is difficult terrain. Each creature that enters or ends its turn in the area takes 2d8 slashing damage with a basic Reflex save. A creature can take this damage only once per turn. On subsequent rounds, the first time you Sustain the spell each round, you can expand the radius of the clockwork device by 5 feet.

Heightened (+2) The damage increases by 1d8.

THE BROKEN PALACE

Chapter 1:
Shades of
the Past

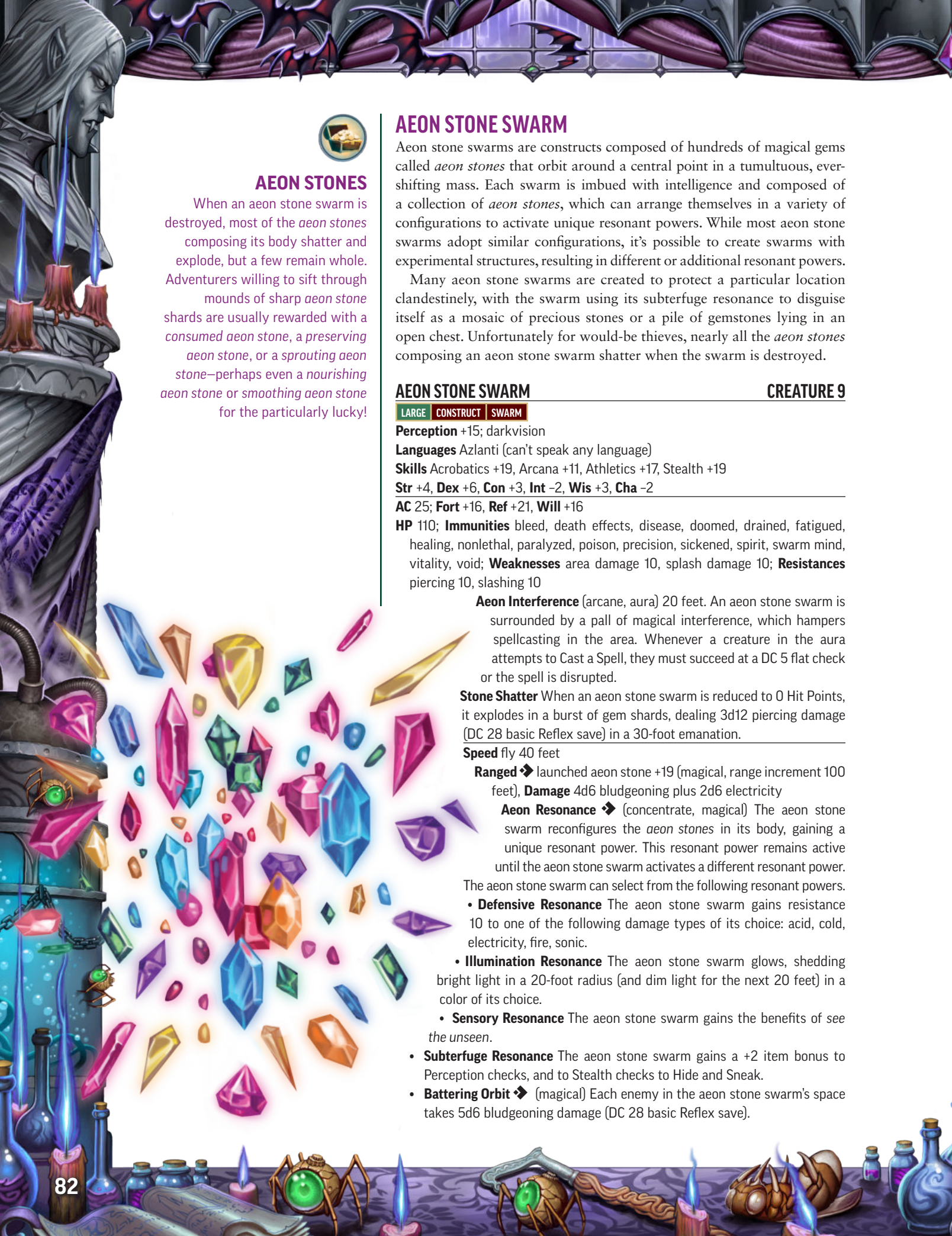
Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



When an aeon stone swarm is destroyed, most of the *aeon stones* composing its body shatter and explode, but a few remain whole. Adventurers willing to sift through mounds of sharp *aeon stone* shards are usually rewarded with a *consumed aeon stone*, a *preserving aeon stone*, or a *sprouting aeon stone*—perhaps even a *nourishing aeon stone* or *smoothing aeon stone* for the particularly lucky!

Aeon stone swarms are constructs composed of hundreds of magical gems called *aeon stones* that orbit around a central point in a tumultuous, ever-shifting mass. Each swarm is imbued with intelligence and composed of a collection of *aeon stones*, which can arrange themselves in a variety of configurations to activate unique resonant powers. While most aeon stone swarms adopt similar configurations, it's possible to create swarms with experimental structures, resulting in different or additional resonant powers.

AEON STONE SWARM

LARGE CONSTRUCT SWARM

HP 110; Immunities bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal, paralyzed, poison, precision, sickened, spirit, swarm mind, vitality, void; **Weaknesses** area damage 10, splash damage 10; **Resistances** piercing 10, slashing 10

- **Battering Orbit** ♦ (magical) Each enemy in the aeon stone swarm's space takes 5d6 bludgeoning damage (DC 28 basic Reflex save).

CLOCKWORK SENTRY

Clockworks are intricate, complex machines built by talented engineers and infused with magical energy. At the height of the Azlanti Empire, magitech clockworks were commonplace, from music boxes, toys, and vehicles, to bodyguards, soldiers, spies, and even nannies.

Clockwork sentries are four-armed constructs created to serve as guardians, programmed either to prevent access to a specific location or to keep targets from escaping a secured site. This makes them the perfect clockwork for serving in prisons, dungeons, vaults, and similar locations.

Winding Clockworks

A clockwork must be wound to remain operational. Each clockwork has the wind-up ability, with the specifics listed in its stat block. There are winding station locations in the adventure where a clockwork can return to be wound rather than having to rely upon another creature. The full rules for winding clockworks can be found in *Pathfinder Bestiary 3* on page 48.

CLOCKWORK SENTRY

CREATURE 8

UNCOMMON LARGE CLOCKWORK CONSTRUCT MINDLESS

Perception +16; darkvision, see the unseen

Skills Athletics +18 (+20 to Grapple, Shove, or Trip)


Str +6, **Dex** +3, **Con** +4, **Int** -5, **Wis** +4, **Cha** -5

Items average manacles (6)


Wind-Up 24 hours, DC 26, standby

AC 26; **Fort** +16, **Ref** +13, **Will** +16


HP 115; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal, paralyzed, poison, sickened, unconscious, vitality, void; **Weaknesses** electricity 10, orichalcum 10; **Resistances** physical 10 (except adamantite or orichalcum)


Sudden Seize  **Trigger** A creature within a clockwork sentry's reach uses a manipulate action or a move action, makes a ranged attack, or leaves a space during a move action it's using; **Effect** The clockwork sentry makes an Athletics check to Grapple the triggering creature.

Speed 25 feet


Melee  pneumatic swing +20 (magical, reach 10 feet),


Damage 2d10+10 bludgeoning plus Knockdown

Melee  fist +20 (agile, nonlethal, reach 10 feet), **Damage** 2d6+10 bludgeoning plus Grab

Ranged  pulse blast +17 (range increment 100 feet), **Damage** 3d6 force plus Push

Arcane Innate Spells DC 23; **5th** wall of stone; **4th** sleep; **3rd** paralyze, slow; **1st** grease; **Constant (2nd)** see the unseen

Arrest  **Trigger** The clockwork sentry has a creature restrained; **Effect** The clockwork sentry Interacts to place manacles on the restrained creature.

Tackle  The clockwork sentry Strides up to twice its Speed in a straight line. If it ends this movement in reach of a creature, it makes a fist Strike against that creature. On a hit or critical hit, the target takes an additional 1d6 bludgeoning damage and is knocked prone.



CLOCKWORK HOT SPOTS

Today, the nations of Alkenstar and New Thassilon, the church of Brigh, and the famed Clockwork Cathedral of Absalom are the primary sources for clockwork creation. Haunted clockworks from the Clicking Caverns often invade the nations of Nagajor and Xa Hoi.

THE BROKEN PALACE

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

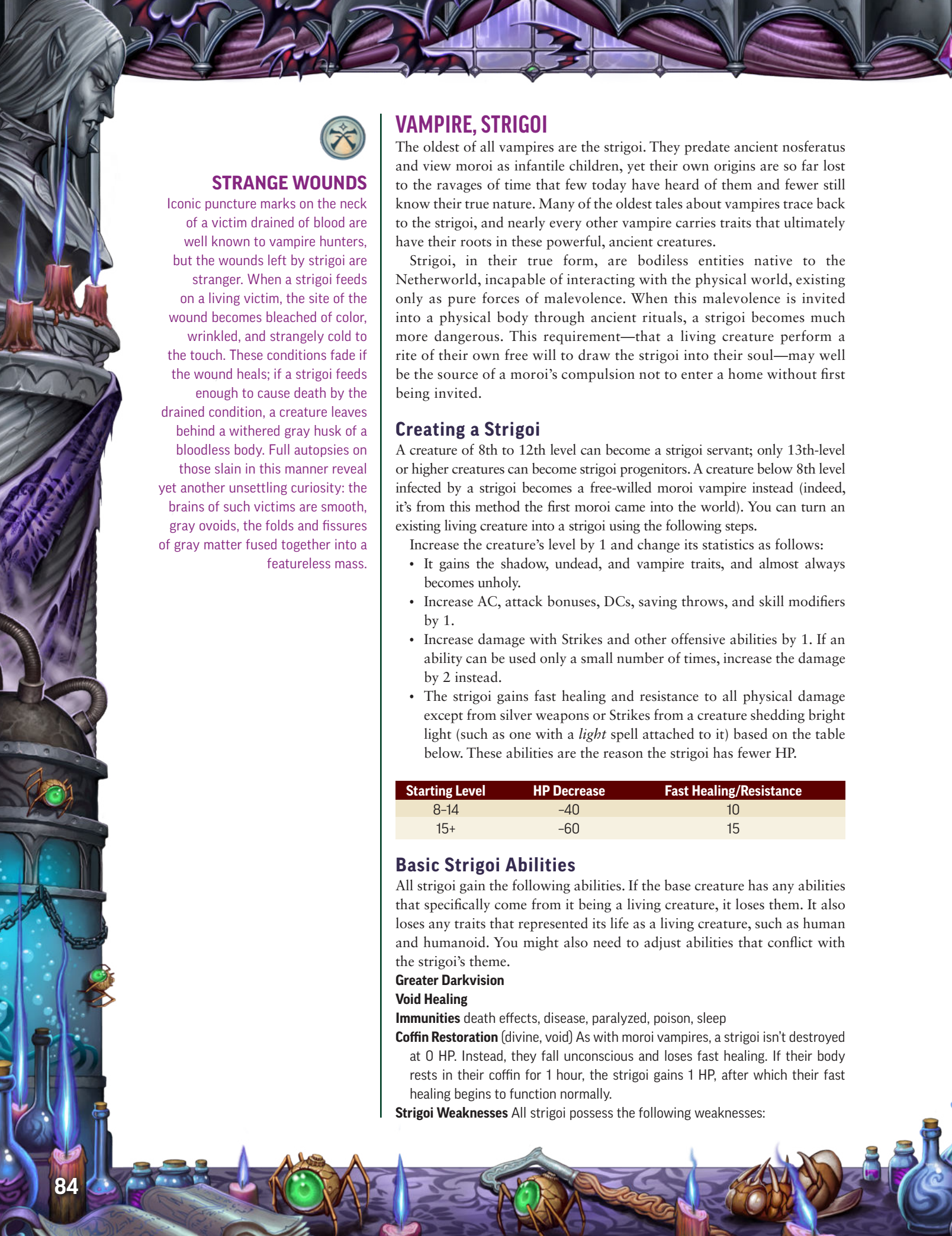
Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox





STRANGE WOUNDS

Iconic puncture marks on the neck of a victim drained of blood are well known to vampire hunters, but the wounds left by strigoi are stranger. When a strigoi feeds on a living victim, the site of the wound becomes bleached of color, wrinkled, and strangely cold to the touch. These conditions fade if the wound heals; if a strigoi feeds enough to cause death by the drained condition, a creature leaves behind a withered gray husk of a bloodless body. Full autopsies on those slain in this manner reveal yet another unsettling curiosity: the brains of such victims are smooth, gray ovoids, the folds and fissures of gray matter fused together into a featureless mass.

VAMPIRE, STRIGOI

The oldest of all vampires are the strigoi. They predate ancient nosferatus and view moroi as infantile children, yet their own origins are so far lost to the ravages of time that few today have heard of them and fewer still know their true nature. Many of the oldest tales about vampires trace back to the strigoi, and nearly every other vampire carries traits that ultimately have their roots in these powerful, ancient creatures.

Strigoi, in their true form, are bodiless entities native to the Netherworld, incapable of interacting with the physical world, existing only as pure forces of malevolence. When this malevolence is invited into a physical body through ancient rituals, a strigoi becomes much more dangerous. This requirement—that a living creature perform a rite of their own free will to draw the strigoi into their soul—may well be the source of a moroi's compulsion not to enter a home without first being invited.

Creating a Strigoi

A creature of 8th to 12th level can become a strigoi servant; only 13th-level or higher creatures can become strigoi progenitors. A creature below 8th level infected by a strigoi becomes a free-willed moroi vampire instead (indeed, it's from this method the first moroi came into the world). You can turn an existing living creature into a strigoi using the following steps.

Increase the creature's level by 1 and change its statistics as follows:

- It gains the shadow, undead, and vampire traits, and almost always becomes unholy.
- Increase AC, attack bonuses, DCs, saving throws, and skill modifiers by 1.
- Increase damage with Strikes and other offensive abilities by 1. If an ability can be used only a small number of times, increase the damage by 2 instead.
- The strigoi gains fast healing and resistance to all physical damage except from silver weapons or Strikes from a creature shedding bright light (such as one with a *light* spell attached to it) based on the table below. These abilities are the reason the strigoi has fewer HP.

Starting Level	HP Decrease	Fast Healing/Resistance
8-14	-40	10
15+	-60	15

Basic Strigoi Abilities

All strigoi gain the following abilities. If the base creature has any abilities that specifically come from it being a living creature, it loses them. It also loses any traits that represented its life as a living creature, such as human and humanoid. You might also need to adjust abilities that conflict with the strigoi's theme.

Greater Darkvision

Void Healing

Immunities death effects, disease, paralyzed, poison, sleep

Coffin Restoration (divine, void) As with moroi vampires, a strigoi isn't destroyed at 0 HP. Instead, they fall unconscious and loses fast healing. If their body rests in their coffin for 1 hour, the strigoi gains 1 HP, after which their fast healing begins to function normally.

Strigoi Weaknesses All strigoi possess the following weaknesses:

- **Revulsion** Strigoi are uncomfortable near mirrors or sources of bright light. Only a strigoi's shadow reflects in a mirror, and this often compels them to cover or destroy mirrors in their presence rather than risk their true nature being displayed. A strigoi can't voluntarily come within 10 feet of a brandished mirror or source of bright light. To brandish a mirror or light source, a creature must Interact to do so for 1 round (similar to Raising a Shield). If the strigoi involuntarily comes within 10 feet of a brandished mirror or light source, they gain the fleeing condition, running from the brandished object until they end an action beyond 10 feet. After 1 round of being exposed to the subject of their revulsion, a strigoi can attempt a DC 25 Will save as a single action, which has the concentrate trait. On a success, they overcome their revulsions for 1d6 rounds (or 1 hour on a critical success). A strigoi can move normally around mirrors or bright light sources that are not brandished, although doing so causes them discomfort that can be noticed with a successful Perception check to Sense Motive.
- **Sunlight** When exposed to direct sunlight, a strigoi immediately becomes unconscious and falls to the ground. They appear to be dead: they don't breathe, their body temperature matches their surroundings, and they don't react to pain or other stimuli. A successful Perception check against the strigoi's Reflex DC is enough to note one anomaly: the shadow cast by their "dead" body shifts and moves slightly, its edges twisting and active. Certain detection spells, senses like lifesense, and the "corpse" taking damage from vitality energy still function normally and could reveal the truth without a successful Perception check. Viewing the "corpse" in a mirror's reflection can also reveal the truth, for only the body's shadow reflects. While in sunlight and unconscious, the strigoi loses their resistance to physical damage. If the strigoi takes enough damage that they would be reduced to 0 Hit Points, their body quickly decomposes, and the strigoi is destroyed.
- **Water Revulsion** A strigoi cannot cross a significant source of running water (such as a creek, river, or waves on a seashore). A strigoi capable of flight can cross running water provided they approach no closer than 10 feet to the liquid's surface. If forced into running water against their will, the strigoi becomes slowed 2 and gains the fleeing condition as long as they remain in the water. At the end of any turn in which the strigoi remains in running water, they must succeed at a DC 5 flat check or be destroyed.

Levitation ♦♦ (divine, shadow) Strigoi can cast *levitate* at will as a divine innate spell; when they do so, they appear to ascend or descend on a coiling mass of shadows.

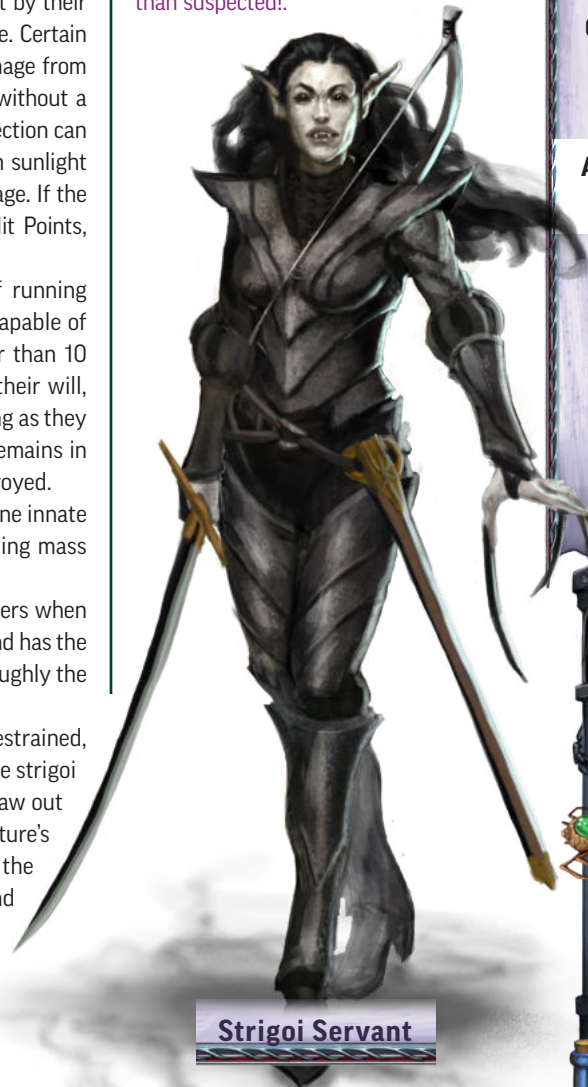
Claws If the creature had hands, their shadow solidifies around the fingers when they attack, granting them a claw Strike that deals slashing damage and has the agile and magic traits. The damage caused by their claws should be roughly the same as the moderate Strike damage for a creature of their level.

Drink Essence ♦ (divine) **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the strigoi's reach; **Effect** The strigoi sinks their fangs into the targeted creature to drink its blood and draw out its vital essence. This requires an Athletics check against the creature's Fortitude DC if the creature is grabbed and is automatic for any of the other conditions. The creature becomes drained 1 and stupefied 1, and the strigoi regains HP equal to 10% of their maximum HP, gaining any excess HP as temporary Hit Points. Drinking Essence from a creature that's already drained or stupefied doesn't restore any HP but increases either the creature's drained condition value or its stupefied condition value by 1 (whichever value



STRIGOI AND THE SUN

As long as they're not in shadow form, strigoi are more inconvenienced by sunlight than harmed by it, but being rendered unconscious certainly puts them at a disadvantage. As long as they're in an area where there's little risk of direct sunlight, such as being inside a room without exterior windows or doors, or in an underground area, some strigoi remain active during the day, only retreating to their coffins in emergencies. In so doing, these strigoi have further blended into society—there may be more of them than suspected!.



Strigoi Servant

THE BROKEN PALACE

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



IN SHADOWS

In their true form as a shadow without a body, a strigoi is more of a strange malevolent force akin to a soul than an actual creature.

In this form, a strigoi is capable of thought and emotion and can communicate with the shadowy forms of other strigoi, but they lack any way to communicate or interact with the physical world. Countless strigoi exist in this manner in the Netherworld, patiently waiting for the ritual that allows mortals to invite them in to be discovered again.

is lesser is increased; if both values are equal, then the strigoi chooses which condition to increase the value of).

A victim's drained condition decreases by 1 per week. A blood transfusion, which requires a successful DC 20 Medicine check and sufficient blood or a blood donor, reduces the drained value by 1 after 10 minutes.

A victim's stupefied condition decreases by 1 per day after performing daily preparations. If the daily preparations are done in full sunlight, the stupefied condition is removed entirely.

Grab The creature's claw attacks gain Grab. When they uses this ability, their shadowy claws seem to latch on to any shadows cast by the grabbed creature.

Shadow Form ♦ (concentrate, divine, shadow) The strigoi reverts to pure shadow and absorbs their body and gear into the darkness, or they shift back to their physical form. In shadow form, the strigoi gains a climb Speed equal to their land Speed and can move through any gap that isn't airtight. However, they can move only along solid surfaces that aren't highly reflective, not liquid or mirrored surfaces. If the surface they're on is destroyed, the strigoi returns to physical form and is stunned 1. The strigoi loses fast healing while in shadow form but can remain in shadow form indefinitely.

A strigoi that's exposed to sunlight while in shadow form becomes slowed 2 and must attempt a DC 16 flat check at the end of each of their turns. If they fail this flat check, they're destroyed, the shadow vanishing with a blood-curdling wail.

Strigoi Progenitor Abilities

Powerful strigoi that form from the fusion of a strigoi from the Netherworld and a living host gain additional abilities as detailed below. A creature below level 13 is not a significant enough host to become a strigoi progenitor.

Create Servitor (divine, downtime) As true vampire (*Monster Core* 335), but the victim must have been slain either by Domain of Dusk or Drink Essence. A victim that's 8th level or higher becomes a strigoi servant, while a lower-level victim instead becomes a moroi vampire.

Shadow Escape ♦ **Trigger** The strigoi is reduced to 0 HP; **Effect** The strigoi uses Shadow Form. They can take move actions to move toward their coffin even though they're at 0 HP. While at 0 HP in this form, the strigoi is unaffected by further damage. Once the strigoi reaches their coffin, or if they haven't done so within 2 hours, they automatically return to their physical form, unconscious.

Fly Speed Instead of being able to cast *levitate* at will, a strigoi progenitor gains a fly Speed equal to their land Speed. When a strigoi progenitor flies, they manifest batlike wings made of shadow.

Domain of Dusk ♦♦ (divine, shadow) **Frequency** once per minute; **Effect** With a wave of their hand, the strigoi calls forth vile ruination from the surrounding shadows, causing coils of darkness and shadowy bats, rats, and wolves to lash out at living targets in a 30-foot emanation. Living creatures in this area take 1d6 void damage + 1d6 void damage per 2 levels possessed by the strigoi with a basic Fortitude save against the DC of the strigoi's level. A creature that fails this save is also dazzled by the darkness for 1 round (or blinded for 1 round and then dazzled for 1 round on a critical failure).

Dominate ♦♦ (divine, incapacitation, mental, visual) As true vampire.

Drink Essence As strigoi, but the victim is drained 2 and stupefied 2 instead of 1.

Strigoi Servant

A strigoi servant typically serves at the command of a strigoi progenitor.

STRIGOI SERVANT

CREATURE 10

RARE MEDIUM SHADOW UNDEAD UNHOLY VAMPIRE

Perception +20; greater darkvision

Languages Common, Necril, Shadowtongue

Skills Acrobatics +21, Athletics +21, Deception +19, Stealth +23

Str +5, **Dex** +7, **Con** +5, **Int** +3, **Wis** +4, **Cha** +3

Items +1 leather armor, +1 striking longsword, shortbow (20 arrows)

AC 30; **Fort** +19, **Ref** +21, **Will** +18

HP 130, coffin restoration, fast healing 10, void healing; **Immunities** death effects, disease, paralyze, poison, sleep; **Weaknesses** strigoi weaknesses; **Resistances** all physical 10 (except silver or Strikes by a creature shedding bright light)

Speed 25 feet

Melee ♦ claw +21 (agile, magical), **Damage** 2d8+8 slashing plus Grab

Melee ♦ longsword +22 (magical, versatile P), **Damage** 2d8+8 slashing

Ranged ♦ shortbow +23 (deadly d10, range 60 feet), **Damage** 1d6+8 piercing

Divine Innate Spell DC 27; 5th *levitate* (at will)

Drink Essence ♦ (divine) When drinking essence, the strigoi servant regains 13 HP.

Shadow Form ♦ (concentrate, divine, shadow)

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

Strigoi Progenitor

These strigoi are intentionally summoned into willing hosts via foul magic rituals.

STRIGOI PROGENITOR

CREATURE 13

RARE MEDIUM SHADOW UNDEAD UNHOLY VAMPIRE

Perception +23; greater darkvision

Languages Common, Necril, Shadowtongue

Skills Acrobatics +25, Arcana +23, Athletics +25, Crafting +23,

Deception +26, Religion +22, Stealth +27

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

Items +1 resilient studded leather armor

AC 34; **Fort** +24, **Ref** +26, **Will** +22

HP 180, coffin restoration, fast healing 10, void healing;

Immunities death effects, disease, paralyze, poison, sleep; **Weaknesses** strigoi weaknesses; **Resistances** all physical 15 (except magical silver weapons or Strikes by a creature shedding bright light)

Shadow Escape ♦

Speed 25 feet, fly 25 feet

Melee ♦ claw +25 (agile, magical), **Damage** 3d8+14 slashing plus Grab

Create Servitor (divine, downtime)

Domain of Dusk ♦♦ (divine, shadow) 7d6 void damage (DC 31 basic Fortitude save)

Dominate ♦♦ (divine, incapacitation, mental, visual) DC 33

Drink Essence ♦ When drinking essence, the strigoi progenitor regains 18 HP.

Shadow Form ♦ (concentrate, divine, shadow)



NON-EVIL STRIGOI

Non-evil strigoi are even more rare than non-evil moroi, but they can, in theory, exist. Those who do are often haunted by the loss of sights forever barred to them, such as the sun or their own reflection. To non-evil strigoi, these things do not inspire revulsion, but instead a deep, overwhelming shame and self-loathing.

THE BROKEN PALACE

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn



Strigoi Progenitor



INSTRUMENTS

Conductors go to great lengths to acquire the finest instruments for their choirs, judging an individual singer's worth by their tone, emotion, endurance, and responsiveness. Vocalists who don't measure up to a conductor's standards are either played to death or passed on to other "less discerning" velstracs. Cherished instruments can expect to live a long, tortuous existence in a conductor's choir, receiving the best medical attention after each performance—at least until their voice gives out.

VELSTRAC

Velstracs arise from the souls of the most extreme masochistic or sadistic mortals who are judged by Pharasma and then sent on to the Netherworld. The fiends come in many horrific forms, which usually manifest in twisted display of their vile predilections in life, ranging from the low-ranking augurs to the maestros of suffering and mutilation called eremites. The process of transformation warps the velstrac's soul step by step, with other velstracs conveying their new members through untold chambers of pain among the dark reaches of the Netherworld. The velstracs are led by the pinnacles of their kind, a group of nine powerful fiends known as velstrac demagogues.

Once their transformation is complete, velstracs emerge as twisted artists who wield pain and despair like an instrument. They crave sensation, the more vile and horrifying, the better. They claim that this outlook is the one true path to perfection of the mind, body, and spirit, but in truth their administrations only deal out suffering and mutilation. Their corrupt attempts at perfection aren't limited to their victims, who they torture for as long as they possibly can until their bodies or minds fail, but also applied to themselves, testing their own resolve in a crucible of pain.

Velstracs feature in this adventure in a couple of ways. When Nizca and Deg failed to veil the sun in shadows using the *shadow beacon*, portions of the Netherworld overlaid En-Gokal. The velstracs, led by the velstrac conductor Jubilant, passed traveled from their shadowy realm into the mortal world of the Universe. When they arrived, they were amused by the predations of the vampires and their tenacity to hold the ruined prison, but they were especially delighted by Nizca, with whom they felt a kinship in shadow due to Nizca being an ancient strigoi—a perfect blend of shadow and vampire. Jubilant and their fellow velstracs obviously favored the plan to bring eternal darkness to Golarion, and thus they support Nizca in completing their horrifying mission, but who can say how long that support will last once the plan is complete?

In addition to the most prevalent influence of velstracs in the Ebon Tower, they also play another role for the primary antagonist, Nizca. As mentioned in the campaign, one of Nizca's motivations for escaping En-Gokal is to reunite with their lover from the time before Earthfall. A cruel yet handsome man, Lograsi was a worshipper of Aroggus, a powerful velstrac demagogue with the portfolios of possibility, revenge, and sanctuary. This connection was part of Nizca's reason to trust in Jubilant and their group of velstracs, knowing that her distant lover was of the faith.

Velstrac Conductor

Conductors are velstracs who believe screams of anguish to be the ultimate form of musical expression. These sadistic musicians compose "joyous symphonies" from the agonized howling of their tortured, captive choirs.

CONDUCTOR

CREATURE 9

UNCOMMON MEDIUM FIEND VELSTRAC

Perception +20; greater darkvision, painsight

Languages Chthonian, Common, Diabolic, Shadowtongue

Skills Acrobatics +19, Athletics +14, Deception +19, Diplomacy +19, Intimidation +19, Medicine +17, Performance +23, Religion +17, Stealth +19, Torture Lore +16

Str +3, **Dex** +6, **Con** +5, **Int** +3, **Wis** +5, **Cha** +6


Items conductor's baton

Painsight (divine) A velstrac automatically knows whether a creature it sees has any of the doomed, dying, and wounded conditions, as well as the value of those conditions.


AC 25; **Fort** +18, **Ref** +21, **Will** +18; +1 status to all saves vs. magic


HP 130, regeneration 10 (deactivated by holy or silver); **Immunities** cold; **Resistances** sonic 10; **Weaknesses** holy 10, silver 10


Horrifying Accompaniment (auditory, aura, divine, emotion, fear, mental) 30 feet. When a creature ends its turn in the aura, it hears every scream the velstrac conductor's victims have ever uttered. The creature must succeed at a DC 25 Will save or become frightened 2 (frightened 4 on a critical failure).

Sonic Redirection  (divine, sonic) **Trigger** A creature targets the velstrac conductor with an auditory or sonic effect or includes the conductor in the area of an auditory or sonic effect; **Effect** The conductor sings a note that resonates with the triggering effect, redirecting it to the triggering creature. The triggering creature becomes the target of the triggering effect, instead of the conductor.


Speed 25 feet, fly 25 feet (from fly)


Melee  claw +19 (agile, finesse, magical, unholy), **Damage** 4d6+7 slashing plus 1d6 persistent bleed

Melee  conductor's baton +19 (agile, finesse, magical, unholy), **Damage** 3d4+7 piercing plus 2d6 spirit


Ranged  pinpoint shriek +19 (divine, range increment 90 feet, sonic), **Damage** 4d6 sonic

Divine Innate Spells DC 28; **3rd** haste; **2nd** darkness; **Constant (4th)** fly

Focus Gaze  (concentration, divine, emotion, fear, mental) The velstrac conductor stares at a creature they can see within 30 feet. The creature must immediately attempt a Will save against the velstrac conductor's horrifying accompaniment aura. In addition, if the creature was already frightened, on a failed save the creature takes 1d6 persistent mental damage. After attempting this save, the creature is then temporarily immune for 1 hour.

Scream for Me  (divine, mental, sonic) **Frequency** once per round; **Effect** With a horrifying flourish and hungry smile, the velstrac conductor points their baton at a creature within 100 feet, compelling them to scream. The creature must attempt a DC 28 Will save. On a failure, they scream, taking 4d6 mental damage (8d6 on a critical failure) and dealing 2d6 sonic damage to all creatures in a 20-foot emanation (DC 28 basic Fortitude save).

Instead of targeting one creature, the conductor can choose to target all creatures in range that were compelled to scream by this ability last round.

Unholy Exaltation  (divine, sonic, unholy) The conductor lets out a terrible scream of joy, dealing 10d6 sonic damage to all creatures in either a 30-foot cone or a 90-foot line (DC 28 basic Will save). Holy creatures that fail this save are also sickened 2. The conductor can't use Unholy Exaltation again for 1d4 rounds.



TORTURED FRIENDSHIPS

Velstrac conductors are fairly amiable among their kind and often work with other velstracs. They particularly get along well with ostiarius velstracs and velstrac evangelists, who they tend to boss around. Though they find sacristans piteous, they're intrigued by their Shadow Scream ability.

THE BROKEN PALACE

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

creature
toolbo





Deg

Masterful engineer of lost Azlanti wonders

Deg is an inventive engineer who is equal parts obsessed with and inspired by the Azlanti technology found throughout En-Gokal. An excellent negotiator, he's become a leader among his people, but at heart he's more concerned with the technology around him than with the well-being of his fellow deros. Luckily for Deg, these twin drives frequently align. His reign is stable and prosperous, and he's considered one of the most accomplished and innovative leaders the deros have ever had.

HISTORY

Deg is an older dero, around 150 years old. He's been exploring the ruins of Azlant his entire life. When he discovered the prison of En-Gokal 90 years ago, he returned to his home in the Darklands and recruited dozens of dero to follow him to the site and assist in plundering the ruin for useful magic and technology.

Soon thereafter, Deg encountered Lady Nalushae. He agreed to help her and her court by providing them goods and supplies. In exchange, Deg received the freedom to explore En-Gokal, as well as the salvage rights to any unused magic and technology he and his followers discovered during their wandering. Prolonged exposure to the various vampires and their cults, as well as the ancient shrines dotted throughout En-Gokal, sparked Deg's faith in the gods collectively known as the Children of Night—Camazotz, Nin, Urgathoa, Yaezhing, and Zura.

Nizca joined Lady Nalushae at the Broken Palace three years ago and, in time, Deg and Nizca bonded over shared scientific curiosity, critical thinking, and thirst for knowledge. The pair became friends, and Deg introduced Nizca to a number of other residents of the prison, broadening the ancient vampire's horizons and giving them a spark of hope in the darkness of En-Gokal.

Together, Nizca and Deg moved into the Ebon Tower, establishing their own realm in the place they hoped would be their salvation. They cleared the Ebon Tower of dangers, moved in Deg's fellow deros, and made space for Nizca's vampire followers. They freed select prisoners from stasis, using them as labor, supporters, or sources of food. Thus established, the pair began their next big challenge: transforming the *quietus beam* into a device capable of blotting out the sun throughout the region, thus freeing Nizca and enabling Deg and his

people to live without fear of the sun. Deg named this modified device the *shadow beacon*, and its planning, creation, and calibration have consumed both his and Nizca's lives for the past two years.

Deg was injured when the *shadow beacon* malfunctioned—pierced by a tether of shadow that made him something slightly more than mortal. Deg has since recovered and now considers these recent setbacks with the *shadow beacon* as simply part of the scientific process. Unlike Nizca, he's not averse to making mistakes, regarding his errors as opportunities to learn, innovate, and adapt. Although Deg knows the equilibrium of his home and its occupants has been affected by the arrival of Jubilant and their followers, he considers the velstracs' penchant for torture no different than his own people's fondness for experimentation, and he finds their aloof and conniving attitudes akin to that of the vampires he's worked with for nearly a century. Deg trusts that, once the *shadow beacon* is activated and Nizca leaves to reunite with their lost love, he will find a way to live alongside his new vicious neighbors—whether this is wishful thinking on Deg's part remains to be seen!

CAMPAIGN ROLE

Deg is a leader among the deros and has shaped the lives of many of the people the PCs will interact with throughout the Ebon Tower. Nizca would have neither realm nor plans for the *shadow beacon* were it not for Deg, and the dero's importance throughout the narrative is, in many ways, more significant than that of Nizca herself. Yet, while Nizca is driven by dreams and grand ambitions, Deg values little except the fulfillment he receives from acts of creation and discovery. As a result, over time Deg has taken on a supportive role to Nizca, essentially serving as their second in command. It might be easy for the PCs to forget that Deg is an ingenious figure in his own right, as well as a leader who has kept his community of deros safe, prosperous, and stable in an ancient Azlanti ruin overrun by vampires and filled with volatile technology for nearly a century—an impressive accomplishment!

Deg's notes should give the PCs their first and most thorough account of the history of the Ebon Tower and the modifications he and Nizca have made to the

shadow beacon. And, of course, in the final encounter, Deg serves as Nizca's battle partner, facing off against the PCs rather than attempting to negotiate a truce, as he might have done in the past. Ultimately, Deg subscribing to Nizca's tenets of calculated mercilessness will result in his death.

DEG

CREATURE 9

UNIQUE SMALL DERO HUMANOID SHADOW

Male dero engineer

Perception +15; darkvision

Languages Aklo, Azlanti, Common, Necril, Sakvroth, Shadowtongue

Skills Acrobatics +17, Arcana +20, Azlanti Lore +20, Crafting +20, Diplomacy +15, Intimidation +15, Magitech Lore +20, Occultism +20, Religion +15, Society +20, Stealth +17

Str +0, **Dex** +4, **Con** +2, **Int** +5, **Wis** +2, **Cha** +2

Items aerosol canister (three doses of concentrated cytillesh gas), alchemist's toolkit, greater blast boots (*Pathfinder Guns & Gears* 67), crafter's eyepiece, cytillesh toolkit, engineer's toolkit, +2 *striking thundering gauntlet*, +1 *resilient ready hide armor*, greater impact foam chassis (*Guns & Gears* 70)

AC 27; **Fort** +15, **Ref** +21, **Will** +15

HP 170; **Immunities** confusion; **Resistances** poison 10, **Weaknesses** vulnerable to sunlight

Vulnerable to Sunlight Deg takes 18 damage for every hour he's exposed to sunlight.

Gas 'Em! ⚡ (poison) **Cost** 1 dose of concentrated cytillesh gas; **Trigger** A creature ends their movement adjacent to Deg; **Effect** With a flick of their wrist and a sadistic cackle, Deg triggers an aerosol canister at his hip, spraying the triggering creature with concentrated cytillesh gas.

Speed 20 feet

Melee ⚡ *gauntlet* +19 (agile, free-hand, magical), **Damage** 2d4+6 bludgeoning plus 1d6 sonic

Ranged ⚡ *energy expulsor innovation* +21 (magical, modular [acid, cold, electricity, fire sonic], range increment 100 feet), **Damage** 3d8+6 modular damage

Occult Innate Spells DC 28; **4th** *nightmare*, *rewrite memory*; **3rd** *darkness*, *revealing light*; **Cantrips** (5th) *daze*, *light*, *read aura*

Concentrated Fire ⚡⚡ (flourish) Deg makes two ranged Strikes with his *energy expulsor innovation* at a single target. Both attacks count toward his multiple attack penalty, but the penalty doesn't increase until after he's made both attacks.

Dero Medicine ⚡ (healing, manipulate) **Requirements** Deg is wearing a cytillesh toolkit and has a hand free; **Effect** Deg excises damaged flesh and crudely stitches wounds shut, healing himself or an ally in reach for 3d8+18 Hit Points. For 1 hour, the target has slashing weakness 5 and is immune to Dero Medicine.

Energy Expulsor Innovation Deg fights using a complex device he crafted from scavenged clockwork parts and ancient Azlanti magitech. This device, called an *energy expulsor innovation*, is a clockwork gun bulging with multiple glass canisters, each filled with a different, roiling magical energy. The device allows Deg to use his Concentrated Fire and Overclocked Blast abilities. It otherwise functions as a magical inventor weapon innovation (*Guns & Gears* 18) with no modifications.

Overclocked Blast ⚡⚡ Deg Interacts to set his *energy expulsor innovation* to the desired modular damage configuration, then overlocks his *energy expulsor innovation* and fires a massive blast of energy in a 100-foot line. This blast deals 8d8 damage (DC 28 basic Reflex save) of the type determined by the *energy expulsor innovation's* current configuration. Deg can't use Overclocked Blast again for 1d4 rounds.

Concentrated Cytillesh Gas (uncommon, alchemical, inhaled, poison); **Saving Throw** Fortitude DC 28; **Maximum Duration** 4 rounds; **Stage 1** 4d6 poison damage (1 round); **Stage 2** 5d6 poison damage and stupefied 1 (1 round); **Stage 3** 6d6 poison damage and stupefied 2 (1 round); **Stage 4** 6d6 poison damage and stupefied 3 and lose all memories made in the previous 10 minutes (1 round)



THE BROKEN PALACE

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox



Nizca Iricol

Calculated mastermind determined to reunite with their lover

Nizca Iricol is a vampire from the distant past, freed from stasis and fighting to escape the prison of En-Gokal. Stoic, logical, and inventive, they're a pious priest of Nin determined to perfect their body and hone their mind, reaching an enlightened state even Nin would be proud of. Yet, their fondest desire isn't related to their faith, but to their heart. Nizca seeks to reunite with their lost love, Lograsi, whom they sense is alive somewhere far to the east. This sentimental compulsion and long-dormant emotion is a constant source of frustration for Nizca. To resolve this discordance, they've come up with a plan to achieve their aims while forwarding Nin's tenants—they'll fill the sky with shadows pulled from the Netherworld, enabling their escape in a way that strengthens vampires and other creatures of the night. With their competing desires justified, Nizca now pours themselves into their work.

HISTORY

As a mortal in ancient Azlanti, Nizca ran a criminal empire, using their illicit proceeds to fund rabble-rousers and would-be revolutionaries. When Nizca expanded their operations and involved themselves with organizations associated with undead deities like Urgathoa and Zura, they found companionship and eventually love with Lograsi, a leading figure in a cult devoted to the velstrac demagogue Aroggus. In time, Nizca's and Lograsi's interests intertwined. Together, they accomplished much, further growing their criminal operations, undermining the Azlanti Empire, and even founding an undead cult of their own—this one devoted to the collection of deities known today as the Children of Night.

Recognizing a growing darkness in Nizca, Lograsi discovered a ritual that would open a pathway for a strigoi to enter their body from the Netherworld, transforming Nizca into something more than mortal. At the culmination of this ritual, Nizca became a strigoi—an incarnation he quickly came to regard as their true self. Afterward, Nizca and Lograsi amped up their activities and eventually drew the attention of the Aeon Imperative, who raided their hideout and took Nizca into custody. Lograsi escaped and fled to Thassilon, eventually finding sanctuary in Xin-Edasseril, where they were trapped when the city became suspended in time during Earthfall.

Due to the difficulties inherent in confining a strigoi, the Aeon Imperative transferred Nizca to a maximum-

security prison in the Azlanti countryside and placed them in stasis. During this imprisonment, Earthfall struck and Azlant was destroyed. The magically fortified prison of En-Gokal remained mostly intact, though buried under rock and sea. Most of the prison's inhabitants perished.

Over time, the prison's magical protections degraded, and Nizca experienced periodic moments of consciousness that felt like dreams. In these "dreams" Nizca heard words of wisdom and empowerment spoken by what they believed was the vampire deity Nin. These whispers spoke of improving oneself through deliberate thought and action. The mysterious histories of vampires and the theories of the foundations of undeath itself flowed into Nizca's mind, though such revelations would often vanish before Nizca's next period of wakefulness. Even as Nizca gained wisdom from the whispering shadows, their body shriveled and their life force ebbed. Nizca knew that when they eventually emerged from their prison, they would be a shadow of their former power. Though still locked away in stasis, Nizca grew determined not only to regain their freedom, but to perfect their vampiric form.

Five years ago, a tectonic shift cracked Nizca's stasis tube, finally allowing them to awaken fully. Like many prisoners of En-Gokal before them, Nizca awoke to a destroyed world. Through the disorientation of their painful awakening, however, Nizca felt a psychic ping that Lograsi was alive and somewhere far to the east.

Stranded and alone, Nizca wandered En-Gokal, eventually encountering Romi, Lady Nalushae and her court, and a community of deros led by Deg. Nizca found a true comrade in Deg, and the two embarked upon explorations together. When they discovered the *quietus beam* atop the Ebon Tower, they hatched a plan that would benefit both their kind: they would modify the *quietus beam*, tapping into the Netherworld to broadcast pure shadow into the atmosphere in an effort to block out the sun. Once the threat posed by the sun was nullified, Nizca could depart the island, and both the vampires and deros of En-Gokal could live without fear of the sun's dreaded light.

CAMPAIGN ROLE

Nizca is the primary antagonist of this adventure path. Their attempts to blot out the sun imperil the people of Talmandor's Bounty and to stop them, the PCs must battle their way through En-Gokal. In this

book, the PCs finally encounter Nizca's forces—a collection of foes who follow Nizca for a variety of reasons. The PCs witness atrocities and liberate plenty of captives, whose stories likely drive home the horrors Nizca and their fellows are capable of committing. At the pinnacle of the Ebon Tower, in the darkness cast by the *shadow beacon*, the PCs finally battle Nizca and their loyal friend Deg. When the *shadow beacon* malfunctions, the PCs must try their best to shut it down, destroy it, or reverse its hazardous effects.

NIZCA IRIKOL

CREATURE 11

UNIQUE MEDIUM STRIGOI UNDEAD VAMPIRE

Nonbinary Azlanti human strigoi cleric of Nin

Perception +24; greater darkvision

Languages Azlanti, Common, Draconic, Elven, Necril, Shadowtongue, Sakvroth, Strix

Skills Acrobatics +21, Azlanti Lore +22, Crafting +22, Deception +19, Diplomacy +19, Intimidation +19, Magitech Lore +22, Nin Lore +22, Occultism +22, Religion +22, Society +22, Stealth +21, Thievery +21

Str +5, **Dex** +6, **Con** +3, **Int** +7, **Wis** +7, **Cha** +4

Items +1 resilient explorer's clothing, greater pendant of the occult, religious symbol of Nin, scroll of chilling darkness (5th-rank; ×2), +2 striking sword cane

AC 29; **Fort** +18, **Ref** +21, **Will** +24

HP 170, coffin restoration, fast healing 10, void healing; **Immunities** death effects, disease, paralyze, poison, sleep; **Resistances** all physical 10 (except silver or weapons shedding bright light); **Weaknesses** strigoi weaknesses

Roiling Shades (aura, divine, shadow) 20 feet. The shadows around Nizca constantly shift and roil, battering their foes. Enemies treat the area within the aura as difficult terrain.

Calculated Escape (divine, teleportation)

Trigger Nizca is the target of a Strike or would attempt a Reflex save against a harmful effect; **Effect** In a flash of sudden insight, Nizca calculates the trajectory of the attack, slips into shadows, and reemerges just out of the way. Nizca gains a +2 circumstance bonus to AC against the triggering Strike or to Reflex saves against the triggering effect. After the attack or effect is resolved, Nizca teleports to an occupied

space within 20 feet; **Special** If the triggering Strike was a hit or a critical hit, or Nizca failed or critically failed the saving throw against the triggering effect, this use of Calculated Escape retroactively counts as a free action, rather than a reaction.

Spiteful Escape (divine) **Trigger** Nizca is reduced to 0 Hit Points; **Effect** Nizca uses Shadow Form, then flies into the *shadow beacon* even though they're at 0 Hit Points. While at 0 Hit Points in this form, Nizca is unaffected by further damage. Once they reach the *shadow beacon*, their spirit becomes permanently fused with it and is destroyed only when the *shadow beacon* is destroyed.

Speed 25 feet, fly 25 feet (on manifested batlike wings of shadow)

Melee (divine) **sword cane** +22 (agile, concealable, finesse), **Damage** 2d6+11 piercing

Melee (divine) **claw** +20 (agile, magical), **Damage** 2d10+11 slashing plus Grab

Divine Prepared Spells DC 30, attack +22; **6th harm** (×5), *spirit blast*, *vampiric exsanguination*; **5th command**, *shadow blast* (×2); **4th harm**, *resist energy*, *telepathy*; **3rd blindness**, *fear*, *translate*;

2nd darkness, *dispel magic*, *see the unseen*; **1st bless**, *enfeeble*, *share lore*; **Cantrips (6th)** *daze*, *detect magic*, *read aura*, *sigil*, *void warp*

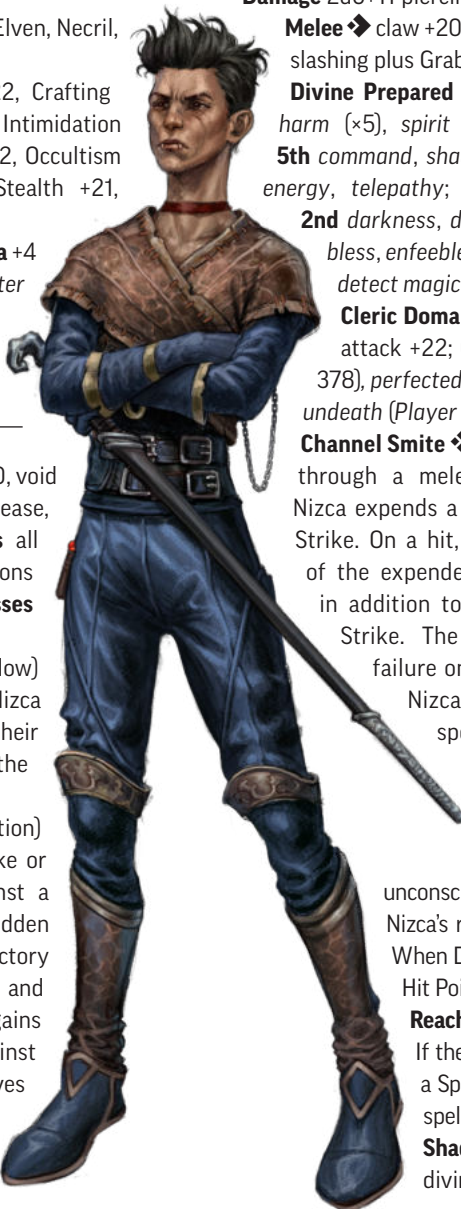
Cleric Domain Spells 3 Focus Points, DC 30, attack +22; **6th perfected body** (Player Core 378), *perfected mind* (Player Core 378), *touch of undeath* (Player Core 380)

Channel Smite (divine) Nizca siphons death through a melee attack and into their foe. Nizca expends a *harm* spell and makes a melee Strike. On a hit, they cast the 1-action version of the expended spell to damage the target, in addition to the normal damage from the Strike. The target automatically gets a failure on its save (or a critical failure if Nizca's Strike was a critical hit). The spell doesn't have the manipulate trait when cast this way.

Drink Essence (divine, void) **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within Nizca's reach; **Effect** As strigoi (page 85). When Drinking Essence, Nizca regains 15 Hit Points.

Reach Spell (concentrate, spellshape) If the next action Nizca uses is to Cast a Spell that has a range, increase that spell's range by 30 feet.

Shadow Form (concentrate, divine, shadow) As strigoi (page 86).



THE BROKEN PALACE

Chapter 1:
Shades of
the Past

Chapter 2:
Tangled
Shadows

Chapter 3:
Darkening
Dawn

Continuing
the
Campaign

Nin

Adventure
Toolbox

NEXT MONTH

The Acropolis Pyre

by John Compton and Kendra Leigh Speedling

The Myth-Speaker Adventure Path begins! Visit a land steeped in mythic power, legendary beasts, and ancient history. After the death of a god, what fate awaits the hero-gods of Iblydos?

In “The Acropolis Pyre,” the PCs witness an ominous meteor strike and investigate. What they find won’t just transform them into mythic hero-gods but also incite the city to violent revelry. Can the new hero-gods stop the city from self-destruction?

More About Iblydos!

by John Compton

Learn about the City of Pyres, Bailax and more about the hero-gods of Iblydos in two exciting articles.

Adventure Toolbox and More!

A collection of new gear, spells, feats, and creatures from the mythic isles of Iblydos, from the mischievous torchbearer to the pyrefowl, are in this volume’s Adventure Toolbox! Don’t miss out on a single Adventure Path volume—visit paizo.com/pathfinder and subscribe today!

PAIZO INC.

Creative Directors • James Jacobs and Luis Loza
Associate Publisher • Thurston Hillman
Director of Games • Jason Bulmahn
Director of Visual Design • Sonja Morris
Director of Narrative • Adam Daigle
Creative Manager (Starfinder) • Jenny Jarzabski
Lead Developers • James Case and John Compton
Senior Developers • Jessica Catalan and Eleanor Ferron
Developers • Bill Fischer, Michelle Y. Kim, Mike Kimmel, Dustin Knight, and Landon Winkler
Lead Designer (Games) • Joe Pasini
Organized Play Line Developers • Josh Foster and Shay Snow
Pathfinder Lead Designer • Logan Bonner
Senior Designer • Jason Keeley
Designers • Joshua Birdsong and Ivis K. Flanagan
Managing Editor • Patrick Hurlay
Lead Editor • Avi Kool
Senior Editors • Ianara Natividad, Solomon St. John, and Simone D. Sallé
Editors • Felix Dritz, Priscilla N. Lagares, Lynne M. Meyer, and Zac Moran
Concept Art Director • Kent Hamilton
Managing Art Director • Adam Vick
Art Director • Kyle Hunter
Senior Graphic Designer • Emily Crowell
Graphic Designer • Adriana Gasperi
Production Designer • Danika Wirth
Director of Brand Strategy • Mark Moreland
Paizo CEO • Lisa Stevens
President • Jim Butler
Chief Creative Officer • Erik Mona
Vice President of People & Culture • Maggie Gallagher
Vice President of Sales & Operations • Mike Webb

Vice President of Technology • Rei Ko
Controller • William Jorenby
Accountant • Pasha Jurgensen
Director of Sales • Cosmo Eisele
E-Commerce Manager • Lyle Borders
Sales & E-Commerce Assistant • Mika Hawkins
Director of Licensing • John Feil
Director of Marketing • BJ Hensley
Marketing and Licensing Coordinator • Raychael Allor
Marketing and Media Specialist • Rue Dickey
Community and Social Media Specialist • Maya Coleman
Organized Play Coordinator • Alex Speidel
Director of Project Management • Glenn Elliott
Project Manager • Lee Aula
Finance Operations Specialist • B. Scott Keim
Digital Products Lead • Andrew White
Software Architect • Brian Bauman
Senior Software Developer • Robert Brandenburg
Software Test Engineer • Erik Keith
System Administrators II • Whitney Chatterjee and Josh Thornton
Web Content Manager • Maryssa Mari
Webstore Coordinator • Katina Davis
Customer Service Representatives • Kait Chase, Summer Foerch, and James Oakes
Director of Operations • Jeff Strand
Warehouse Manager • Matt Byrd
Logistics Coordinator • Kevin Underwood
Warehouse Distribution Lead • Heather Payne
Warehouse Team • Katie Butterworth, Danielle Cavanagh, Alexander Crain, Zavier Hooppaw, and Dave Spalione

ORC Notice

This product is licensed under the ORC License located at the Library of Congress at TX 9-307-067 and available online at various locations including paizo.com/orclicense, azoralaw.com/orclicense, and others. All warranties are disclaimed as set forth therein.

Attribution: This product is original game content and is not based on a licensed game system.

If you use our Licensed Material in your own published work, please credit us in your product as follows:

Pathfinder Adventure Path #215: To Blot Out the Sun © 2025, Paizo Inc.; Author: Jessica Catalan.

Reserved Material: Reserved Material elements in this product include all elements designated as Reserved Material under the ORC License. To avoid confusion, such items include: All trademarks, registered trademarks,

proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, organizations, plots, storylines, and trade dress.

Expressly Designated Licensed Material: This product contains no Expressly Designated Licensed Material.



Pathfinder Adventure Path #215: To Blot Out the Sun © 2025, Paizo Inc. Paizo, the Paizo golem, Pathfinder, Starfinder, and other trademarks owned by Paizo are property of Paizo Inc. All rights reserved.

Produced using ecologically sourced FSC® certified paper and soy ink.
Printed in China. *Here comes midnight with the dead moon in its jaws.*

PATHFINDER

TEST YOUR FAITH

Gods are unknowable beings, but their influence is exceedingly evident. Worlds rise and break through the will of the gods, and it's through their followers that the greatest miracles are born. *Pathfinder Lost Omens Divine Mysteries* takes a look at all things divine. From learning what it takes to become a god, to how gods grant power to their worshippers, and even the ways a god might die, this tome offers anything the would-be faithful could want. The book also includes details on hundreds of gods and philosophies common among the Lost Omens setting and exciting character options for adventurers of all types, regardless of their divine gifts, so you can take up weapons and magic of your god!

LOST OMENS

DIVINE MYSTERIES



PATHFINDER

WAR OF IMMORTALS



GO BEYOND LEGENDARY!

A god has been slain and nothing shall ever be the same again! As war and destruction spread across the world, new heroes must rise to the occasion and take arms to protect its mortal inhabitants. Lay claim to your own spark of divinity and charge into battle as a mighty exemplar, or call upon the power of spiritual allies as a wise animist. Alongside these new classes are rules for running mythic games, archetypes for playing legendary characters, and a wide array of new items, spells, and monsters to tell stories straight out of myth!

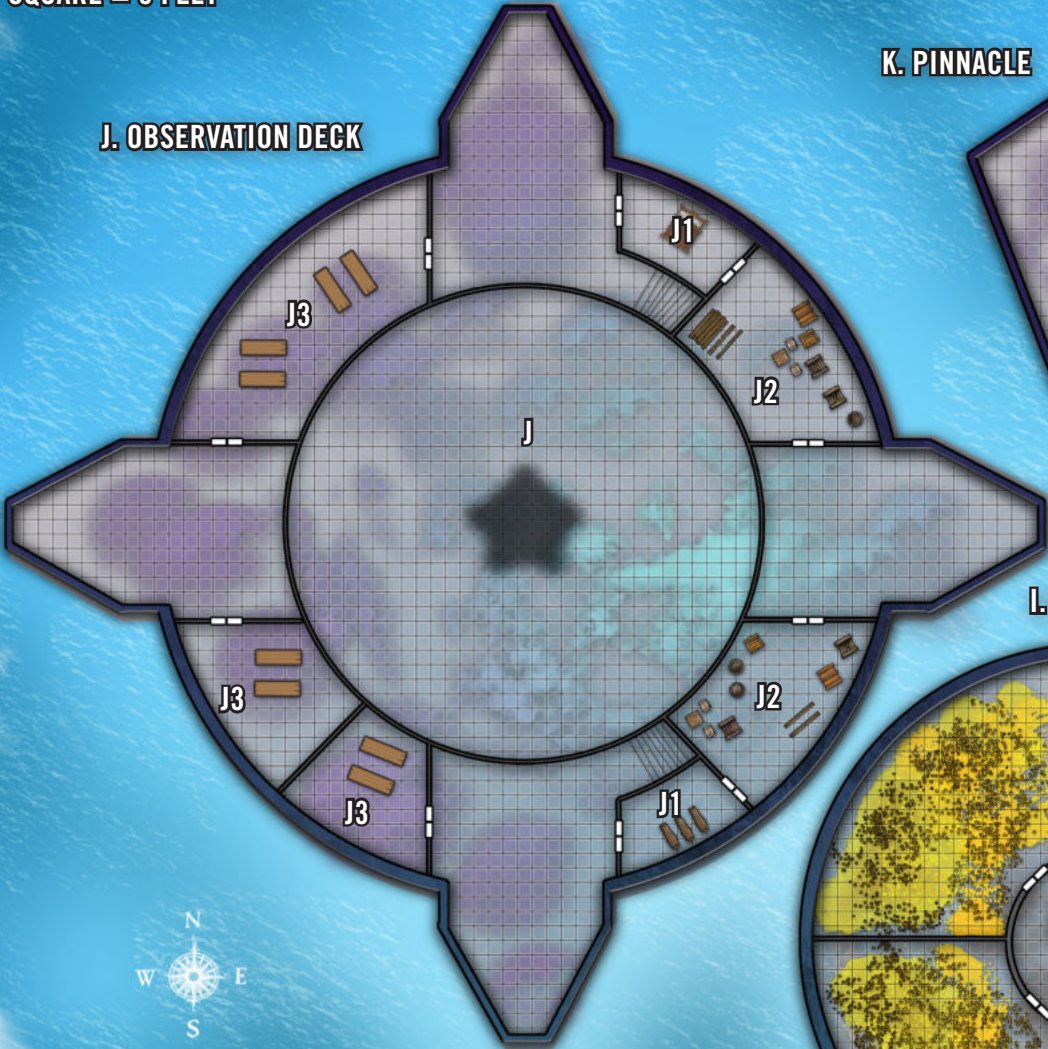


paizo

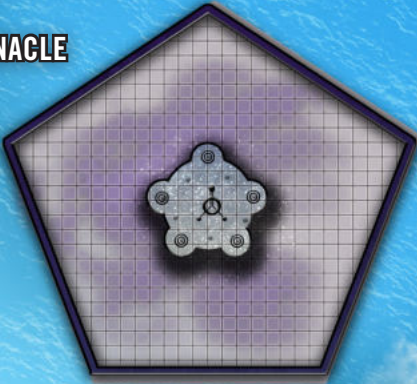
© 2025, Paizo Inc. Paizo, the Paizo golem, Pathfinder, Starfinder, and other trademarks owned by Paizo are property of Paizo Inc. All rights reserved.

THE EBON TOWER
1 SQUARE = 5 FEET

J. OBSERVATION DECK



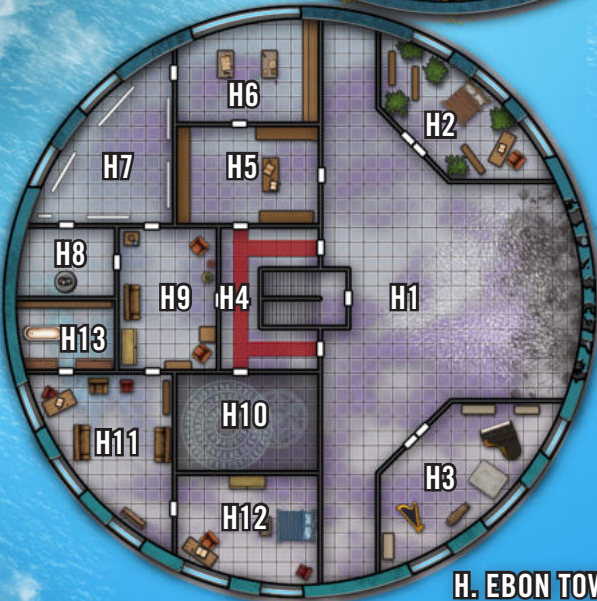
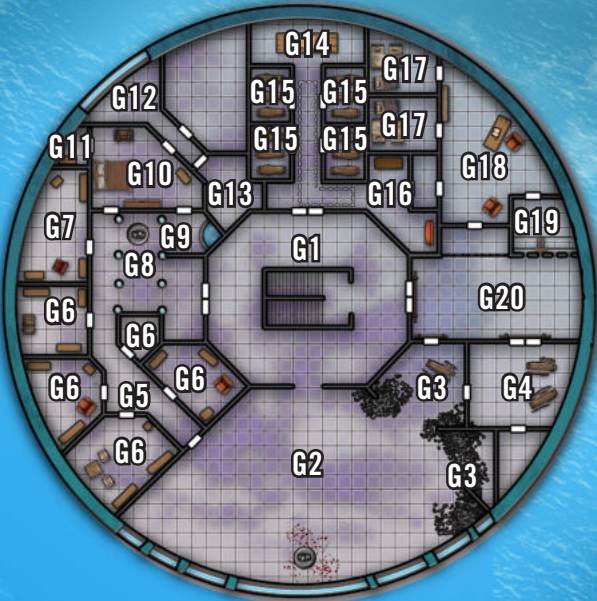
K. PINNACLE



I. EBON TOWER: FLOOR 4



G. EBON TOWER: FLOOR 2



H. EBON TOWER: FLOOR 3

ADVENTURE

... And Bring Endless Night

On the trail of Nizca, the vampire who orchestrated the plan to shroud the sun in shadow, the PCs must ascend the tower from within, fighting past deadly guardians and strange Azlanti magic and machinery to reach the tower's top where Nizca races to repair their device and blot out the sun. The Shades of Blood Adventure Path wraps up with "To Blot Out the Sun," a complete adventure for 7th- to 10th-level characters.



paizo.com/pathfinder

PATHFINDER



Printed in China.

PZ015215-SC

