



# BETRAYAL IN THE BONES

By Tom Phillips





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## HOW TO PLAY

*Pathfinder Society Scenario #9-25: Betrayal in the Bones* is a Pathfinder Society Scenario designed for 12th- through 15th-level characters (Tier 12-15; Subtiers 12-13 and 14-15). This scenario is designed for play in the Pathfinder Society Roleplaying Guild campaign, but it can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at [PathfinderSociety.club](http://PathfinderSociety.club).



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## GM RESOURCES

This adventure makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide* (APG), *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG Bestiary 4*, *Pathfinder RPG Bestiary 5*, *Pathfinder RPG Ultimate Combat* (UC), and *Pathfinder RPG Ultimate Equipment* (UE). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Pathfinder Reference Document at [pfrd.info](http://pfrd.info), and the relevant rules from the Bestiary volumes are reprinted in the appendix for the GM's convenience.

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# BETRAYAL IN THE BONES

By Tom Phillips



In the course of exploring ruins, making alliances, and repelling looters, the Pathfinder Society has made many enemies. One of these more influential enemies is Grandmaster Torch, a former Pathfinder who has pursued vengeance against the Society after its leaders abandoned him to die. Several months ago, he coordinated a host of the Society's old enemies—including the assassin Pasha Muhlia al-Jakri, the former venture-captain Thurl, the glabrezu Koth'Vaul, and the night hag Aslynn—and provided them with the tools necessary to besiege Absalom. The invasion failed, thanks in part to the Society's aid, and Muhlia and Thurl have become wanted criminals in numerous countries.

In the aftermath of the invasion, one of Muhlia's spies fell prey to Okeno pirates. In exchange for rescuing him, the turncoat provided the Society with valuable intelligence they used to track down Muhlia, systematically sever her alliances with powerful patrons who were ignorant of her crimes, and then capture her. Everything was ready for her to be extradited to Absalom for trial. However, Thurl was still nowhere to be found. In a calculated maneuver, the Society concocted a plan to leave Muhlia an opening to escape, knowing that without any friends of her own, she would seek out her trusted ally Thurl. Using the same crystal ball with which she had so often spied on the Pathfinders and Absalom's elite, the Society's spellcasters tracked Muhlia to the peaks of southern Druma, where she and Thurl sealed themselves within a dangerous redoubt of the latter's design, with dangerous traps, new allies, resistance to scrying, and lethal defenses against magical assault.

The Society may have a track record for sending agents into dangerous situations, but assaulting even this site would have been far too risky. For all its defenses, the fortress left Muhlia and Thurl utterly reliant on Muhlia's shattered spy network for news, and even then most of their information arrived courtesy of Grandmaster Torch. After intercepting one of Torch's couriers, the Society impersonated Torch's agents and delivered false intelligence to Muhlia's contact in Druma. Acting on this misinformation—claiming the Society was ready to exploit a hidden flaw in their current hideout—the two abandoned their stronghold and fled into the Five Kings Mountains in search of a more defensible location.

## WHERE ON GOLARION?

This scenario takes place within the ossuary of Taal Mornat, located in a secluded valley in the heart of the Five Kings Mountains, about 20 miles west of the city of Larrad. For more information on the Five Kings Mountains region, see the *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Player Companion: Dwarves of Golarion*. These resources are available in bookstores and game stores worldwide and online from paizo.com.



Familiar with the region, Thurl led them to Taal Mornat, an isolated ossuary where the bodies of important priests of Magrim have been interred for centuries. The local dwarves learned of this trespass, but not before Thurl sealed the entrance with an extradimensional labyrinth pulled from Baphomet's Abyssal realm. Anyone attempting to navigate the labyrinth without an enchanted labyrinth token—assuming they survive the horrors within—eventually stumbles back out from whence they came.

Thurl's specialty is the creation of stitched-flesh demonic abominations, and he found ample building material among the magically preserved dwarf corpses and cleaned bones within the ossuary. There, Thurl has gathered a set of enchanted runeplates, important religious icons of Magrim's





## A DANGEROUS MISSION

Beginning in Season 4, all scenarios operate under the assumption that there are six players in the group and provide notes for scaling down the adventures for smaller groups. *Betrayal in the Bones* also provides notes for scaling the difficulty up. Playing an even harder version of the scenario doesn't offer extra rewards; it's available solely to provide groups a legal way to face a greater challenge and win bragging rights. Make this option available to the players before the game begins, and use the notes for scaling up only if all the players explicitly agree to take on the extra challenge. Be cognizant of the players' desires; if even one is hesitant or must be pressured into participating on "hard mode," don't use this option. Also keep in mind that tougher battles take longer to finish, so using this option could cause the adventure to run considerably longer than a 4- to 5-hour slot.

faith. They include *Aeruk*, which symbolizes Magrim's duty to guide the dwarven dead to the River of Souls; *Chasarad*, which symbolizes the ability to measure the worth of a dwarven soul; *Hurenarr*, which symbolizes the shielding of dwarven burial sites; and *Urdrekk*, which symbolizes Magrim's role in protecting dwarven petitioners from corruption once their souls pass into the Great Beyond. With these sacred relics in hand, Thurl plans to corrupt them and divert their divine power to fuel the completion of his unholy transformation into a powerful gallu demon. With each passing day, Thurl's force of desecrated dwarven monstrosities grows and the dwarf abomination comes one step closer to attaining a powerful demonic form. It's important to note, however, as time goes on, Muhlia al-Jakri looks on with growing disgust on Thurl as she laments her decision to throw in her lot in with this demoniac.

The Society learned of Thurl's and Muhlia's destination shortly after he departed, and the dwarves of Taal Mornat have invited the Pathfinders to enter the ossuary and vanquish the villains inside. Fortunately, the Pathfinders recovered a labyrinth token from Muhlia's spy earlier that should allow the bearers to traverse Thurl's labyrinth with minimal difficulty. Whatever lies beyond, though, they must defeat on their own.

## SUMMARY

Dispatched to the Five Kings Mountains to bring the dangerous former venture-captain Thurl and the assassin Pasha Muhlia al-Jakri to justice, the Pathfinders begin at the entrance to the sacred dwarven ossuary of Taal Mornat. After meeting with the dwarven priest of Magrim responsible for reclaiming and cleansing the ossuary from Thurl's demonic taint, the Pathfinders use a magical token obtained from one of Muhlia's agents to navigate an otherwise impassible

labyrinth brought to Golarion from the reeking depths of the Abyss, where they face off against demonic minotaurs and have the opportunity to rescue a band of dwarf warriors that had fallen into the minotaurs' hands. When the Pathfinders exit the labyrinth, they explore the now-despoiled ossuary of Taal Mornat, a place sacred to the dwarven followers of Magrim. Possibly guided by the enchanted skull of a long-dead dwarven architect, the Pathfinders fight their way through demons and Thurl's terrible demonflesh abominations, enormous constructs made of the flesh and bones harvested from scores of dwarven remains and stitched together with gobbets of demons' flesh. After bypassing a trapped chamber dominated by a lake of bubbling magma, the Pathfinders enter the ossuary's inner sanctum, where the most honored high priests of Magrim are interred. Here, the Pathfinders face off against more of Thurl's demons and demonflesh abominations, before facing the demonic abomination Thurl himself—possibly with the help of Muhlia al-Jakri.

## GETTING STARTED

A week ago, while between assignments, the PCs were contacted by an agent of Venture-Captain Ambrus Valsin, who handed them a small rune-carved stone disc (a labyrinth token) and a hastily scrawled letter penned in Valsin's own hand. Give the players **Handout #1**.

The journey to Larrad and then to the isolated alpine valley containing Taal Mornat takes the PCs roughly a week and is uneventful. The dwarf guiding the PCs to Taal Mornat is quiet and respectful, but she knows little about the ossuary. An expert guide, she leads the PCs through several days of hard travel along perilous mountain paths and subterranean tunnels, until they reach a narrow valley dominated by a thick forest of evergreens split by meandering streams. A winding, well-marked path leads through the woods leading toward the far side of the valley where the sheer granite cliff face is pierced by a cave entrance that leads to Taal Mornat. Encamped a hundred yards from the mouth of the cave is Kolm Durrendar's small army of dwarf warriors and warrior-priests, their tents and banners marking them as devotees of Magrim.

Upon reaching the camp, the PCs are ushered into Kolm Durrendar's tent. Read or paraphrase the following to get the adventure under way.

Lit by a brazier of hot coals and several hanging oil lamps, the warm interior of Kolm Durrendar's tent is a welcome break from the cold wind coming off the mountains outside. The scarred, middle-aged dwarf has a full, square-cut beard that hangs just past his belly. His pale-blue eyes are friendly, though worry lines and signs of fatigue mar his otherwise handsome features. He wears a suit of battle-worn plate armor under robes that identify him as a priest of Magrim.



"Thank you for coming," Kolm says. "Ambrus said we could rely on you and I'd trust that man with the lives of my children."

The dwarf gestures toward the tent's south wall, in the direction of the cave mouth. "That cave marks the entrance to Taal Mornat, an ossuary sacred to the followers of the Taskmaster. Your enemies have sealed themselves inside and conjured up a magical labyrinth that has my forces confounded. The labyrinth was here when we arrived a week ago. Since then, I've sent five well-armed squads inside—that's fifty veteran soldiers—and only one squad returned, and they lost more than half of their number. The survivors reported that a labyrinth of tunnels and halls now blocks the way between us and the ossuary complex. They were trapped in the maze for hours and eventually ambushed by a band of demonic minotaurs. After witnessing the slaughter and capture of their comrades, the survivors fled. Once again, they wandered the labyrinth for hours before they staggered out of the cave entrance. But that's not the worst of it. An hour after the survivors emerged from the ossuary, these horrors appeared."

Kolm gestures to a large pile of blood-smeared, oddly calcified bones lying nearby. "Three of these things—towering skeletal giants constructed from petrified bones and draped with bloody ribbons of flesh—fell upon my army. They slew twenty of us before we finally brought them down."

The angry dwarf's body trembles with the memory of the slaughter. After a long moment, he unclenches his fists, clears his throat, and regains his composure. "Ambrus tells me you can breach this infernal labyrinth. I implore you to do so immediately and put an end to this threat. I shudder to think what would happen to my people if an army of these things emerged from that damnable place, much less what your foes are doing to the bodies of my predecessors."

The PCs likely have questions for Kolm. The following are possible questions and his answers and several knowledge check opportunities for the PCs. Afterwards, if the PCs need to purchase any weapons or supplies before entering the ossuary, give them an opportunity to do so now. Kolm's army can sell the PCs any gear worth no more than 1,000 gp.

**Can you provide us with a map of the ossuary?**  
"Unfortunately, no. Most Magrimite sites are living structures, like their workshops, but this ossuary is rarely used and only for interring the honored dead. I know that the Cave of Heroes is among the first areas you'll find, and the deeper areas contain those dwarves who built the tombs centuries ago. The attending priest would know the way, but she likely met her end when Thurl attacked."

**What dangerous traps or guardians can we expect to face?**  
"The magma deep below the earth still pushes upward in places, and I know that Taal Mornat boasts a magma chamber with a deadly trap of some form. I believe a family of lava drakes has made that place their home there and occasionally leave through a fumarole in the mountainside high above."

## Through the Fumarole

The volcanically active fissure through which lava drakes reach the lower ossuary (area **C**) is nearly unnavigable. However, for high-level PCs, almost anything is possible. To use these tunnels instead of the labyrinth, the PCs must overcome three major obstacles.

**Heat:** The fumarole's interior is so hot that it deals 1d6 points of fire damage to anyone inside each round, and approximately once per 5 minutes a gout of especially hot air deals 5d6 points of fire damage to each PC. A PC who has fire resistance 30 effectively ignores this hazard.

**Toxins:** Poisonous gases seep from deep in the earth, functioning as an inhaled poison with a frequency of 1/minute (3 minutes) and no onset time. Each failed save deals 1d2 points of Constitution damage (DC 22). Because this is an inhaled poison, magic such as *life bubble* can protect against the effect.

**Navigation:** The narrow tunnels and scorched natural chimneys are baffling and confounding to navigate. Unless a PC succeeds at a DC 30 Knowledge (dungeoneering) or Survival check, the Pathfinders can't even find their way. Even then, the trip takes 120 minutes, minus 5 minutes for every point by which the PC's result exceeds the DC (minimum 40 minutes). Using find the path results in an effective skill check result of 45.

If the PCs can ignore all three hazards, they can traverse the tunnels and reach area **B**, bypassing area **A** entirely. If the PCs cannot overcome all three hazards, it should quickly become apparent that using the fumarole is untenable. If the PCs insist on using this route despite not bypassing the hazards, it's likely best to expedite the damage rolls and saving throws, even rolling a fraction of them and multiplying the damage sustained.

**Can we enter the ossuary through the fumarole?** Kolm Durrendar seems uneasy. "I don't believe that wise. If the toxic gases don't kill you, then the extreme heat surely would. Even then, I understand the fumarole's linked to its own labyrinth of steep tunnels and treacherous shafts. No one has mapped it, and it could take weeks to navigate your way through. Magrim only knows how the drakes manage it."

## KNOWLEDGE (HISTORY)

PCs who are knowledgeable about history can recall facts about Taal Mornat. They learn all of the information with a DC equal to or less than the result of their check. Kolm can also provide this information as though he had a result of 25.

**15+:** The dwarves built Taal Mornat 600 years ago to entomb the faithful of Magrim, especially those who served the Cathedral of Magrim in Larrad. Over the centuries, the site became the final resting place for scores of celebrated





## Navigating the Labyrinth

Only Thurl or someone bearing a *labyrinth token* can successfully navigate the entire maze, appearing in area **A1** after traveling for 1d4 hours. Upon exiting area **A1**, someone who has a *labyrinth token* either reaches area **B1** or the cave's entrance in another 1d4 hours, depending on where the individual holding the token is determined to go. Setting a direction is intuitive, requiring no verbal or mental commands. Creatures without a *labyrinth token* wander the maze for 4d6 hours before they are returned to the labyrinth's entrance (30% chance) or wander into area **A1** (70% chance). After leaving area **A1**, creatures without a *labyrinth token* wander the maze for another 4d6 hours before they are returned to the labyrinth's entrance. Using *find the path* reduces these travel times to the minimum possible result but doesn't overcome the need for a *labyrinth token*.

dwarf heroes and is thus considered both a holy place and an important cultural site to the dwarves.

**25+:** Taal Mornat has no permanent staff. Caretakers from the church of Magrim visit the ossuary three times each year for maintenance. In lieu of guards, the priests of Magrim inscribed powerful wards to hide the site.

**30+:** The powerful wards that protect the site were inscribed onto four runeplates that are embedded into the walls in strategic locations within the ossuary.

## KNOWLEDGE (ARCANA) OR KNOWLEDGE (RELIGION)

PCs who are knowledgeable about magic can recall facts about runeplates. They learn all of the information with a DC equal to or less than the result of their check.

**15+:** Runeplates are rune-carved stone discs imbued with powerful divine magic often found embedded into the walls of sites sacred to the followers of Magrim. Most runeplates are unique and provide some specific magical boon—either when imbedded or carried.

**25+:** The runeplates sometimes found in Magrimite sites are homages to the true runes that Magrim carries for his own use. The most famous of these are *Aeruk*, which guides the souls of the dead to the River of Souls; *Chasarad*, which can magically weigh and measure the worth of a dwarven soul; *Hurenarr*, which hides dwarven burial sites from magical scrying; and *Urdrekk*, which provides divine protection to the spirits of dwarven petitioners and safeguards them from corruption. Magrim sometimes lends his personal runes to his followers.

**30+:** Runeplates are highly focused conduits that link to a vast reservoir of divine magical energy. Highly capable spellcasters could redirect this magic to perform dangerous rituals, especially those tied to necromancy or transmutation.

## THURL'S LABYRINTH

Realizing he did not yet have sufficient forces to defend the entrance to the ossuary, Thurl coerced his glabrezu allies to combine their *wish* spell-like abilities to bring a portion of Baphomet's Ivory Labyrinth to Golarion and use it as a barrier to prevent interlopers from entering the ossuary. The labyrinth is near-perfect replication of Baphomet's Abyssal home, a sprawling, dungeon-like tangle of chambers and corridors with the bones of humanoids, demons, and other horrors paving the ground, embedded in the walls and ceilings, or decorating the labyrinth as grim, freestanding sculptures. The tunnels range from 5 to 20 feet wide, and the entire labyrinth is lit by a soft, slightly unsettling light that has no obvious source. Though Thurl has no control over the layout of the labyrinth, the labyrinth's corridors and chambers shift and rearrange themselves constantly on their own.

Read the following when the PCs first enter the labyrinth.

A few feet beyond the cave's mouth, the cave's natural features are abruptly replaced by a hallway formed by countless bleached white bones—skulls, femurs, rib cages, and more—harvested from all manner of humanoids and beasts, creating a thick solidified mass. A dozen paces farther, the macabre hallway is bisected by an archway resembling the maw of an enormous fiend. Roughly gouged into the bone-work above the archway are the following words in Common: "May your bones join those of a million others."

**Development:** When the PCs pass through the archway, they have effectively entered Thurl's Labyrinth. If the PCs peer back through the archway, they see only an endless labyrinth; the archway and the cave entrance are both gone. This effect occurs even though the PCs has the labyrinth token.

## A. MINOTAUR LAIR (CR 16 OR CR 18)

This large chamber serves as the metaphysical heart of Thurl's labyrinth. As explained in the Navigating the Labyrinth sidebar, most creatures entering the labyrinth are eventually find their way here from the south, though whether this is due to Baphomet's design or a strange quirk of the semisentient labyrinth itself is unclear.

The center of this large chamber boasts a raised stone platform, atop which sits an altar of dark stone flanked by four small statues of demonic bulls. The floor of the chamber is covered with patches of damp lichen and littered with broken bones and shattered skulls, some of which are fresh. A rectangular pit sits to the right of the raised platform. The sound of moaning and the soft rattle of chains emanates from it.

The ceiling here is 30 feet high. The stone platform is 10 feet high, and the altar is dedicated to the Demon Lord Baphomet, identifiable as such with a successful DC 20 Knowledge (religion) check.





## A. Minotaur Lair



1 square = 5 feet

**L** : Labyrinth Minotaur  
**M** : Minotaur

Pathfinder Map Pack: Evil Ruins

**Creatures:** A labyrinth minotaur (or two in Subtier 14–15) and its minotaur thralls came to Golarion along with the labyrinth and have settled in this chamber. The labyrinth minotaur stands atop the platform when the PCs first enter, whereas its thralls are spread about the chamber as indicated. The minotaurs have pledged themselves to Thurl, whom they regard as one of Baphomet's divine disciples.

Earlier they slaughtered two squads of dwarves sent into the maze and took many of the soldiers captive. Unfortunately, due to the minotaurs' ravenous appetites, only four of the dwarves remain alive. If the PCs defeat the minotaurs, the PCs can rescue the dwarf soldiers (LN dwarf fighter 4), who lie helplessly shackled and weighed down by heavy chains at the bottom of the 10-foot-deep rectangular pit.





## Scaling Encounter A1

To accommodate a group of four PCs, remove the labyrinth minotaurs' steel-shod hooves ability. Additionally, the labyrinth minotaurs still bear wounds from battling the dwarves (they currently have 186 hit points).

Make the following changes for groups that explicitly agreed to a greater challenge.

**Subtier 12-13:** Apply the advanced simple template to the labyrinth minotaur. In addition, the labyrinth minotaur gains the ability to reroll any one failed saving throw during this encounter and take the second result.

**Subtier 14-15:** As Subtier 12-13, plus both labyrinth minotaurs gain the block attacks mythic ability (*Pathfinder RPG Mythic Adventures* 226).

**Block Attacks (Ex)** Once per round when a labyrinth minotaur would be hit by a melee or ranged attack, it can attempt an attack roll with its greataxe at its highest bonus. If this result exceeds the result from the attack against the labyrinth minotaur, it is unaffected by the attack (as if the attack had missed).

**Hazard:** The altar dedicated to the demon lord Baphomet radiates *invisibility purge* and *unhallow* effects (both CL 20th). The *invisibility purge* effect targets any creature that is not a worshipper of Baphomet.

### SUBTIER 12-13 (CR 16)

#### LABYRINTH MINOTAUR CR 16

*Pathfinder Adventure Path #77: Herald of the Ivory Labyrinth*

CE Large outsider (chaotic, evil, extraplanar)

**Init** +4; **Senses** darkvision 60 ft.; Perception +26

#### DEFENSE

**AC** 29, touch 13, flat-footed 29 (+4 Dex, +16 natural, -1 size)

**hp** 232 (15d10+150)

**Fort** +19, **Ref** +9, **Will** +17

**Defensive Abilities** natural cunning; **Resist** fire 20

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 greataxe +26/+21/+16 (3d6+17/19-20/x3), gore +20 (1d8+5) or gore +25 (1d8+16)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** bronze mask, powerful charge (gore, 2d8+16), steel-shod hooves, trample (2d6+16, DC 28)

#### TACTICS

**During Combat** The labyrinth minotaur charges into melee and attacks nearby PCs. The minotaur tramples groups of PCs and otherwise tears them apart with its axe and horns.

**Morale** Brash and overconfident, the labyrinth minotaur fights to the death.

#### STATISTICS

**Str** 33, **Dex** 19, **Con** 30, **Int** 17, **Wis** 26, **Cha** 14

**Base Atk** +15; **CMB** +27 (+31 bull rush); **CMD** 41 (43 vs. bull rush)

**Feats** Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush, Improved Critical (greataxe), Intimidating Prowess, Power Attack, Quick Bull Rush<sup>uc</sup>

**Skills** Climb +24, Craft (armor) +21, Craft (weapons) +21, Heal +18, Intimidate +31, Knowledge (engineering) +21, Knowledge (planes) +21, Perception +26, Sense Motive +26, Survival +21

**Languages** Abyssal, Common, Giant

**SQ** compression

#### SPECIAL ABILITIES

**Bronze Mask (Su)** A labyrinth minotaur draws agility and ferocity from its bronze mask. When it makes a full-attack action, a labyrinth minotaur wearing its bronze mask can give up its regular attacks and instead make one gore attack or bull rush against each opponent within reach. It must make a separate attack roll against each opponent, and it can't choose to move with targets that are pushed back. A labyrinth minotaur's bronze mask has 40 hit points, hardness 20, and a break DC of 40. If a labyrinth minotaur's bronze mask is stolen or destroyed, it can create a replacement with 1 week of work.

**Natural Cunning (Ex)** Like a normal minotaur, a labyrinth minotaur possesses innate cunning and logical ability, granting it immunity to maze spells and preventing it from ever becoming lost. Further, a labyrinth minotaur is never caught flat-footed.

**Steel-Shod Hooves (Ex)** A labyrinth minotaur's steel-shod hooves are particularly devastating when used to trample an opponent. A creature that takes full damage from a labyrinth minotaur's trample ability (because the creature either failed its Reflex save or chose to take an attack of opportunity instead of attempting a Reflex save) is knocked prone and is staggered for 1d4 rounds. A successful Fortitude save (DC equal to that of the labyrinth minotaur's trample ability) reduces the duration of the staggered condition to 1 round.

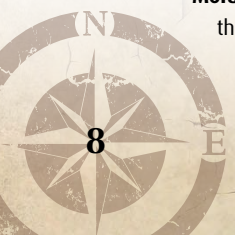
#### MINOTAURS (4) CR 4

**hp** 45 each (*Pathfinder RPG Bestiary* 206; see page 28)

#### TACTICS

**During Combat** Three of the minotaurs charge into melee while shouting fearsome oaths to Baphomet. The other minotaur spends the first round of combat moving into position next to the shackled dwarf prisoners in the rectangular pit. Each round thereafter, that minotaur attacks a dwarf prisoner; assume it takes two greataxe attacks to kill one of the dwarves. The minotaur continues to slaughter dwarves until all four prisoners are slain.

**Morale** The minotaurs fight to the death. However, if the labyrinth minotaur is killed, the surviving minotaurs flee into the labyrinth.





## SUBTIER 14–15 (CR 18)

### LABYRINTH MINOTAURS (2) CR 16

hp 232 each (see Subtier 12–13)

#### TACTICS

Use the tactics from Subtier 12–13.

### MINOTAURS (4) CR 4

hp 45 (Pathfinder RPG Bestiary 206; see page 28)

#### TACTICS

Use the tactics from Subtier 12–13.

**Treasure:** APC who examines Baphomet's altar and succeeds at a DC 25 Perception check locates a secret compartment that contains a bloodstained *amulet of spell cunning*<sup>UE</sup>.

**Development:** If one or more of the dwarves survive and are released from their chains, the traumatized soldiers want only to escape the labyrinth and return to their encampment. They ask that the PCs to escort them safely out of the maze (see the Navigating the Labyrinth sidebar to see how long it takes the PCs to travel within the enchanted maze). Among the soldiers is **Krali** (LN female dwarf fighter 4), whose grandmother, Urtilgi, had been one of the ossuary's caretakers. Urtilgi had spoken of the ossuary's builders, several of whose bones had retained an echo of their spirits and sentience even after death to serve as guardians and guides. Krali knows only of one of these: the skull of Borsaget. Krali can describe the skull (which bears a grafted mithral plate from an injury Borsaget sustained in life) to the PCs and convey that addressing the skull firmly and respectfully might awaken Borsaget and secure her aid. See area **B1** for additional details on Borsaget's skull.

**Rewards:** If the PCs do not locate the secret compartment in the altar and treasure within, reduce each PC's gold earned by the following amount.

*Subtier 12–13:* Reduce each PC's gold earned by 1,006 gp.

*Out of Subtier:* Reduce each PC's gold earned by 1,089 gp.

*Subtier 14–15:* Reduce each PC's gold earned by 1,173 gp.

## B. UPPER OSSUARY

After navigating the labyrinth, the PCs finally enter the ossuary of Taal Mornat. The first area the PCs encounter is the Upper Ossuary, composed primarily of two enormous caverns. Impressed with the caverns' natural beauty, the dwarf engineers that carved out Taal Mornat left them largely unmodified, except for leveling out and polishing the granite floors and carving burial niches in the walls of area **B1**.

### B1. CAVE OF HEROES (CR 16 OR CR 18)

This large natural cavern has a smooth floor of polished granite and a high ceiling studded with stalactites and limestone draperies. Deposits of quartz and huge veins of iridescent minerals bathe

## Scaling Encounter B1

Make the following adjustments to accommodate a group of four PCs.

**Subtier 12–13:** Thurl's experimental creation is physically unstable. As soon as it rises to attack, the demonflesh warsworn begins to unravel and fall apart. Each round, at the end of its turn, the creature takes 2d10 points of damage as bits and pieces of it detach and clatter to the floor.

**Subtier 14–15:** Remove one glabrezu from the encounter.

Make the following changes for groups that explicitly agreed to a greater challenge.

**Subtier 12–13:** Apply the fiendish simple template to the demonflesh warsworn. Increase its reach to 15 feet.

**Subtier 14–15:** As Subtier 12–13, plus the glabrezus arrive with their *mirror image* spell-like ability active, and the warsworn can make 4 scrap ball attacks as a full-round action. In addition, each of the foes gains the ability to reroll any one failed saving throw during this encounter and take the second result.

the cavern in a soft pale-green radiance. The walls of the cavern are lined with hundreds of dwarf-sized burial niches from floor to ceiling. Many of the lower niches are empty, aside from dust, stray bone fragments, and empty funerary wrappings.

The ceiling here is 60 feet high. By succeeding at a DC 15 Perception check, an observant PC notices four rough gouges on the wall in the tunnel leading east, each about 10 inches in diameter. The gouges are all that remains from where Thurl pried the four magical runeplates from the walls here.

**Creatures:** One of Thurl's latest and most horrific creations guards this chamber—a 20-foot-tall, vaguely humanoid-shaped mass of bones, weapons, and armor crafted from the animated remains of hundreds of long-dead dwarves bound together by gobbets of demons' flesh. It hides in plain sight, disguising itself as a pile of discarded bone and metal (see Tactics on page 11). Though intelligent, the undead monstrosity is unable to speak intelligibly. Instead it can emit only a deep, melancholic moaning noise that sounds like a chorus of tormented dwarven souls.

In Subtier 14–15, at the end of the first round of combat, a pair of glabrezu demons arrives via teleportation, appearing at opposite ends of the cavern (at the points marked "G1" and "G2"). The demons regularly teleport here to police the area and report on the demonflesh warsworn's development.

### SUBTIER 12–13 (CR 16)

#### DEMONFLESH WARSWORN

CR 16

Advanced young warsworn (Pathfinder RPG Bestiary 4 288, 289, 272)





## B. Upper Ossuary



G1

B1

W

G2

B2

G : Glabrezu

W : Warsworn

1 square = 5 feet

Pathfinder Flip-Mat: Twisted Caverns



NE Huge undead

**Init** +7; **Senses** darkvision 60 ft.; Perception +29

**Aura** frightful presence (60 ft., DC 28)

## DEFENSE

**AC** 35, touch 15, flat-footed 28 (+7 Dex, +20 natural, -2 size)

**hp** 243 (18d8+162)

**Fort** +15, **Ref** +15, **Will** +19

**Defensive Abilities** channel resistance +4; **DR** 10/bludgeoning and magic; **Immune** undead traits

## OFFENSE

**Speed** 40 ft.

**Melee** 4 slams +23 (1d8+12 plus energy drain)

**Ranged** scrap ball +18 (1d8+12)

**Space** 15 ft.; **Reach** 5 ft.

**Special Attacks** absorb dying creature, energy drain (1 level, DC 28), trample (1d8+18, DC 31)

**Spell-Like Abilities** (CL 18th; concentration +27)

3/day—extended *animate objects* (7 medium weapons only), *telekinesis* (violent thrust; heavy armor only) (DC 24)

## TACTICS

**Before Combat** When the PCs first enter area **B1**, the demonflesh warsworn is positioned at the marked point and disguises itself as a huge pile of inanimate skulls, armored bones, and discarded weapons. A PC who sees through this ploy by succeeding at a DC 28 Perception check is not surprised when the warsworn attacks.

**During Combat** The demonflesh warsworn rises to its full height and target the closest PC wearing heavy armor with its *telekinesis* spell-like ability to violently thrust the PC into a nearby wall. The warsworn favors bludgeoning enemies in melee but doesn't hesitate to use its other abilities to harry distant foes or trample multiple foes at once.

**Morale** The demonflesh warsworn fights until destroyed.

## STATISTICS

**Str** 34, **Dex** 25, **Con** —, **Int** 13, **Wis** 26, **Cha** 29

**Base Atk** +13; **CMB** +27 (+29 bull rush, +31 overrun); **CMD** 44 (46 vs. bull rush, 46 vs. overrun, can't be tripped)

**Feats** Awesome Blow, Blind-Fight, Greater Overrun, Improved Bull Rush, Improved Overrun, Lightning Reflexes, Power Attack, Step Up, Strike Back

**Skills** Acrobatics +7 (+11 to jump), Bluff +18, Climb +33, Intimidate +30, Perception +29, Sense Motive +20, Swim +30

**Languages** Abyssal, Common (can't speak)

**SQ** profane magic

## SPECIAL ABILITIES

**Absorb Dying Creature (Su)** A demonflesh warsworn can consume any dying creature by moving into the same space. This immediately kills the creature, absorbs the corpse into the demonflesh warsworn, and heals the demonflesh warsworn by an amount equal to the creature's Constitution score. Absorbed corpses can't be resurrected by any effect short of a *miracle* or *wish* until the demonflesh warsworn that consumed them is destroyed.

In Pathfinder Society Roleplaying Guild, a PC can secure either as a spellcasting service for 26,530 gp or 77 Prestige Points.

**Profane Magic (Su)** *Protection from evil* blocks attacks from a demonflesh warsworn's spell-like abilities. Weapons animated by the demonflesh warsworn are damaged by channeled energy as if undead.

**Scrap Ball (Ex)** The demonflesh warsworn can throw a mass of broken weapons and armor. This deals an amount of damage equal to 1d8 + the demonflesh warsworn's Strength modifier, and has a range increment of 20 feet.

## SUBTIER 14-15 (CR 18)

### DEMONFLESH WARSWORN

CR 16

**hp** 243 (see Subtier 12-13)

## TACTICS

Use the tactics from Subtier 12-13.

### ADVANCED GLABREZUS (2)

CR 14

*Pathfinder RPG Bestiary* 294, 61

CE Huge outsider (chaotic, demon, evil, extraplanar)

**Init** +2; **Senses** darkvision 60 ft., *true seeing*; Perception +28

## DEFENSE

**AC** 32, touch 10, flat-footed 30 (+2 Dex, +22 natural, -2 size)

**hp** 210 (12d10+148)

**Fort** +20, **Ref** +6, **Will** +13

**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

## OFFENSE

**Speed** 40 ft.

**Melee** 2 pincers +22 (2d8+12/19-20), 2 claws +22 (1d6+12), bite +22 (1d8+12)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** rend (2 pincers, 2d8+18)

**Spell-Like Abilities** (CL 14th; concentration +21)

Constant—*true seeing*

At will—*chaos hammer* (DC 21), *confusion* (DC 21), *dispel magic*, *mirror image*, *reverse gravity* (DC 24), *greater teleport* (self plus 50 lbs. of objects only), *veil* (self only), *unholy blight*

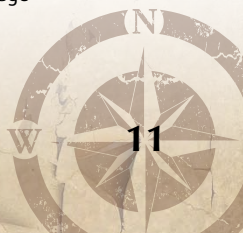
1/day—*power word stun*, summon (level 4, 1 glabrezu 20% or 1d2 vrock 50%)

1/month—*wish* (granted to a mortal humanoid only)

## TACTICS

**During Combat** The glabrezus want to see how the demonflesh warsworn fares in battle, so they avoid melee and instead target the PCs with their spell-like abilities. They resort to melee attacks if a PC approaches within easy reach.

**Morale** If the demonflesh warsworn is destroyed, the surviving glabrezus teleport to area **C4** to warn Thurl that powerful intruders have breached the labyrinth and destroyed his prized creation. See the Thurl's Preparations sidebar on page 20 if this occurs.





## STATISTICS

**Str** 35, **Dex** 15, **Con** 35, **Int** 20, **Wis** 20, **Cha** 24

**Base Atk** +12; **CMB** +26; **CMD** 38

**Feats** Cleave, Great Cleave, Improved Critical (pincer), Persuasive, Power Attack, Vital Strike

**Skills** Bluff +30, Diplomacy +24, Intimidate +24, Knowledge (arcana) +17, Knowledge (history, local, planes) +20, Perception +28, Sense Motive +20, Stealth +9, Use Magic Device +19;

**Racial Modifiers** +8 Bluff, +8 Perception

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

**Treasure:** A PC who examines the remains of the defeated demonflesh warsworn finds an adamantine breastplate and a *dwarfbond hammer*<sup>UE</sup>. In Subtier 14–15, there is also a *tempest shield*<sup>UE</sup> among the remains.

**Development:** Borsaget was the dwarven engineer who designed and oversaw construction of Taal Mornat 600 years ago. While working on the ossuary, Borsaget suffered a fractured skull in an engineering mishap, but she survived after a mithral plate was used to fuse the pieces of her cloven skull back together. Years later, on her deathbed, Borsaget volunteered to have her soul bound to her skull after her death so she could watch over Taal Mornat and help those in need. Unfortunately, Borsaget's skull is embedded into the body of the demonflesh warsworn, making it impossible to locate without a successful DC 30 Perception check and 10 minutes of sifting through the wreckage. If the PCs rescued the dwarf soldier Krali in area **A1**, they know to look for Borsaget (easily identified by the skull's metal plate) and gain a +10 bonus on the Perception check.

If a PC holds the skull and addresses Borsaget by name, her spirit gradually returns to the skull and greets "her rescuers" loudly and warmly. Revived, she can speak to the PCs, answer questions about the ossuary's layout, and help them bypass the trap in area **C1**. Borsaget can also help identify that the dwarven runeplates are missing and explain their importance. Borsaget is good natured, though she has a dark and often inappropriate sense of humor, swears like a Shackles pirate, and is obsessive about protecting the ossuary.

If the PCs recover Borsaget's skull without knowing its significance, they can learn how to revive her by succeeding at a DC 30 Knowledge (arcana) or Knowledge (religion) check. Alternatively, magic such as *divination* or the object reading occult skill unlock can uncover her name and how to call her.

Also note whether one or both glabrezus escaped during this encounter. If so, they inform Thurl that there are intruders, giving him time to prepare for the PCs' arrival (see the Thurl's Preparations sidebar on page 20).

**Rewards:** If the PCs do not defeat the demonflesh warsworn, reduce each PC's gold earned by the following amount.

*Subtier 12–13:* Reduce each PC's gold earned by 2,959 gp.

*Out of Subtier:* Reduce each PC's gold earned by 3,591 gp.

*Subtier 14–15:* Reduce each PC's gold earned by 4,223 gp.

## B2. LOWER CAVERN

This large, ovular cavern descends into a 40-foot-deep recess by means of a 10-foot-wide spiraling ramp. In the center is a 10-foot-diameter stone plinth with a rounded top. Though the plinth bears no handholds or levers of any kind, it is a cleverly designed trap door, which a PC can identify by succeeding at a DC 20 Knowledge [engineering] or Perception check. If a PC tries to push the plinth aside and succeeds at a DC 8 Strength check, the huge stone plug silently slides aside to reveal a set of spiral stairs that descend around an open, 10-foot-wide shaft. The open shaft and spiral stairs plunge 260 feet to area **C1**. The air grows noticeably warmer as the PCs descend the stairs.

**Treasure:** Wedged behind a limestone formation in the middle of the west wall is a masterwork backpack<sup>UE</sup> that Muhlia al-Jakri stashed here; a PC can find it by succeeding at a DC 18 Perception check. The pack contains a full waterskin, 5 days of trail rations, and a small silver locket (worth 200 gp) containing the illusory image of her smiling sister, Khismia, a Keleshite woman in her early 20s. Inside is a tiny inscription that reads, "Remember: no night so dark that Sarenrae cannot fill it with light."

Additionally, Muhlia hid the runeplate *Chasarad* in this pack (as described in area **C2**). The runeplate's power is greatest when affixed to a Magrimate holy site, at which point it provides a host of magical defenses against supernatural intruders and those who would consume souls. When carried by a nonevil creature, the *Chasarad* grants that creature a +4 bonus on saving throws against death and paralysis effects. If the creature is also a dwarf or has the Hero of the Five Kings boon, the runeplate also increases their effective Constitution score by 20 for the purpose of determining when she would die due to hit point damage. If the creature's alignment is lawful neutral, they can also be revived by *breath of life* so long as it is cast within 3 rounds (rather than just 1 round). A PC can ascertain these benefits by succeeding at a DC 30 Knowledge (religion) check or a DC 30 Spellcraft check to identify the runeplate.

## C. LOWER OSSUARY

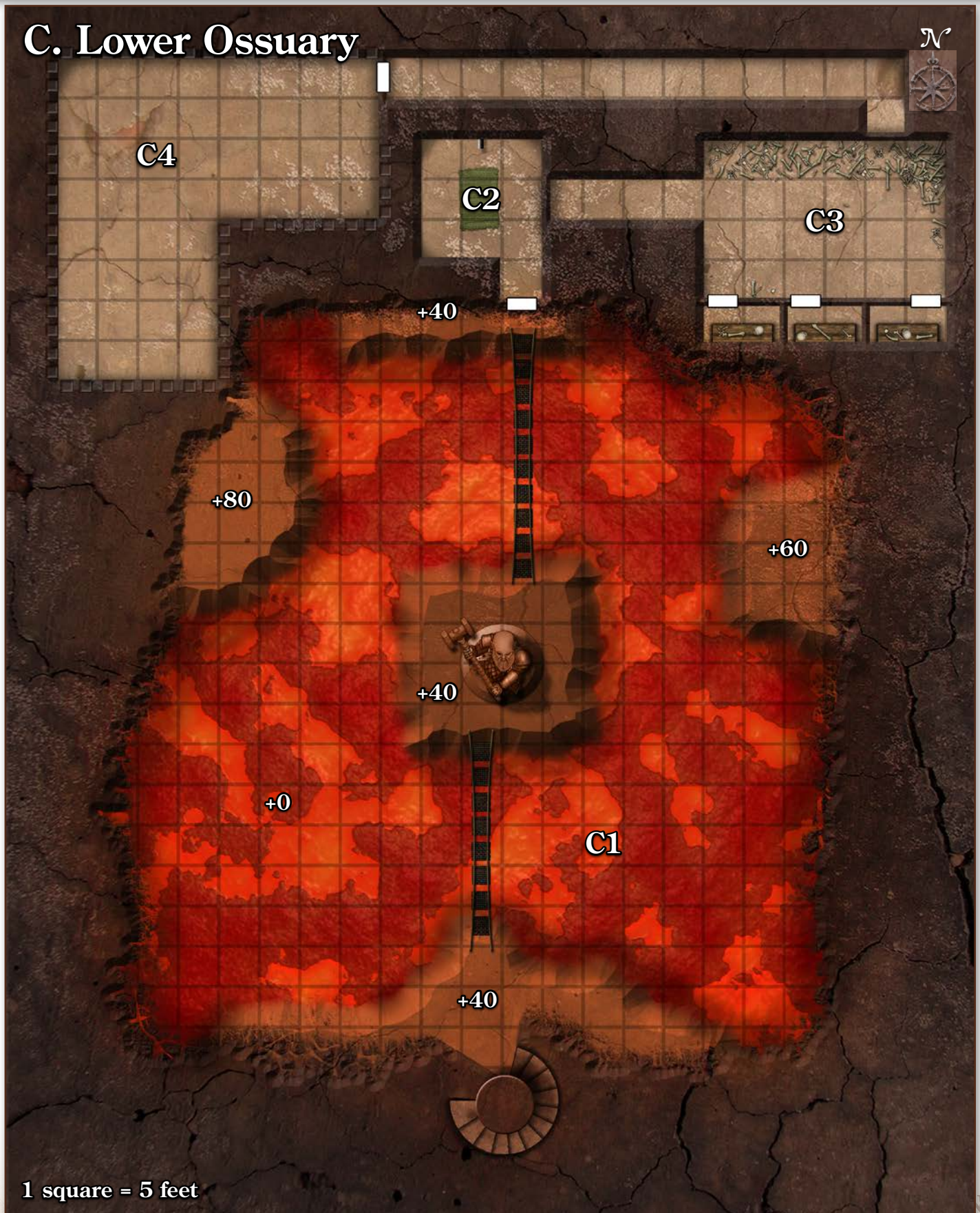
Virtually nobody has visited the lower ossuary since the dwarves last interred a task-keeper (the title for the eldest priest of Magrim) here 4 centuries ago. Since that time, these halls—especially areas **C2–C4**—have fallen into disrepair when compared to the relatively well-maintained upper ossuary. Dust and grime cover most surfaces, and the floors, walls, and ceilings are covered with spidery stress fractures from centuries of neglect and seismic stress.

### C1. MAGMA CHAMBER (CR 15 OR CR 17)

The spiral staircase exits onto a narrow rock ledge overlooking a lake of roiling magma that bathes everything in a hellish glow.



## C. Lower Ossuary





## Scaling Encounter C1

Make the following adjustments to accommodate a group of four PCs.

**Subtier 12–13:** Apply the young simple template to the lava drakes.

**Subtier 14–15:** Remove two lava drakes.

Make the following changes for groups that explicitly agreed to a greater challenge.

**Subtier 12–13:** All of the drakes' attacks that deal fire damage deal one additional point of damage per die, and half of the damage dealt is fire while the other half is slashing damage. Apply the advanced simple template to the lava drakes.

**Subtier 14–15:** As Subtier 12–13. Apply the advanced simple template to the magma dragon. Her supernatural and spell-like abilities can deal half fire damage and half slashing damage, as the drakes' special attacks above.

A slowly swaying bridge made of chains stretches from the rock ledge to the top of a stone column protruding from the molten lake. A similar bridge connects the platform to a smaller ledge on the far side, beyond which stands a large iron door. Atop the column stands a large statue of a regal, elderly dwarf clutching a rune-covered hammer in one fist while his free hand rests above his heart. Polished marble tiles form a series of four narrow pathways that encircle the statue.

The magma lake is 300 feet deep, fed by numerous small lava conduits that originate far below the ossuary. The ceiling is 140 feet above the surface of the lava. Directly above the statue in the middle of the chamber's ceiling is a 30-foot-long, 10-foot-wide crack that allows a great deal of heat and smoke to vent from the chamber. This crack connects to a labyrinth of fissures and open shafts that eventually terminates at a fumarole in the cliff side overlooking the valley outside (though if the PCs enter Taal Mornat through the fumarole outside, they arrive in area B1).

The 20-foot-tall granite statue depicts the god Magrim. The huge statue leaves only a 5-foot-wide ledge encircling the platform. The tiles forming the paths encircling the statue are imprinted with four repeating runes—a different rune for each pathway. These runes are identical to those found on the four magical runeplates that Thurl took from area B1. If the PC are accompanied by Borsaget's skull, she identifies the runes for the PCs, explains their religious significance (as explained in the Knowledge [arcana or religion] check section regarding runeplates on page 6), and then warns the PCs how to avoid the trap (see Trap on page 15).

The chain bridges consist of four parallel, heat-resistant chains: two lower and connected by occasional short perpendicular chains to create a precarious walkway and the

higher two serving as low guardrails. Though the chains are immune to fire damage, they absorb and radiate a great deal of heat. Any creature that touches the chains with unprotected skin (gloves and boots provide sufficient protection) takes 1d6 points of fire damage each round that they are in contact with the bridge. The bridge sways perilously but safely supports up to 10,000 pounds. Moving along the bridge requires a creature to succeed at a DC 12 Climb check or DC 15 Acrobatics check to move at half speed. Failing the check prevents a creature from moving farther with that action. A creature gains a cumulative +2 bonus on this check for each free hand they use to brace against the upper chains. While traversing the bridge, a creature is treated as flat-footed, as if balancing on a narrow surface (*Pathfinder RPG Core Rulebook* 87). If a creature takes damage while navigating a bridge, they must succeed at the same Acrobatics or Climb check to avoid falling from the bridge into the lava below (see the Hazard and Trap entries on page 15).

**Creatures:** A pair of lava drakes discovered this cavern a century ago, and the place has since become a breeding ground for the irascible beasts. They use the crack in the ceiling to enter and exit the chamber when they need to hunt for food. In Subtier 14–15, the cavern is home to four lava drakes that are ruled by an adult magma dragon, a recent arrival that rules over the drakes. These creatures have established a shaky alliance with Thurl—an alliance Thurl enforces with occasional visits from his demonic allies.

### SUBTIER 12–13 (CR 15)

#### LAVA DRAKES (2)

CR 9

hp 115 each (*Pathfinder RPG Bestiary* 478; see page 27)

#### TACTICS

**Before Combat** When the PCs first enter the chamber, the drakes are huddled together on the 80-foot-high ledge along the west wall. If they detect the PCs, the drakes roar a challenge and then promptly dive into the lava.

**During Combat** The drakes spend 1 round submerged in the lava before bursting forth and taking to the air (using the speed surge ability to get into position if necessary). While flying, the drakes prefer to use their magma shake and pyroclastic vomit abilities for several rounds before attacking with their natural attacks. They favor their natural attacks against anyone apparently resistant to fire.

**Morale** If one of the drakes is killed, the surviving drakes attempt to flee through the fumarole in the ceiling.

### SUBTIER 14–15 (CR 17)

#### ADULT MAGMA DRAGON

CR 12

hp 172 (*Pathfinder RPG Bestiary* 2100; see page 27)

#### TACTICS

**Before Combat** When the PCs first enter the chamber, the magma



dragon is dozing, submerged and floating just below the surface of the lava to the east of the stone platform. It awakens and acts the round after the drakes emerge from the lava.

**During Combat** The dragon extends only its head from the surface of the lava (granting it improved cover) and attacks the PCs with one of its spell-like abilities such as *fireball*, *scorching ray*, or *wall of fire*. It then emerges, favoring its breath weapon if the PCs don't seem to resist fire damage or its natural attack if the PCs visibly resist fire. The dragon tries to avoid ending its turn adjacent to multiple opponents. If the dragon catches one or more of the PCs on the central stone platform, she gleefully triggers the trap (see Trap below) by slamming a claw on one of the tile pathways.

**Morale** If reduced to 20 hit points or fewer, the magma dragon attempts to flee by diving into the lava. It remains submerged (it can hold her breath for up to 42 rounds) and waits for the PCs to leave.

## LAVA DRAKES (4) CR 9

hp 115 each (*Pathfinder RPG Bestiary* 4 78, see page 27)

### TACTICS

Use the tactics from Subtier 12–13.

**Hazard:** The entire cavern radiates extreme heat, and touching or falling into the lava is potentially lethal. (See page 444 of the *Pathfinder RPG Core Rulebook* for rules related to extreme heat and lava.) The Climb DC to scale the walls in this area is 25.

**Trap:** The stone shelf in the center of the magma chamber is trapped. When the PCs approach within 5 feet of the platform, a booming voice emanates from the statue and speaks in Dwarven: “Only Torag’s children shall pass unscathed.” The runes and tiled paths are red herrings. Only a dwarf (or a creature using illusion or transmutation magic to take the shape of or appear as a dwarf) can walk the tiled paths without triggering the trap. If any other creature steps on any of the tiles, the stone shelf emits a loud grating noise and then sinks like a corkscrew into the magma 1 round later. When this happens, the entire statue sinks into the lava and both chain-link bridges snap loose from the platform and swing back in the direction of the south and north walls, where they remain bolted to the walls. PCs clinging to either chain-link bridge when this happens must succeed at a DC 25 Reflex save or Climb check to avoid falling into the magma lake. PCs falling into the magma lake only take 2d6 points of damage from the fall, though falling into the lava is potentially lethal (*Pathfinder RPG Core Rulebook* 444). A successful Reflex save or Climb check indicates the PC has managed to cling to the chain-link bridge, which now dangles vertically against the north or south wall. The shelf and statue rise out of the magma and back into position 10 rounds later, smoldering yet undamaged. One round after that, the chain-link bridge magically extends and reattaches itself to the stone platform.

Thurl, Muhlia, and their demonic allies fly or teleport across the chamber to avoid the trap altogether.

## BOTH SUBTIERS

### SINKING SHELF TRAP CR 15

Type magic; Perception DC 30; Disable Device DC 35

#### EFFECTS

**Trigger** location (stone tiles); **Reset** automatic (10 rounds)

**Effect** stone shelf sinks into the magma; never miss; onset delay (1 round); multiple targets (everyone standing on the shelf); 20d6 points of fire damage per round of immersion.

**Treasure:** The ledge on the west wall contains the dragon’s hoard. A PC can spot the treasure by ascending at least 80 feet above the surface of the magma lake or succeeding at a DC 35 Perception check from a height of approximately 40 feet above the lake (at the same level as the column and bridges). The treasure includes 5,000 gp in various coins and ornamental gemstones as well as a velvet-lined oak case holding a dwarf-sized wedding gown adorned with pearls and moonstones (worth 2,000 gp). In Subtier 14–15, the hoard also contains a void pennant<sup>LUE</sup> and additional coins worth 4,500 gp.

**Rewards:** If the PCs do not retrieve the treasure from the ledge on the west wall, reduce each PC’s gold earned by the following amount.

Subtier 12–13: Reduce each PC’s gold earned by 1,000 gp.

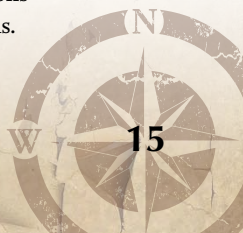
Out of Subtier: Reduce each PC’s gold earned by 1,958 gp.

Subtier 14–15: Reduce each PC’s gold earned by 2,916 gp.

## C2. MEDITATION CHAMBER (CR 14)

This small square chamber is oddly cool even though it’s located a few yards from a lake of molten lava. Empty cubbyholes line the walls, and a large mat made of woven grass sits in the middle of the floor. A small stone pipe protrudes from the middle of the north wall, carved to resemble the head of a mole wearing an ornate crown. Lining the wall under the pipe are five backpacks.

This chamber was once used for meditation and reinterment ceremonies by Magrim’s priesthood when the ossuary was first founded. To make these tasks enduring, the room was enchanted to remain at a constant 68° F. The cubbyholes recently held vials of holy water, sacred embalming oils, and small religious icons, though Thurl’s demonic allies tossed them into the lava in area C1 when they first arrived at the ossuary. The mole-shaped stone pipe is also enchanted. If touched by a living creature, it immediately produces 2 gallons of cold, fresh water, as *create water* (CL 1st). Any water not consumed or stored into containers, instantly evaporates and never touches the floor. The backpacks along the north wall are packed with well-preserved provisions—enough trail rations to keep one person fed for 2 months.





**Creature:** Muhlia al-Jakri is here, sitting cross-legged in the northwest corner on her bedroll. On the ground next to her is a lit candle, and clutched in her hands is a scroll printed on thick black vellum. Dressed in stained dark robes and matching headscarf, Muhlia looks harried and nervous and is visibly suffering from some sort of mental or emotional strain. She has been through a lot over the past few years, and her prolonged partnership with Thurl and his demon allies has weighed heavily on her conscience.

When the PCs encounter her, Muhlia is quietly whispering and arguing with herself, indicating her ongoing conflict: to remain on the increasingly distasteful path she's found, or to abandon the demoniac who is perhaps her last ally. Indeed, Muhlia has taken to talking and arguing with a figment of her imagination possessing the characteristics of her deceased sister, Khismia, who in life was a devoted follower of Sarenrae. On top of this, Muhlia's distrust of Thurl recently reached its peak when she eavesdropped on him discussing the contents of the black vellum scroll with one of his glabrezu allies. She overheard her name being used in the whispered conversation, which further inflamed her suspicions and led her to abscond with the scroll and one of the dwarven runeplates when Thurl's attentions were elsewhere. She stashed the runeplate with a few other belongings in area B2 and then retreated here to study the scroll.

It takes Muhlia al-Jakri a few seconds to break from her daze and realize that she has visitors. Though obviously startled by the PCs, Muhlia isn't combative at first and is open to parley. Clever PCs might convince her to betray Thurl or even ally with them to slay him. Deciphering the scroll and uncovering Thurl's plan to sacrifice her (see *Treasure* on page 18) convinces Muhlia to abandon Thurl and Taal Mornat, as does a well-reasoned argument accompanied by a successful DC 31 Bluff or Diplomacy check or a DC 36 Intimidate check. The PCs can attempt this check a second time, but the DC is 5 higher as Muhlia's suspicions of them grow.

If the PCs fail to realize this basic level of cooperation, Muhlia attacks and fights for 3 rounds before using her *boots of teleportation* to escape, teleporting to area B2 (to collect the backpack she stashed there). She then enters the labyrinth (trusting her *labyrinth token* to help her navigate the maze) and then flees Taal Mornat (and her partnership with Thurl) for parts unknown.

If influenced as above, Muhlia's amenable to leaving Taal Mornat entirely, but the PCs can further try to convince her to join them in fighting Thurl. Doing so is a difficult and dangerous request. A PC must both provide a sound argument for why Muhlia should risk her life aiding the PCs and also succeed at a DC 36 Bluff or Diplomacy check. Alternatively, a PC can convince her to aid the Society in future endeavors to make up for her crimes against the Pathfinders, though doing so also requires the PC to succeed at a DC 36 Bluff or Diplomacy check. If a PC wishes to achieve both—Muhlia considers aiding the PCs against Thurl a service in its own right—the check's DC increases to 41. While Muhlia can be convinced to leave Taal Mornat with the Intimidate skill, it's a poor choice for convincing her to help; using Intimidate requires a successful DC 44 or 49 check respectively.

Muhlia al-Jakri is particularly open to several forms of argument.

- **Khismia:** Muhlia's youngest sister remains the one unshakably bright point in her life, despite having died in a Taldan hate crime 7 years ago. Khismia's unshakable faith and patience helped steady Muhlia as they were growing up, and the former's death fueled Muhlia's bitterness and lack of faith in the world at large. Muhlia doesn't suffer strangers using her sister's name as a verbal bludgeon, but a PC who makes a more subtle argument (e.g. citing what Sarenrae considers just or wordlessly

handing Muhlia the locket from area B2 rather than shaming Muhlia with her sister's memory) can earn between a +2 to +5 bonus on one Bluff or Diplomacy check to influence her.

- **Opportunity:** Muhlia has virtually no remaining friends, and nearly all of her professional bridges have burned, leaving her convinced that she has no other options but death or villainy. A PC who is willing to pull in personal favors to help Muhlia find more upstanding employment can gain a cumulative +2 bonus on one Diplomacy check for every Prestige Point spent in this way (maximum +6).

- **Past Service:** Nearly everyone with whom Muhlia's work either is dead or has foresworn association with her, including the Qadiran government. She is slow to trust anyone else, but a familiar face is comforting. A PC who once belonged to the Qadira faction (available in Seasons 0–5 of the Pathfinder Society Roleplaying Guild) gains a bonus on Bluff and Diplomacy checks to influence Muhlia equal to half the number of Prestige Points earned while part of that faction (maximum +5).





In addition to convincing Muhlia to help or leave, the PCs can ask her questions. Muhlia is among the most enduring NPCs in the Pathfinder Society campaign, having worked with the Society for years and then fought against it for years more. Some of the likely questions, her answers, and some supporting context appear below.

**Why do you hate the Society?** “The Society lacked direction, and that let factions run rampant in their shadow war for Absalom. Trust me, that city’s no prize—not after it cost my sister and countless others their lives and drove Pathfinders to show just how merciless they could be in a desperate bid for patrons’ attention. In that way the Society stole my dignity, my sister, my lover, and now even my homeland.” In recent events, Pathfinders convinced Qadira to strip Muhlia of her noble title in light of her recent crimes.

**Who was your lover?** “Aglorn Desimire! After I left the Society and began assisting the Aspis Consortium, he was there for me, always supportive. Within a year, what happened? Killed by Society agents. Notice a theme?” Aglorn Desimire was a villain in *Pathfinder Society Scenario #3-25: Storming the Diamond Gate*.

**Why did you kill Jacquo Dalsine?** Muhlia chortles. “Did you ever meet the man? If you had, you wouldn’t need a reason, either. No, that’s probably unfair. Jacquo was a pompous jackal interested only in the cooing praise of his peers if he could convince his agents to either undercut my operative or recover a rare tea set. He was the figurehead of all the rot the shadow war brought.” Jacquo Dalsine was the leader of the Taldor faction until the events of *Pathfinder Society Scenario #2-21: The Dalsine Affair*.

**Why did you spy on Absalom?** “By the time I began operating against Absalom’s elites, the Society and the city had already ruined so much of my life that I felt little shame in profiting on their secrets. Honestly, the island embraced indefinite slavery until recently—and my rare thanks to the Society for helping end that mess—and using the slaves as spies had a certain ring of justice to it.” This response references the events of *Pathfinder Society Scenario #6-05: Slave Ships of Absalom* and #6-11: *The Slave Master’s Mirror*.

**Why did you help coordinate the attack on Absalom?** “Just to be clear, I helped execute the attack, and Torch was there enabling us at first, but it quickly became Thurl’s show. As for me? There’s no love lost between the Society and me, and there was a certain appeal at the time to getting the Pathfinders in trouble. More importantly, it was an opportunity to get into the Grand Lodge’s archives—not just to secure the Silent Tide’s codebook but also to eliminate some of the dirt the Society had compiled against my agents and me before I had even called it quits years ago. The Decemvirate... Some of them seem to be watching out for the Pathfinders, but there’s something more going on. I didn’t have a lot of time to investigate it. Just whatever happens here, stay on your toes.”

**Why did you work with Thurl? Thurl was dead. How is he alive?** “I understand Thurl died in the Worldwound years ago, but he was alive—mostly alive—when I first met him three years ago. He was once a dwarf, but something transformed him into one of the stitched flesh abominations he enjoys creating. Maybe this was a backup body he had prepared? Either way, he’s been spending his time scheming with demons and performing distasteful magic. He’s bad news, but what other choices do I have?”

**Why did you work with Grandmaster Torch?** Muhlia leans back and takes a moment to consider her answer. “Torch is complicated. He’s willing to do drastic things to get the job done, but everything I’ve read in his actions speaks of drive and dedication, not malice—not that enabling an attack on Absalom’s exactly saintly. Whatever his past, he was ready to help me when I needed it, and we both had our own business to pursue in the city during that siege.”

**What would your sister think?** Muhlia scowls. “Don’t you dare weaponize my sister’s memory. You didn’t know her, and she doesn’t deserve this.”

**Why should we trust/spare you?** “At this point you have no reason to. I’ve committed crimes most would consider unforgivable. Sure, I am alone and desperate, but I am also resigned to having lost.”

**What would you do if free to leave?** “If I could leave now, I would travel to lands where Qadira is at most an unsubstantiated legend and start over. Unless you have some other proposal?”

**What is that scroll?** Muhlia offers the scroll to the PCs to study. “I’ve been trying to puzzle it out for a while now. Thurl brought it here, and the more I overheard him talking to his demon allies, the more convinced I was that it was dangerous to leave it in his hands. Any insights?”

## MUHLIA AL-JAKRI

CR 14

Female human assassin 9/rogue 5

NE Medium humanoid (human)

Init +11; Senses Perception +17

### DEFENSE

AC 21, touch 17, flat-footed 14 (+4 armor, +7 Dex)

hp 99 (14d8+33)

Fort +9, Ref +20, Will +8; +4 vs. poison

**Defensive Abilities** evasion, improved uncanny dodge, trap sense +1

### OFFENSE

**Speed** 30 ft.

**Melee** +3 *agile adamantite kukri* +18/+13 (1d4+10/18-20) or +3 *human-bane kukri* +18 (1d4+3/18-20 plus 2d6 vs. human)

**Special Attacks** death attack (DC 22), quiet death, sneak attack +8d6, swift death 1/day, true death (DC 24)

### STATISTICS

Str 12, Dex 24, Con 12, Int 17, Wis 10, Cha 14

Base Atk +9; CMB +10; CMD 27





## Optional Encounter

The encounter in area **C3** is optional. If less than 120 minutes remain to complete the adventure, skip this encounter. Thurl's allies have moved to a different part of the ossuary, leaving behind the piles of bone.

## Scaling Encounter C3

Make the following adjustments to accommodate a group of four PCs.

**Subtier 12–13:** Remove two mohrgs.

**Subtier 14–15:** Remove two elite mohrgs.

Make the following changes for groups that explicitly agreed to a greater challenge.

**Subtier 12–13:** The petrifying reagents the dwarven priests once stored here have seeped into the very stone and fill the air with invisible, scentless fumes. These fumes have a petrifying effect on the flesh and bones of living humanoid creatures if inhaled. Each round a living humanoid remains in the room, it must succeed at a DC 22 Fortitude save or take 1 point of Dexterity damage. Humanoids reduced to a Dexterity score of 0 from this effect are completely petrified (as *flesh to stone*). Humanoids that do not breathe or those who hold their breath while inside the room are safe from this effect.

**Subtier 14–15:** As Subtier 12–13, plus apply the advanced simple template to the coloxus demons.

**Feats** Extra Rogue Talent<sup>APG</sup> (2), Improved Initiative, Martial Weapon Proficiency (kukri), Toughness, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri)

**Skills** Acrobatics +21, Bluff +22, Diplomacy +22, Disable Device +28, Disguise +13, Intimidate +22, Knowledge (local) +16, Perception +17, Sense Motive +17, Sleight of Hand +18 (+27 when hiding weapons on body), Stealth +24

**Languages** Common, Dwarven, Kelish, Osiriani, Undercommon

**SQ** hidden weapons, hide in plain sight, poison use, rogue talents (charmer 2/day<sup>APG</sup>, fast stealth, honeyed words 2/day<sup>APG</sup>, stand up), trapfinding +2

**Combat Gear** *boots of teleportation*, *potion of barkskin* +5, *potion of cure serious wounds* (2), *potion of displacement*, purple worm poison (4); **Other Gear** +3 *agile adamantine kukri*, +3 *human-bane kukri*, *belt of incredible dexterity* +4, *bracers of armor* +4, *circlet of persuasion*, *cloak of resistance* +4, *headband of vast intelligence* +2, *ring of protection* +1, *grappling hook*, *masterwork thieves' tools*, *silk rope* (50 ft.), 3,823 gp

### SPECIAL ABILITIES

**Agile** This weapon special property allows a character with Weapon Finesse to apply her Dexterity modifier on damage

rolls in place of her Strength modifier. This modifier is reduced for off-hand weapons.

**Exceptional (Ex)** Muhlia al-Jakri's statistics were designed with a 25-point build. She also has the wealth of a 14th level PC. This ability increases her CR by 1.

**Treasure:** The woven mat is a long-forgotten *carpet of flying* (5 feet by 5 feet in Subtier 12–13, or 5 feet by 10 feet in Subtier 14–15) once used by Magrim's priesthood to ferry corpses safely across the lava in area **C1**.

The black vellum scroll, though nonmagical, is valuable for the arcane secrets inscribed upon it in Abyssal—specifically a ritual of transformation that enables a powerful mortal cultist to attain a true demonic form through numerous rites, including the sacrifice of a trusted mortal ally. A PC who speaks Abyssal can read the ornately worded scroll in 10 minutes (or one that does not speak Abyssal can translate it by succeeding at a DC 30 Linguistics check over 1 hour), and discerning the requirements of the ritual requires a successful DC 24 Knowledge (arcana, planes, or religion) check.

**Development:** The PCs can find the secret door on the east wall with a successful DC 25 Perception check. Muhlia knows its location and reveals it to the PCs if they earn her trust. Borsaget's skull can also reveal its location to the PCs.

**Rewards:** If the PCs do not identify or recover the *carpet of flying*, reduce each PC's gold earned by the following amount.

*Subtier 12–13:* Reduce each PC's gold earned by 1,916 gp.

*Out of Subtier:* Reduce each PC's gold earned by 2,541 gp.

*Subtier 14–15:* Reduce each PC's gold earned by 3,166 gp.

## C3. THURL'S WORKSHOP (CR 14 OR CR 16)

A steep flight of stairs ascends to a large room with scattered piles of petrified bones covering most of the floor. An ogre-sized skeleton made of mismatched bones and skulls is mounted along the east wall like some macabre sculpture.

This room was once used to prepare the dead for final interment in area **C4**. Bones cover most of the floor here, and in the marked areas the concentration is so thick that those areas are difficult terrain. The three storage closets each contain a 3-foot-high lidless stone container that once contained alchemical reagents used to petrify and preserve the bones of the dead. The stone containers are now empty, their contents having evaporated long ago.

**Creatures:** A coloxus demon (two coloxus demons in Subtier 14–15) is here, haughtily overseeing the mohrgs as they sort through the piles of petrified bones looted from areas **B1** and **C4**. One of the mohrgs is hard at work lashing more petrified bones to the large skeleton mounted on the east wall, wrapping the bones in strips of reeking demonflesh to bind them together as part of the construction process for creating a demonflesh fossil golem (see area **C4**).



## SUBTIER 12–13 (CR 14)

### COLOXUS DEMON

CR 12

**hp** 168 (*Pathfinder RPG Bestiary* 3 72; see page 25)

#### TACTICS

**During Combat** The coloxus uses its droning wings ability, after which it favors its spell-like abilities to hinder the PCs or accelerate its undead allies. The demon moves into melee range only if provided an ideal opportunity to use its sneak attack ability or if left without allies.

**Morale** Fearing Thurl's wrath, the coloxus fights until destroyed.

### MOHRGS (4)

CR 8

**hp** 91 each (*Pathfinder RPG Bestiary* 208; see page 28)

#### TACTICS

**During Combat** Eager to create unliving spawn, the mohrgs immediately engage the PCs in melee and exploit their Spring Attack feat. They try to position themselves between the PCs and the coloxus demon.

**Morale** The mohrgs fight until destroyed.

## SUBTIER 14–15 (CR 16)

### COLOXUS DEMONS (2)

CR 12

**hp** 168 each (*Pathfinder RPG Bestiary* 3 72, see page 25)

#### TACTICS

Use the tactics from Subtier 12–13.

### ELITE MOHRGS (4)

CR 10

Advanced mohrgs (*Pathfinder RPG Bestiary* 208, see page 28)

CE Medium undead

**Init** +8; **Senses** darkvision 60 ft.; Perception +27

#### DEFENSE

**AC** 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

**hp** 135 (18d8+54)

**Fort** +8, **Ref** +12, **Will** +11

**Immune** undead traits

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +19 (2d8+6 plus grab), tongue +14 (paralysis)

**Special Attacks** create spawn, paralysis (1d4 minutes, DC 23)

#### TACTICS

Use the tactics from Subtier 12–13.

#### STATISTICS

**Str** 22, **Dex** 19, **Con** —, **Int** 11, **Wis** 10, **Cha** 14

**Base Atk** +13; **CMB** +19 (+23 grapple); **CMD** 34

**Feats** Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Power Attack, Skill Focus (Perception), Spring Attack, Toughness

**Skills** Climb +27, Perception +27, Stealth +25, Swim +24

**Development:** The PCs can find the well-hidden secret door on the north wall by succeeding at a DC 25 Perception

## Scaling Encounter C4

Make the following adjustments to accommodate a group of four PCs.

**Subtier 12–13:** Remove the abyssal fossil golem.

**Subtier 14–15:** Remove the seraptis demon.

Make the following changes for groups that explicitly agreed to a greater challenge.

**Subtier 12–13:** Add one abyssal fossil golem. Thurl has only a 25% chance per round of being staggered.

**Subtier 14–15:** Add one abyssal fossil golem. Thurl has completed his transformation into a gallu demon (see page 25), has all of that creature's abilities, and is not staggered.

**Both Subtiers:** If the PCs convinced Muhlia al-Jakri to help them destroy Thurl, a coloxus demon arrives from area C3 at the end of the first round of combat from elsewhere in Taal Mornat to join the battle.

check. As with the secret door in area C2, Borsaget's skull or Muhlia can reveal its location to the PCs.

**Treasure:** If the PCs search all three of the stone storage containers, the last container contains a *ricochet hammer*<sup>UE</sup> hidden beneath a foot of broken bones. The hammer was taken from a corpse meant for internment and stashed here centuries ago by a greedy priest who intended to return and claim it but never did. In Subtier 14–15, this is instead a *greater ricochet hammer*, which functions as a *ricochet hammer* but gains the *speed* special weapon property when thrown.

**Rewards:** If the PCs do not search the stone containers, reduce each PC's gold earned by the following amount.

**Subtier 12–13:** Reduce each PC's gold earned by 1,691 gp.

**Out of Subtier:** Reduce each PC's gold earned by 3,149 gp.

**Subtier 14–15:** Reduce each PC's gold earned by 4,608 gp.

## C4. CRYPT OF LEGENDS (CR 17 OR CR 19)

The walls of this crypt are studded with empty burial niches from the floor to the ceiling dozens of feet above. Between the niches, ornate wall carvings depict a series of scenes showing the journey a dwarven soul makes after passing into the Great Beyond.

Once used to inter the magically preserved bones of legendary dwarf heroes and high priests, the crypt has been ransacked by Thurl and his demon minions. Thurl's demons thoroughly looted the crypt of valuables. The fiends also gathered everything of even minor religious significance and cast the items and treasures into the lava lake in area C1.

**Creatures:** Thurl, in the process of transforming into a gallu demon, holds court here with his newest demonflesh abomination—a Large fiendish construct built from the petrified bones of dwarves collected from the burial niches





## Thurl's Preparations

If at least one of the glabrezu demons survived the encounter in area **B1**, they teleported here to warn Thurl that a band of powerful adventurers have defeated his demonflesh warsword. Thurl then sent the glabrezus away to gather more of their kind from the Abyss. In the meantime, Thurl and his minions do the following to prepare for the PCs:

- Thurl uses *dimensional lock*, which affects the 20-foot-radius centered on the doorway.
- The seraptis demon places a *symbol of insanity* just inside the room on the floor.

here and from area **B1**. In Subtier 14–15, a seraptis demon bodyguard also accompanies Thurl.

Having built fiend-flesh monstrosities and served Baphomet in secret for decades while also operating as a Pathfinder Society venture-captain, Thurl abandoned his cover several years ago to help the Worldwound's demons invade the crusader capital of Nerosyan. He died at the hands of Pathfinder agents a year later, but not before securing a dangerous wish from the glabrezu Koth'Vaul: a powerful demonic body that would rival his greatest creations. When Thurl died, he awoke days later in a patchwork body of demon flesh, and he set to concocting new ways to retaliate against the Society while also securing the means to transform his twisted form into a true demon.

With the assistance of the stolen Magrimate seals, Thurl has nearly completed the process. He now is a 7-foot-tall, horned, wolf-headed fiend with black bat-like wings and pallid flesh with sheets of spiky armor bolted to it. Yet as his transformation progresses, his dwarven heritage is still apparent in his stocky build and the thick bristly beard that covers his wolfish lower jaw.

Thurl's transformation into a nascent gallu demon has not gone without cost. He is constantly wracked with painful seizures and bouts of debilitating pain. These effects are detailed in his weakened ability below. If Thurl has another week with which to study the black vellum scroll and enact its unholy rituals, he could become a fully formed gallu demon.

### SUBTIER 12–13 (CR 17)

#### THURL

CR 16

CE unique gallu demon (*Pathfinder Campaign Setting: The Worldwound* 44)

#### HP 317 (SEE SUBTIER 14–15) TACTICS

**During Combat** Due his staggering pain, Thurl favors his spell-like abilities such as quickened *hold monster*, *song of discord*, and word of chaos. He strikes at those who close into melee range, preferring weak-looking or lightly armored PCs while his minions handle tougher foes. If Muhlia is present and fights

alongside the PCs, Thurl commands his minions to subdue her. Over the course of the battle, Thurl showers her with imaginative threats and promises of a slow, torturous death.

**Morale** Thurl fights to the death.

#### SPECIAL ABILITIES

**Weakened** Thurl's transformation is incomplete and painful, denying him some of his demonic powers. He cannot use his geas/quest, greater teleport, mass hold monster, and symbol of insanity spell-like abilities, and he cannot communicate using telepathy or summon demons. Additionally, he has 3 negative levels (reducing his hit points by 15 and granting him a –3 penalty on d20 rolls) and has a 50% chance each round to be staggered until the start of his next turn.

#### ABYSSAL FOSSIL GOLEM

CR 13

Fiendish young fossil golem (*Pathfinder RPG Bestiary* 3 291, 290, 136)

N Large construct

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

#### DEFENSE

**AC** 27, touch 12, flat-footed 24 (+3 Dex, +15 natural, –1 size)

**hp** 112 (15d10+30)

**Fort** +5, **Ref** +8, **Will** +5

**DR** 10/adamantine, bludgeoning, and good; **Immune** construct traits, magic; **Resist** cold 15, fire 15

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 bites +19 (4d6+5 plus petrification)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** smite good (+15 damage)

#### TACTICS

**During Combat** The golem wades into melee to defend Thurl, using its smite ability against a target at his command.

**Morale** The golem fights until destroyed.

#### STATISTICS

**Str** 21, **Dex** 17, **Con** —, **Int** —, **Wis** 10, **Cha** 1

**Base Atk** +15; **CMB** +21; **CMD** 34

**Feats** Combat Reflexes<sup>8</sup>

#### SPECIAL ABILITIES

**Immunity to Magic (Su)** A fossil golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and abilities function differently against the creature, as noted below.

- A *transmute rock to mud* spell slows a fossil golem (as the *slow* spell) for 2d6 rounds, with no saving throw.
- A *stone to flesh* spell negates its damage reduction and petrification ability for 1 round.

**Petrification (Su)** A fossil golems attacks gradually turn living flesh to stone. Each time the golem hits a target with one of its natural attacks, the target must succeed at a DC 19 Fortitude save or take 1d6 points of Dexterity drain. A creature that is reduced to 0 Dexterity by this attack turns completely to stone, as if by a *flesh to stone* spell. Casting *stone to flesh* on the



creature removes all Dexterity drain caused by this attack. The save DC is Constitution-based and includes a +2 racial bonus.

## SUBTIER 14–15 (CR 19)

### THURL

CR 18

Variant gallu demon (*Pathfinder Campaign Setting: The Worldwound* 44)

**CE** Medium outsider (chaotic, demon, evil, extraplanar)

**Init** +8; **Senses** darkvision 60 ft., *true seeing*; Perception +36

**Aura** *cloak of chaos* (20 ft., DC 25), *havoc* (30 ft., DC 26)

#### DEFENSE

**AC** 30, touch 14, flat-footed 26 (+8 armor, +4 deflection+4 Dex, +8 natural)

**hp** 332 (19d10+228); fast healing 10

**Fort** +27, **Ref** +16, **Will** +21

**Defensive Abilities** armor plating, fortification 50%; **DR** 15/cold iron and good; **Immune** bleed, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 30

#### OFFENSE

**Speed** 50 ft., fly 50 ft. (good)

**Melee** *Bloodwhisper* +31/+26/+21/+16 (1d10+17/×3 plus 1 bleed), bite +25 (1d8+5), gore +25 (1d6+5) or bite +30 (1d8+11), gore +30 (1d6+11)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with *Bloodwhisper*)

**Special Attacks** rain of blood, wounding blood

**Spell-Like Abilities** (CL 19th; concentration +26)

Constant—*cloak of chaos* (DC 25), *true seeing*

At will—*confusion* (DC 21), *fear* (DC 21), *telekinesis* (DC 22)

3/day—*dimensional lock*, *quicken hold monster* (DC 23), *song of discord* (DC 22)

1/day—*word of chaos* (DC 24)

#### TACTICS

**During Combat** Due his staggering pain, Thurl favors his spell-like abilities such as *quicken hold monster*, *song of discord*, and *word of chaos*. He strikes at those who close into melee range, preferring weak-looking or lightly armored PCs while his minions handle tougher foes. If Muhlia is present and fights alongside the PCs, Thurl commands his minions to subdue her. Over the course of the battle, Thurl showers her with imaginative threats and promises of a slow, torturous death.

**Morale** Thurl fights to the death.

#### STATISTICS

**Str** 33, **Dex** 18, **Con** 34, **Int** 18, **Wis** 23, **Cha** 25

**Base Atk** +19; **CMB** +30 (+32 bull rush); **CMD** 44 (46 vs. bull rush)

**Feats** Critical Focus, Improved Bull Rush, Improved Critical (falchion), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*hold monster*), Staggering Critical, Vital Strike

**Skills** Bluff +29, Disguise +29, Fly +30, Intimidate +37, Knowledge (engineering) +26, Knowledge (history) +26, Knowledge (planes) +26, Perception +36, Ride +26, Sense Motive +28;

**Racial Modifiers** +8 Intimidate, +8 Perception

**Languages** Abyssal, Celestial, Draconic, Dwarven, Elven, Giant, Kelish; telepathy 100 ft.

**SQ** change shape (Small or Medium humanoid, *alter self*)

**Gear** *Bloodwhisper* (+1 furyborn wounding glaive)

#### SPECIAL ABILITIES

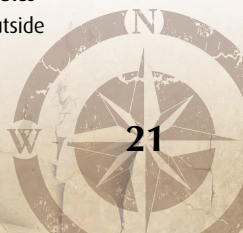
**Armor Plating (Su)** The armor plates covering much of a gallu's body grant it a +8 armor bonus. They also function as armor spikes during grapples but cannot be used as off-hand weapons. In addition, these armor plates can have one additional armor special ability chosen from the following options: acid resistance 20, cold resistance 20, fire resistance 20, *ghost touch*, *moderate fortification*, or sonic resistance 20. A gallu demon can switch the active armor special quality once per hour as a swift action—as a general rule, the gallu demon keeps the armor plating set to *moderate fortification*. These armor plates do not encumber the gallu or impose armor check penalties, maximum Dexterity bonuses, or arcane spell failure chances. They cannot be removed, sundered, or destroyed while the gallu lives, and they rust away into nonmagical fragments of iron upon the gallu's death.

**Aura of Havoc (Su)** A gallu's presence wreaks havoc, infusing battlefields with elements of chaos and entropy that disrupt careful coordination and tactical plotting by manipulating fate and chance. This aura extends to a 30-foot radius around the gallu. The aid another action can never grant bonuses in this area, nor does flanking grant bonuses to hit in the affected area (although flanked foes remain susceptible to sneak attack damage). A creature summoned into this area by any creature other than a demon must succeed at a DC 26 Will save to avoid being confused for 1d4 rounds. Paladins and creatures with the lawful subtype must succeed at a DC 26 Will save each round they begin their turn in this aura to avoid being nauseated for 1 round. Demons ignore the effects of a gallu's aura of havoc. The save DCs are Charisma-based.

**Rain of Blood (Su)** As a standard action once per minute, a gallu can command the wounds of all creatures within 30 feet to erupt into a gory deluge of blood; any wounded creature in the area of effect immediately takes 3d6 points of damage from the rain of blood and must succeed at a DC 31 Fortitude saving throw. Failure indicates that the damage becomes bleed damage and the affected creature becomes staggered from the pain as long as the bleed damage continues. Creatures that are immune to bleed damage are immune to this ability's effects. The save DCs are Constitution-based.

**Weakened** Thurl's transformation is incomplete and painful, denying him some of his demonic powers. He cannot use his *geas/quest*, greater teleport, mass hold monster, and symbol of insanity spell-like abilities, and he cannot communicate using telepathy or summon demons. Additionally, he has a 25% chance each round to be staggered until the start of his next turn.

**Wounding Blood (Su)** The spikes that hold a gallu's armor plates in place extend as far into the demon's body as they do outside





of it, causing rivulets of blood to constantly run from the creature's flesh. This continual bleeding does not inconvenience or harm the gallu; instead, it grants the *wounding* special ability to all manufactured weapons wielded by the gallu. The dripping blood does not affect the gallu's natural attacks.

## SERAPTIS DEMON

CR 15

hp 217 (*Pathfinder RPG Bestiary* 5 76; see page 26)

### TACTICS

**During Combat** The seraptis demon closes with foes and uses her gaze of despair to buy Thurl more time to use his spell-like abilities. Against enemies with numerous soft targets in the hallway, the seraptis uses her mobility to engage those targets directly. If fighting only one significant foe, the demon uses her multi-arm grab to grapple and gnaw the target.

**Morale** Personally appointed by Baphomet to serve as Thurl's bodyguard, the seraptis demon fights to the death.

## ABYSSAL FOSSIL GOLEM

CR 13

hp 186 (see Subtier 12–13)

### TACTICS

Use the tactics from Subtier 12–13.

**Development:** Thurl has gathered Taal Mornat's three other runeplates sacred to Magrim (*Aeruk*, *Hurenarr*, and *Urdrekk*) from various locations in the ossuary. He plans to corrupt the runeplates and divert their magic to help fuel his unholy demonic transformation. Thurl is currently unaware that Muhlia al-Jakri has stolen and hidden the fourth runeplate.

**Treasure:** If the PCs slay Thurl, they can claim his magical glaive, *Bloodwhisper*. Demons have already absconded with the other treasures Thurl and his minions looted from this chamber and delivered them as tribute to Baphomet in his abyssal realm of the Ivory Labyrinth. However, in Subtier 14–15, Thurl has stashed a *minotaur's belt*<sup>UE</sup> in one of the burial niches in on the south wall.

**Rewards:** If the PCs do not defeat Thurl, reduce each PC's gold earned by the following amount.

*Subtier 12–13:* Reduce each PC's gold earned by 4,417 gp.

*Out of Subtier:* Reduce each PC's gold earned by 4875 gp.

*Subtier 14–15:* Reduce each PC's gold earned by 5,334 gp.

## CONCLUSION

With Thurl's demise, the magical labyrinth he helped create fades, allowing the massed dwarven forces to enter the ossuary and vanquish any remaining threats over the next several hours.

The dwarves are dismayed to see how Thurl has defaced the sacred ossuary and Magrim's holy site, but they're grateful for the Society's help. Within a week, dwarven engineers and priests arrive to begin repairs.

The PCs might also have worked out some equitable resolution with Muhlia al-Jakri, and Kolm Durrendar is amenable to letting her go free if the PCs vouch for her. The Decemvirate is less likely to approve. However, if the PCs had convinced Muhlia to assist the Society in the future, she sends them a missive in the following weeks that indicates the glabrezu Koth'Vaul has dangerous plans of his own that are nearing completion—a deadly threat that only a group of powerful Pathfinders like the PCs might confront!



Thurl



## PRIMARY SUCCESS CONDITIONS

The PCs fulfill their primary objective if they kill Thurl. Doing so earns each PC 1 Prestige Point and the Maze Breaker boon on their Chronicle sheet.

## SECONDARY SUCCESS CONDITION

The PCs fulfill their secondary success condition if they recover Borsaget's skull and recover all four of the runeplates to return to Kolm Durrendar. Doing so earns each PC 1 additional Prestige Point and the Blessing of Chasarad boon on their Chronicle sheet.

## FACTION NOTES

This scenario concludes a major Grand Lodge faction story line: seeking justice for the assault on Absalom a year ago overseen by old enemies of the Society. If the PCs killed Muhlia al-Jakri, members of the Grand Lodge faction

receive an elegantly penned letter from the Dalsine family, gushing with praise for the Pathfinders' slaying the "Qadiran witch" who assassinated their scion Jacquo Dalsine. The family promises to spread the word of the PCs' heroism and includes one of the late baron's most prized possessions. Each Grand Lodge faction PC (or PC who earned at least 10 Prestige Points as a member of the Taldor faction) earns the Dalsine Inheritance boon.

If the PCs let Muhlia go free with a promise of later assistance, she keeps her distance from the Society and its allies. However, she keeps tabs on the PCs and offers opportune aid at a future date, after which she considers her debt paid. In this case, each Grand Lodge faction PC (or PC who earned at least 10 Prestige Points as a member of the Qadira faction) receives the Al-Jakri's Debt boon.

If the PCs let Muhlia go free without securing any additional assistance from her, they earn neither boon.





## HANDOUT 1: Letter from Ambrus Valsin

Pathfinders,

A year has passed since a band of villains laid siege to Absalom. The Pathfinder Society has taken a keen interest in bringing two of these to justice in particular: Muhlia al-Jakri, once the Society's liaison to the Qadira's government before she left on very poor terms, and Thurl, the former venture-captain of Nerosyan before he betrayed the city to the Worldwound's demon armies and revealed himself as a servant of the demon lord Baphomet. Understandably, we Pathfinders have a personal interest in seeing this matter closed.

A team of Pathfinders captured Muhlia and shattered her spy network earlier this year, and we made a calculated gamble in leaving her an opportunity to escape and locate Thurl for us. We've since flushed them out of hiding with some strategic misinformation and have tracked them to the Five Kings Mountains, where the two have already caused more trouble, sealed themselves in the ossuary Taal Mornat, and thoroughly vexed the church of Magrim. Travel there and speak with my friend Kolm Durrendar. His army's pinned down the villains but is stymied by an enchanted labyrinth of Thurl's design. Included with this letter is a token provided to us by one of Muhlia's former spies, and it should help you bypass the maze once you've spent the next several days attuning to it.

The Decemvirate isn't alone in wanting Thurl dead; his crimes are well known and unforgiveable—an especially sore point for Absalom's leaders. Despite Muhlia being a seasoned killer who the Decemvirate has also marked for death, a few of the Decemvirate (and I) believe she might not be as corrupt as her demon-worshipping accomplice. Her slide into evil began with the death of her younger sister: Khismia, a devotee of Sarenrae, who had acted as her older sister's moral compass. The seven years since have not been kind to Muhlia. Officially, I tell you this only to provide some insight into your opponent. Use this information as you may.

Depart at once. Taal Mornat's kept well hidden, so even if you use magic to travel to nearby Larrad, you'll want a guide to lead you the rest of the way. Good luck!



Venture-Captain Ambrus Valsin





## APPENDIX: STAT BLOCKS

The following stat blocks are used in this adventure.

### DEMON, COLOXUS

*This figure would be the picture of elegance and refinement were it not for its grotesque fly head and shivering insectile wings.*

COLOXUS	CR 12
<i>Pathfinder RPG Bestiary 3 72</i>	
CE Medium outsider (chaotic, demon, evil, extraplanar)	
<b>Init</b> +13; <b>Senses</b> darkvision 60 ft., scent; Perception +31	
DEFENSE	
<b>AC</b> 26, touch 19, flat-footed 17 (+9 Dex, +7 natural)	
<b>hp</b> 168 (16d10+80)	
<b>Fort</b> +15, <b>Ref</b> +19, <b>Will</b> +9	
<b>DR</b> 10/good; <b>Immune</b> electricity, disease, poison; <b>Resist</b> acid 10, cold 10, fire 10; <b>SR</b> 23	
OFFENSE	
<b>Speed</b> 30 ft., fly 60 ft. (good)	
<b>Melee</b> bite +25 (1d6+4 plus siphon), 2 slams +25 (1d4+4)	
<b>Special Attacks</b> droning wings, siphon, sneak attack +4d6	
<b>Spell-Like Abilities</b> (CL 12th; concentration +18)	
Constant— <i>tongues</i>	
At will— <i>contagion</i> (DC 20), <i>invisibility</i> , <i>suggestion</i> (DC 19)	
3/day— <i>confusion</i> (DC 20), <i>haste</i> , quickened <i>invisibility</i> , <i>mind fog</i> (DC 21)	
1/day— <i>giant vermin</i> , <i>shadow evocation</i> (DC 21)	
STATISTICS	
<b>Str</b> 19, <b>Dex</b> 28, <b>Con</b> 20, <b>Int</b> 17, <b>Wis</b> 18, <b>Cha</b> 23	
<b>Base Atk</b> +16; <b>CMB</b> +25; <b>CMD</b> 39	
<b>Feats</b> Agile Maneuvers, Combat Reflexes, Deceitful, Flyby	
Attack, Hover, Improved Initiative, Quicken Spell-Like Ability ( <i>invisibility</i> ), Weapon Finesse	
<b>Skills</b> Acrobatics +28, Appraise +14, Bluff +29, Diplomacy +14, Disguise +19, Fly +32, Knowledge (arcana, history, planes, and religion) +14, Perception +31, Sleight of Hand +17, Stealth +28;	
<b>Racial Modifiers</b> +8 Perception	
<b>Languages</b> Abyssal, Common, Infernal; telepathy 100 ft., <i>tongues</i>	
SPECIAL ABILITIES	
<b>Droning Wings (Ex)</b> Once per day, when it flutters its wings as a standard action, a coloxus can create a mesmerizing display of color and a sound-dampening buzzing drone. All creatures within 30 feet that can see the coloxus must succeed at a DC 24 Will save or be slowed for up to 6 rounds. Each subsequent round, the coloxus must take a swift action to maintain the effect or the effect ceases at the end of its turn. Additionally, the sound creates a buffer against sonic energy, granting the fly demon immunity to sonic attacks or effects while it continues to drone. The save DC is Charisma-based.	
<b>Siphon (Su)</b> Any creature bitten by a coloxus must succeed at a DC 23 Fortitude save or take 1d4 points of Charisma damage. A coloxus heals itself of 5 points of damage for every point of Charisma damage it deals. The save DC is Constitution-based.	

### DEMON, GALLU

*This horned, winged, wolf-headed demon has bone-white flesh onto which have been riveted plates of spiky armor.*

GALLU	CR 19
<i>Pathfinder Campaign Setting: The Worldwound 44</i>	
CE Medium outsider (chaotic, demon, evil, extraplanar)	
<b>Init</b> +8; <b>Senses</b> darkvision 60 ft., <i>true seeing</i> ; Perception +36	
<b>Aura</b> <i>cloak of chaos</i> (20 ft., DC 25), <i>havoc</i> (30 ft., DC 26)	
DEFENSE	
<b>AC</b> 30, touch 14, flat-footed 26 (+8 armor, +4 deflection+4 Dex, +8 natural)	
<b>hp</b> 332 (19d10+228); fast healing 10	
<b>Fort</b> +27, <b>Ref</b> +16, <b>Will</b> +21	
<b>Defensive Abilities</b> armor plating, fortification 50%; <b>DR</b> 15/cold iron and good; <b>Immune</b> bleed, electricity, poison;	
<b>Resist</b> acid 10, cold 10, fire 10; <b>SR</b> 30	
OFFENSE	
<b>Speed</b> 50 ft., fly 50 ft. (good)	
<b>Melee</b> <i>Bloodwhisper</i> +31/+26/+21/+16 (1d10+17/x3 plus 1 bleed), bite +25 (1d8+5), gore +25 (1d6+5) or bite +30 (1d8+11), gore +30 (1d6+11)	
<b>Space</b> 5 ft.; <b>Reach</b> 5 ft. (10 ft. with <i>Bloodwhisper</i> )	
<b>Special Attacks</b> rain of blood, wounding blood	
<b>Spell-Like Abilities</b> (CL 19th; concentration +26)	
Constant— <i>cloak of chaos</i> (DC 25), <i>true seeing</i>	
At will— <i>confusion</i> (DC 21), <i>fear</i> (DC 21), <i>geas/quest</i> , <i>greater teleport</i> (self plus 50 lbs.), <i>telekinesis</i> (DC 22)	
3/day— <i>dimensional lock</i> , quickened <i>hold monster</i> (DC 23), <i>song of discord</i> (DC 22)	
1/day— <i>mass hold monster</i> (DC 26), <i>summon</i> (level 7, 1 gallu 20%, 1 marilith 35%, or 1d4 nalfeshnees 60%), <i>symbol of insanity</i> (DC 25), <i>word of chaos</i> (DC 24)	
STATISTICS	
<b>Str</b> 33, <b>Dex</b> 18, <b>Con</b> 34, <b>Int</b> 18, <b>Wis</b> 23, <b>Cha</b> 25	
<b>Base Atk</b> +19; <b>CMB</b> +30 (+32 bull rush); <b>CMD</b> 44 (46 vs. bull rush)	
<b>Feats</b> Critical Focus, Improved Bull Rush, Improved Critical (falchion), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability ( <i>hold monster</i> ), Staggering Critical, Vital Strike	
<b>Skills</b> Bluff +29, Disguise +29, Fly +30, Intimidate +37, Knowledge (engineering) +26, Knowledge (history) +26, Knowledge (planes) +26, Perception +36, Ride +26, Sense Motive +28;	
<b>Racial Modifiers</b> +8 Intimidate, +8 Perception	
<b>Languages</b> Abyssal, Celestial, Draconic, Dwarven, Elven, Giant, Kelish; telepathy 100 ft.	
<b>SQ</b> change shape (Small or Medium humanoid, <i>alter self</i> )	
<b>Gear</b> <i>Bloodwhisper</i> (+1 <i>furyborn</i> wounding glaive)	
SPECIAL ABILITIES	
<b>Armor Plating (Su)</b> The armor plates covering much of a gallu's body grant it a +8 armor bonus. They also function as armor spikes during grapples, but cannot be used as off-hand weapons. In addition, these armor plates can possess one	





additional armor special ability chosen from the following options: acid resistance 20, cold resistance 20, fire resistance 20, *ghost touch*, *moderate fortification*, or sonic resistance 20. A gallu demon can switch the active armor special quality once per hour as a swift action—as a general rule, the gallu demon keeps the armor plating set to *moderate fortification*. These armor plates do not encumber the gallu or impose armor check penalties, maximum Dex bonuses, or arcane spell failure chances. They cannot be removed, sundered, or destroyed while the gallu lives, and they rust away into nonmagical fragments of iron upon the gallu's death.

**Aura of Havoc (Su)** A gallu's presence wreaks havoc, infusing battlefields with elements of chaos and entropy that disrupt careful coordination and tactical plotting by manipulating fate and chance. This aura extends to a 30-foot radius around the gallu. The aid another action can never grant bonuses in this area, nor does flanking grant bonuses to hit in the affected area (although flanked foes remain susceptible to sneak attack damage). A creature summoned into this area by any creature other than a demon must succeed at a DC 26 Will save to avoid being confused for 1d4 rounds. Paladins and creatures with the lawful subtype must make a DC 26 Will save each round they begin their turn in this aura to avoid being nauseated for 1 round. Demons ignore the effects of a gallu's aura of havoc. The save DCs are Charisma-based.

**Rain of Blood (Su)** As a standard action once per minute, a gallu can command the wounds of all creatures within 30 feet to erupt into a gory deluge of blood; any wounded creature in the area of effect immediately takes 3d6 points of damage from the rain of blood and must succeed at a DC 31 Fortitude saving throw. Failure indicates that the damage becomes bleed damage and the affected creature becomes staggered from the pain as long as the bleed damage continues. Creatures that are immune to bleed damage are immune to this ability's effects. The save DCs are Constitution-based.

**Wounding Blood (Su)** The spikes that hold a gallu's armor plates in place extend as far into the demon's body as they do outside of it, causing rivulets of blood to constantly run from the creature's flesh. This continual bleeding does not inconvenience or harm the gallu; instead, it grants the *wounding* special ability to all manufactured weapons wielded by the gallu. The dripping blood does not affect the gallu's natural attacks.

## DEMON, SERAPTIS

*This woman's flesh is pale and clammy, as if her blood had been drained of blood from the fanged slashes on her four arms.*

### SERAPTIS

CR 15

Pathfinder RPG Bestiary 5 76

CE Medium outsider (chaotic, demon, evil, extraplanar)

**Init** +10; **Senses** darkvision 60 ft., *deathwatch*, *true seeing*; Perception +30;

**Aura** gaze of despair (30 ft., DC 22), *unholy aura* (DC 23)

### DEFENSE

**AC** 30, touch 20, flat-footed 24 (+4 deflection, +6 Dex, +10 natural)  
**hp** 217 (15d10+135); blood healing

**Fort** +22, **Ref** +15, **Will** +17

**DR** 10/cold iron and good; **Immune** bleed, electricity, poison;  
**Resist** acid 10, cold 10, fire 10; **SR** 26

### OFFENSE

**Speed** 50 ft.

**Melee** +3 *wounding scimitar* +27/+22/+17 (1d6+11/15-20), 3 claws +21 (1d6+4 plus grab), gore +21 (2d6+4) or 4 claws +23 (1d6+8 plus grab), gore +23 (2d6+8)

**Special Attacks** compelling domination, constrict (4d6+12 plus 2d6 bleed and 1d4 Strength drain), multi-arm grab

**Spell-like Abilities** (CL 15th; concentration +20)

Constant—*deathwatch*, *true seeing*, *unholy aura* (DC 23)

At will—*crushing despair* (DC 18), *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 20)

3/day—*confusion* (DC 19), *demand* (DC 23), *dominate person* (DC 19), *fly*

1/day—*symbol of insanity* (DC 23), *summon* (level 5, 1 seraptis 20% or 1 glabrezu 40%)

### STATISTICS

**Str** 26, **Dex** 23, **Con** 28, **Int** 16, **Wis** 19, **Cha** 21

**Base Atk** +15; **CMB** +21 (+25 grapple); **CMD** 41

**Feats** Bleeding Critical, Combat Reflexes, Critical Focus, Improved Critical (scimitar), Improved Initiative, Multiattack, Power Attack, Weapon Focus (scimitar)

**Skills** Acrobatics +24 (+32 when jumping), Bluff +23, Fly +24, Intimidate +23, Knowledge (planes) +21, Knowledge (religion) +21, Perception +30, Sense Motive +22, Stealth +24; **Racial**

**Modifiers** +8 Perception

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

### SPECIAL ABILITIES

**Blood Healing (Su)** Whenever a creature within 30 feet of a seraptis takes bleed damage caused by that seraptis, the blood flows through the air into the seraptis's maw, and the seraptis heals an equal amount of damage.

**Compelling Domination (Su)** When a seraptis uses *dominate person*, its victims do not actively resist and never gain a new saving throw when ordered to take actions against their nature.

**Gaze of Despair (Su)** Creatures within 30 feet of a seraptis that fail a DC 22 Will save take 1d6 points of Charisma drain and are staggered for 1d6 rounds. If the Charisma drain would reduce a creature's Charisma to 0, that creature instead succumbs to overwhelming suicidal urges and attempts to end its life by the most convenient method at hand, subject to the GM's discretion. The creature remains in that state until its Charisma is restored to its normal maximum—otherwise, the victim must be restrained at all times to prevent further suicide attempts. This is a mind-affecting effect. The save DC is Charisma-based.

**Multi-Arm Grab (Ex)** When a seraptis successfully grabs a

creature, the maws on her arms begin to gnaw on it. This ability functions as constrict, except the damage type is bludgeoning, piercing, and slashing. A seraptis gains a cumulative +4 bonus on grapple attempts with her grab ability for each successive claw attack after the first that hits a given target that round.

## MAGMA DRAGON

*Between this dragon's jet-black scales run glowing rivulets of lava, and veins aglow with heat shine in the membranes of its wings.*

### ADULT MAGMA DRAGON

CR 12

Pathfinder RPG Bestiary 2 100

CN Large dragon (extraplanar, fire)

**Init** +5; **Senses** dragon senses; Perception +22

**Aura** frightful presence (180 ft., DC 20)

#### DEFENSE

**AC** 29, touch 10, flat-footed 28 (+1 Dex, +19 natural, -1 size)

**hp** 172 (15d12+75)

**Fort** +16, **Ref** +10, **Will** +15

**DR** 5/magic; **Immune** fire, paralysis, sleep; **SR** 23

**Weaknesses** vulnerable to cold

#### OFFENSE

**Speed** 40 ft., fly 200 ft. (poor)

**Melee** bite +22 (2d6+12/19-20 plus 6 fire), 2 claws +22 (1d8+8/19-20), tail slap +17 (1d8+12), 2 wings +17 (1d6+4)

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)

**Special Attacks** breath weapon (40-ft. cone, 12d6 fire, DC 22)

**Spell-Like Abilities** (CL 15th; concentration +18)

At will—*burning hands* (DC 14), *scorching ray*, *wall of fire*

**Sorcerer Spells Known** (CL 7th; concentration +10)

3rd (5/day)—*dispel magic*, *fireball* (DC 16)

2nd (7/day)—*dust of twilight*<sup>APG</sup>, *flaming sphere* (DC 15),

*glitterdust* (DC 15), *pyrotechnics* (DC 15)

1st (7/day)—*feather fall*, *flare burst*<sup>APG</sup> (DC 14), *grease* (DC 14), *shield*, *true strike*

0 (at will)—*bleed* (DC 13), *detect magic*, *detect poison*, *open/close*, *read magic*, *spark*<sup>APG</sup>, *touch of fatigue*

#### STATISTICS

**Str** 27, **Dex** 12, **Con** 21, **Int** 18, **Wis** 18, **Cha** 17

**Base Atk** +15; **CMB** +24; **CMD** 35 (39 vs. trip)

**Feats** Great Fortitude, Improved Critical (bite), Improved Critical (claws), Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Vital Strike

**Skills** Acrobatics +16 (+20 jump), Climb +26, Escape Artist +16, Fly +13, Intimidate +21, Perception +22, Sense Motive +22, Sleight of Hand +16, Stealth +15, Swim +26

**Languages** Common, Draconic, Dwarven, Elven, Ignan

**SQ** superheated

#### SPECIAL ABILITIES

**Superheated (Su)** An adult magma dragon's bite attack deals 6 points of fire damage in addition to its normal bite damage.

## DRAKE, LAVA

*This muscular two-legged dragon is covered with scales of thick volcanic stone.*

### LAVA DRAKE

CR 9

Pathfinder RPG Bestiary 4 78

NE Large dragon (fire)

**Init** +7; **Senses** darkvision 60 ft., low-light vision; Perception +15

#### DEFENSE

**AC** 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

**hp** 115 (11d12+44)

**Fort** +11, **Ref** +10, **Will** +8

**Immune** fire, paralysis, sleep

**Weaknesses** vulnerable to cold

#### OFFENSE

**Speed** 20 ft., burrow (lava only) 30 ft., fly 60 ft. (average)

**Melee** bite +17 (1d8+7), 2 claws +17 (1d6+7), tail slap +15 (1d8+3)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** magma shake, pyroclastic vomit

#### STATISTICS

**Str** 25, **Dex** 16, **Con** 18, **Int** 9, **Wis** 12, **Cha** 11

**Base Atk** +11; **CMB** +19 (+21 bull rush); **CMD** 32 (34 vs. bull rush)

**Feats** Awesome Blow, Flyby Attack, Improved Bull Rush, Improved Initiative, Multiattack, Power Attack

**Skills** Climb +21, Fly +15, Intimidate +14, Perception +15,

Stealth +13 (+21 submerged in molten rock or metal); **Racial**

**Modifiers** +8 Stealth submerged in molten rock or metal

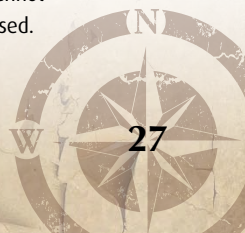
**Languages** Draconic

**SQ** hold breath, speed surge

#### SPECIAL ABILITIES

**Magma Shake (Ex)** Whenever a lava drake exits from being submerged in molten rock (either magma or lava), on the next round as a full-round action, it can shake its body, flicking a fine spray of scalding molten rock in every direction. All creatures within a 30-foot radius of the lava drake take 5d6 points of fire damage from the shower of scalding rock; a successful DC 18 Reflex save halves the damage. Performing a magma shake clears the drake's scales of all excess molten rock and it must resubmerge itself in order to use this attack again. The save DC is Dexterity-based.

**Pyroclastic Vomit (Ex)** As a standard action, a lava drake can vomit forth a ball of molten rock that explodes upon striking a target, showering the target and adjacent creatures in magma. This attack has a range of 100 feet, and deals 6d6 points of fire damage (Reflex DC 19 half) to the primary target and 3d6 points of fire damage to any creatures within 20 feet of the primary target. The magma continues to burn for 1d3 rounds, dealing an additional 3d6 points of fire damage per round to the primary target and 1d6 points of fire damage per round to any secondary targets. After the magma cools, it crumbles to dust. Once a lava drake has used its pyroclastic vomit, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.





**Speed Surge (Ex)** Three times per day as a swift action, a lava drake can draw on its draconic heritage for a boost of strength and speed that allows it to take an addition move action that round.

## MINOTAUR

*With the body of a powerfully built man and the head of a snarling bull, this creature stomps its hooves as if preparing to charge.*

### MINOTAUR

CR 4

*Pathfinder RPG Bestiary 206*

CE Large monstrous humanoid

**Init** +0; **Senses** darkvision 60 ft.; Perception +10

#### DEFENSE

**AC** 14, touch 9, flat-footed 14 (+5 natural, -1 size)

**hp** 45 (6d10+12)

**Fort** +6, **Ref** +5, **Will** +5

**Defensive Abilities** natural cunning

#### OFFENSE

**Speed** 30 ft.

**Melee** greataxe +9/+4 (3d6+6/x3) and gore +4 (1d6+2)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** powerful charge (gore +11, 2d6+6)

#### STATISTICS

**Str** 19, **Dex** 10, **Con** 15, **Int** 7, **Wis** 10, **Cha** 8

**Base Atk** +6; **CMB** +11; **CMD** 21

**Feats** Great Fortitude, Improved Bull Rush, Power Attack

**Skills** Intimidate +5, Perception +10, Stealth +2, Survival +10;

**Racial Modifiers** +4 Perception, +4 Survival

**Languages** Giant

#### SPECIAL ABILITIES

**Natural Cunning (Ex)** Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

## MOHRG

*A thick tangle of discolored entrails clings to this lurching skeleton's torso and winds upward to loll from its jaw like a clawed tongue.*

### MOHRG

CR 8

*Pathfinder RPG Bestiary 208*

CE Medium undead

**Init** +8; **Senses** darkvision 60 ft.; Perception +23

#### DEFENSE

**AC** 23, touch 15, flat-footed 18 (+4 Dex, +1 dodge, +8 natural)

**hp** 91 (14d8+28)

**Fort** +6, **Ref** +10, **Will** +9

**Immune** undead traits

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +15 (2d8+5 plus grab), tongue +10 melee touch (paralysis)

**Special Attacks** create spawn, paralysis (1d4 minutes, DC 21)

#### STATISTICS

**Str** 21, **Dex** 19, **Con** —, **Int** 11, **Wis** 10, **Cha** 14

**Base Atk** +10; **CMB** +15 (+19 grapple); **CMD** 30

**Feats** Ability Focus (paralysis), Dodge, Improved Initiative, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack

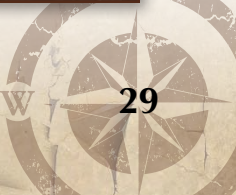
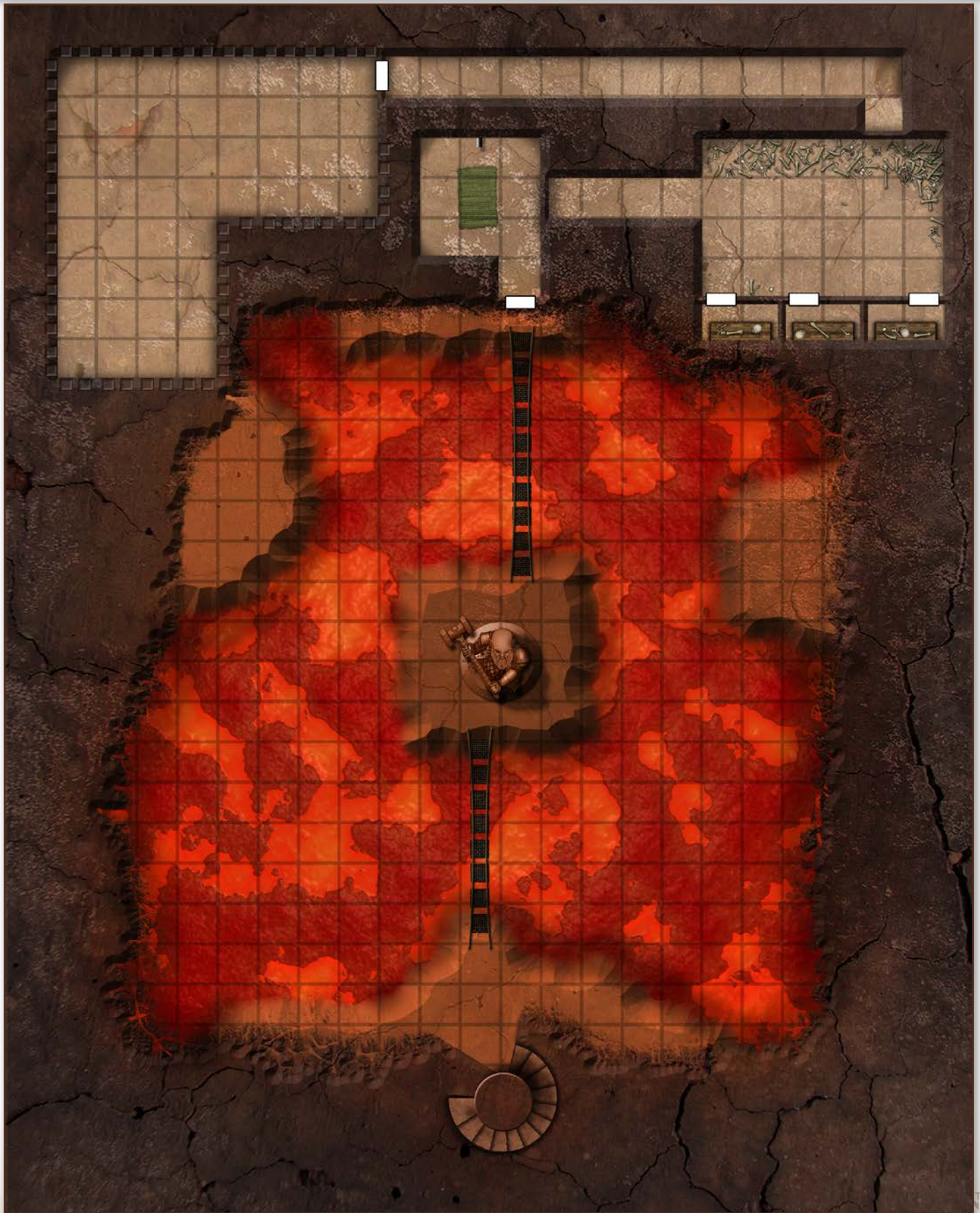
**Skills** Climb +22, Perception +23, Stealth +21, Swim +19

#### SPECIAL ABILITIES

**Create Spawn (Su)** Humanoid creatures killed by a mohrg rise immediately as fast zombies under the mohrg's control. The sudden bloom of unlife when a mohrg's victim dies and becomes a zombie causes a surge of negative energy to flow through the mohrg. Whenever a mohrg creates a zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for the round immediately following the spawn's creation.



# BETRAYAL IN THE BONES





# PATHFINDER SOCIETY SCENARIO

## Pathfinder Society Scenario #9–25: Betrayal in the Bones

Event

Date

GM #

GM Character #

GM Name

GM Prestige Earned

- |                                       |                                         |                                          |                                         |
|---------------------------------------|-----------------------------------------|------------------------------------------|-----------------------------------------|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Concordance    |
| <input type="checkbox"/> A            | <input type="checkbox"/> B              | <input type="checkbox"/> C               | <input type="checkbox"/> D              |

Character #

Prestige Points

Character Name

- |                                       |                                         |                                          |                                         |
|---------------------------------------|-----------------------------------------|------------------------------------------|-----------------------------------------|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance    |

Character #

Prestige Points

Character Name

- |                                       |                                         |                                          |                                         |
|---------------------------------------|-----------------------------------------|------------------------------------------|-----------------------------------------|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Liberty's Edge |
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Character #

Prestige Points

Character Name

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Character #

Prestige Points

Character Name

- |                                       |                                         |                                          |                                         |
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Character #

Prestige Points

Character Name

- |                                       |                                         |                                          |                                         |
|---------------------------------------|-----------------------------------------|------------------------------------------|-----------------------------------------|
| <input type="checkbox"/> Dark Archive | <input type="checkbox"/> The Exchange   | <input type="checkbox"/> Grand Lodge     | <input type="checkbox"/> Liberty's Edge |
| <input type="checkbox"/> Scarab Sages | <input type="checkbox"/> Silver Crusade | <input type="checkbox"/> Sovereign Court | <input type="checkbox"/> Concordance    |

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# Pathfinder Society Scenario #9-25: Betrayal in the Bones

Character Chronicle #

☐ Core Campaign

A.K.A.

Player Name

Character Name

Organized Play #

Character #

Faction

This Chronicle sheet grants access to the following:

☐ **Al-Jakri's Debt (Grand Lodge faction):** You came to an understanding with Muhlia al-Jakri, and in addition to agreeing not to antagonize the Society further, she is ready to come to remove one of your problems behind the scenes. You can check the box that precedes this boon to cancel the effects of any one other boon that appears on one of your Chronicle sheets as Muhlia removes those harming your reputation, "convinces" old foes to give up on vengeance, or secures an esoteric medicine to undo effects that left you mentally or physically weaker.

☐ **Blessing of Chasarak:** As a reward for protecting one of the dwarven god Magrim's holy sites, you have earned a moment of the Taskmaster's intercession when you are at the greatest risk. You can check the box that precedes this boon to negate any one effect that would destroy or trap your soul when you are targeted. This does not prevent any additional effects associated with that effect. Alternatively, you can check the box to gain the assistance of one of Magrim's divine servants in escorting your soul back to your body, reducing the cost of any one spellcasting service that returns you to life by 8 Prestige Points.

☐ **Dalsine Inheritance (Grand Lodge faction):** Thanks to you, Muhlia al-Jakri is dead. The Dalsine family is overjoyed that you have avenged their heir's death, they praise your name for months to come, and they send you one of the late Baron Jacquo Dalsine's dearest possessions: an ivory cameo of himself. You immediately regain 5 previously spent Prestige Points; if your Prestige Point total is greater than your Fame, you must immediately expend them or lose the excess points. In addition, while wearing the cameo, you can use the following as spell-like abilities (CL 12th) by expending the listed number of Prestige Points: *charm monster* (3 PP, DC 22), *major image* (2 PP, DC 21), or *true seeing* (6 PP).

☐ **Maze Breaker:** You have overcome a fragment of the Ivory Labyrinth itself, in the process learning how to defeat other mazes. You can check the box that precedes this boon to use *walk through space* (Pathfinder RPG *Ultimate Combat* 248) as a spell-like ability (CL 15th). Alternatively, you can check the box when attempting an Intelligence check to escape a *maze* spell to automatically succeed at the check.

Subtier 12-13

Subtier 14-15

+3 *agile adamantine kukri* (35,008 gp; an *agile* weapon allows a character with Weapon Finesse to apply her Dexterity modifier on damage rolls in place of her Strength modifier. This modifier is reduced for off-hand weapons)

+3 *human-bane kukri* (32,308 gp)

*amulet of spell cunning* (10,000 gp; Pathfinder RPG *Ultimate Equipment* 256)

*belt of incredible dexterity* +4 (16,000 gp)

*boots of teleportation* (49,000 gp)

*bracers of armor* +4 (16,000 gp)

*carpet of flying* (5 feet by 5 feet; 20,000 gp)

*cloak of resistance* +4 (16,000 gp)

*dwarfbond hammer* (25,312 gp; *Ultimate Equipment* 154)

*potion of barkskin* +5 (1,200 gp; limit 1)

*purple worm poison* (700 gp; limit 4)

*ricochet hammer* (20,301 gp; *Ultimate Equipment* 159)

+3 *agile adamantine kukri* (35,008 gp; an *agile* weapon allows a character with Weapon Finesse to apply her Dexterity modifier on damage rolls in place of her Strength modifier. This modifier is reduced for off-hand weapons)

+3 *human-bane kukri* (32,308 gp)

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*boots of teleportation* (49,000 gp)

*bracers of armor* +4 (16,000 gp)

*carpet of flying* (5 feet by 10 feet; 35,000 gp)

*cloak of resistance* +4 (16,000 gp)

*dwarfbond hammer* (25,312 gp; *Ultimate Equipment* 154)

*greater ricochet hammer* (55,301 gp; functions as a *ricochet hammer* but gains the *speed* special weapon property when thrown; *Ultimate Equipment* 159)

*minotaur belt* (11,000 gp; can be upgraded to grant a +4 Strength bonus for an additional 12,000 gp or a +6 bonus for an additional 32,000 gp; *Ultimate Equipment* 212)

*potion of barkskin* +5 (1,200 gp; limit 1)

*purple worm poison* (700 gp; limit 4)

*void pennant* (14,000 gp; *Ultimate Equipment* 159)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
12-13	6,495	12,989

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	8,603	17,205

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
14-15	10,710	21,420

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
—	—	—

MAX GOLD	Starting XP
	GM's Initials
	XP Gained (GM ONLY)
	Final XP Total

FAME		
	Initial Prestige	Initial Fame
		GM's Initials
	Prestige Gained (GM ONLY)	
	Prestige Spent	
	Current Prestige	Final Fame

GOLD		
	Starting GP	
		GM's Initials
	GP Gained (GM ONLY)	
		GM's Initials
	Day Job (GM ONLY)	
	Gold Spent	
Total		

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #