

PATHFINDER[®]



AGE OF ASHES

ADVENTURE PATH

TOMORROW MUST BURN

By Ron Lundeen and Stephanie Lundeen

Kintargo

Kite Hill

TO GYPRESS POINT

Night Road



2. LADY DOGUR'S SCHOOL FOR GIRLS

3. LONG ROADS COFFEE HOUSE

4. THE NEWT MARKET

1. ALABASTER ACADEMY

5. THE COUNTING HOUSE

Silver Road

6. THE WAR CAGE

8. VASHNARSTILL SHIPYARD

7. SUNSET IMPORTS

10. CASTLE KINTARGO

Yolubilis River

9. BLEAKBRIDGE

Yolubilis River

12. KINTARGO OPERA HOUSE

11. THE PEOPLE'S TEMPLE

14. THE OLD HARBOR

13. LITTLE MISS DRURIE'S

15. HOUSE OF TRUTH AND CLARITY

Argo Isle

Ravounel Road

0

1,200 FEET

PATHFINDER

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Chapter 1: The Road to Kintargo 4

The heroes learn that a villainous organization called the Scarlet Triad has set its sights on Breachill. After passing through the Dreamgate and arriving in distant Ravounel, however, the heroes learn the Scarlet Triad is active in that nascent nation as well.

Chapter 2: Shadows on the Silver City 26

While investigating Kintargo for clues to the Scarlet Triad, the heroes make allies of the abolitionist Bellflower Network, which opposes slavery in all its forms.

Chapter 3: The Cornered Quarry 46

The heroes learn that the Scarlet Triad mastermind has retreated to an abandoned quarry in the Menador Mountains. The heroes must confront her and her powerful allies in order to save Ravounel from the scourge of the Scarlet Triad.

BACK TO KINTARGO

The central portion of this adventure takes place in the Silver City of Kintargo, site of the Hell's Rebels Adventure Path. Once they reach Kintargo, you should consider giving the PCs a bit of a breather. As a 7th-level settlement, Kintargo has ample opportunities for PCs to shop and craft, but also to Earn Income if they wish. While the threat of the Scarlet Triad looms throughout this entire chapter, the PCs aren't under a time limit for how quickly they take steps to deal with the slavers. A bit more information about Kintargo is presented on pages 62–63 of this volume's Ravounel Gazetteer, but if you're seeking a more in-depth exploration of the Silver City, consult the Hell's Rebels Adventure Path for more details about the city, especially the first volume, *In Hell's Bright Shadow*.

ADVANCEMENT TRACK

“Tomorrow Must Burn” is designed for four characters.

- 9** The PCs begin this adventure at 9th level.
- 10** The PCs should reach 10th level before they enter Kintargo in Chapter 2.
- 11** The PCs should reach 11th level before they head south to the Summershade Quarry in Chapter 3.

The PCs should reach 12th level by the adventure's conclusion.



CHAPTER 1: THE ROAD TO KINTARGO

On the island nation of Hermea, the gold dragon Mengkare pursues his “Glorious Endeavor”—breeding idealized specimens of humanity to create a flawless utopia of perfect souls. He started this ambitious project in 4552 AR, but in 4606 AR, just as the Endeavor was beginning to gain speed on its third generation, the deadly storms that heralded the start of the Age of Lost Omens devastated Hermea and set back Mengkare’s plans. Over the months that followed, the gold dragon realized he needed to focus his attentions on protecting and guiding the Endeavor on Hermea, and thus couldn’t spare the time to personally seek out talented and gifted humans on the mainland. And so he outsourced that task, recruiting a talented merchant from Katapesh who had been dealing with three mercantile consortiums: a fleet of traders who ran the route between Katapesh and Cheliax, a dwarven trade organization that maintained relations between

the Five Kings Mountains and Katapesh, and a local group of merchants. By mid-4607 AR, these three groups had united under Mengkare’s guidance and became the Scarlet Triad.

For decades, the Scarlet Triad served as “talent scouts” for Promise, but as the Glorious Endeavor gained momentum and population, the need for new blood waned. Mengkare reduced his funding of the Scarlet Triad as a result, but the members of that group had developed a taste for coin and wealth. By 4690 AR, the group took its first tentative (and very secret) steps into the slave trade, figuring that since they were already seeking out talented and gifted people for recruitment to Promise, those who didn’t meet the strict requirements for inclusion could still fetch a high price as slaves.

The Scarlet Triad’s current leader, Uri Zandivar, has kept their new venture quiet from Mengkare,

although his elder sister Emaliza, who served on Mengkare’s Council of Enlightenment, knew full well what the Triad was up to. With her aid, Uri managed to prevent Mengkare from learning the truth about the Scarlet Triad’s corruption into slavery—as long as they continued to provide the good human stock the dragon sought and did so at reduced overhead, things ran smoothly. When Absalom outlawed slavery in 4717 AR, the Scarlet Triad saw a significant portion of their business crash and burn, and over the past few years, they’ve been working to branch out, most significantly into Cheliox’s slave trade and into the Darklands below the Five Kings Mountains (drawing upon their legacy of trade connections to these nations), both regions where slavery was still a legal business.

The gnoll slaver Laslunn earned her place as Uri’s third-in-command by virtue of her heartless efficiency and her remarkable ability to judge potential slaves. Uri placed Laslunn in charge of co-opting the Chelish slave trade. To do this, Laslunn went not to Cheliox but to Ravounel, the new nation recently formed from Cheliox’s former northwestern province. Laslunn knew that the Chelish slave networks hadn’t simply evaporated when Ravounel turned away from diabolism and evil, and she hoped to rekindle those old slaver’s networks before they were lost completely.

Laslunn’s base of operations in Kintargo is Sunset Imports, a trading company that has fallen on hard times. From here, individual slaver cells have spread throughout Ravounel, including into the declining Alabaster Academy and the outlying town of Cypress Point. With these preparations in place, Laslunn withdrew from Kintargo to an abandoned granite quarry in the Menador Mountains in southern Ravounel. This quarry is Laslunn’s current headquarters and the holding area of her most valuable slaves.

The Silver Council that leads Kintargo has their hands full dealing with political pressures and tense rivalries with neighbors on two fronts—Nidal to the northeast and Cheliox to the south—and this has allowed Laslunn’s slavers to spread quickly. While the council does its best to curtail the slave trade, it has fallen upon another organization to oppose the Scarlet Triad—the Bellflower Network. This informal organization of predominantly halfling abolitionists and slave-liberators has long been active in Cheliox and considers Ravounel a safe base of operations. When a new network of slavers appeared right in their backyard, the Bellflower Network was quick to respond. The leaders of the network—including Laria Longroad and a secretive halfling who uses the folk-hero name “Nolly Peltry”—activated their agents immediately. Unfortunately, Laslunn is well aware of the Bellflower Network and has agents in place to oppose its efforts. This shadow war beneath the atmosphere of tense negotiations in the Silver City is putting all of Kintargo on edge.

Laslunn continues to carry out the Scarlet Triad’s directives, but she has her own agenda as well. From correspondence with Voz Lirayne (see *Pathfinder Adventure Path #145: Hellknight Hill*), Laslunn has learned of Alseta’s Ring and the network of gates it contains. She’s heard whispers about the Scarlet Triad’s plans for Alseta’s Ring, but even with her lofty position, she isn’t considered senior enough to be trusted with the details of these plans. Irritated by these secrets and determined to find out more, the gnoll slaver dispatched a few agents to the town of Breachhill to find out why Voz has gone silent. Laslunn isn’t aware that the PCs have already bested Voz, but she’ll soon learn that fact when the PCs bring the fight to her.

CHAPTER 1 SUMMARY

The PCs learn of nefarious activities in Breachhill and have their first direct confrontation with the Scarlet Triad. From there, they open the Dreamgate portal and deal with a coven of hags who have moved into the extradimensional way station found within. On the far side of the portal, they emerge into the new nation of Ravounel, not far from the small town of Cypress Point as it undergoes a brutal raid by the Scarlet Triad. The PCs defend the town from these eager slavers and rescue several influential locals, while learning that this group of slavers was but a small fraction of those who have infested the city of Kintargo.

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Getting Started

This adventure begins as the PCs receive a suspicious invitation from one Heuberk Thropp. Before you start, though, remember the PCs might want to spend some time improving their home and bettering themselves—give the players some downtime to carry out these tasks as needed.

THE MISSING WAINWRIGHT

During “Hellknight Hill,” the PCs discovered Voz’s secrets and put an end to her villainy. Laslunn only recently realized that something’s gone awry with her contact Voz, and she sends one of her most trusted minions, Heuberk Thropp, to investigate. What he learns in the few days he has before the PCs return from the Mwangi Expanse both intrigues and unsettles him, and as this adventure begins, he’s ready to lure the PCs into a confrontation during which he hopes to learn more of their motivations and potential interest in joining the Triad.

Heuberk’s plan is to abduct local wainwright Fadelby Vusker, whom the PCs may have hired to help with work on Citadel Altaerein—feel free to substitute a different NPC from town if you wish (in this case you’ll need to adjust the encounters that take place in the wainwright’s shop). Once he’s abducted Fadelby, Heuberk sends a short, unsigned message to the PCs in Citadel Altaerein—see Handout #1 on page 7 for details.

Wainwright’s Shop

The wainwright shop has two entrances: a door to the east, and a double door to the south. Both are currently closed but not locked. The interior of the shop is only dimly lit with a few lanterns turned down low. The three areas of the shop are detailed first, but as soon as the PCs make their presence known, Heuberk emerges from area A2 to greet them—in this case, see A Tense Meeting on page 9.

A1. WORKSHOP

Low 9

This workshop is large enough to hold multiple wagons at once. A fireplace and a forge stand opposite the machinery, next to a narrow door. Two other doors lead north: one is tucked in an alcove and adorned with a wooden sign reading “Private,” and the other is a slightly ajar double door.

The machinery on the west side of the room is Fadelby’s new semi-mechanized lathe. The fireplace is cold, as Fadelby hasn’t used it in several days, although a stack of raw iron next to it is ready to be forged into clasps, rims, or whatever else the wainwright needs in his work.

Hazard: One of Fadelby’s most important tools is his lathe. After his old one broke down several weeks ago, he spent the money to buy a more efficient and modern version shipped all the way from Kerse. This lathe is powered by gears and springs and has several sharp blades, and just about anyone can get the wood spinning at a remarkable speed.

The Scarlet Triad poked around in this room while preparing their ambush and were intrigued by the powered lathe. After one of the sneaks nearly lost a finger to a spinning blade, the villains realized the lathe would make a good trap. They loosened the lathe’s blades and gears, then overwound the mechanism’s

springs before locking them in place. Now the lathe will unleash multiple rounds of spinning gears and blades throughout the room if a cord is pulled, a cord held by a Scarlet Triad agent hidden in area A2.

WAINWRIGHT’S SHOP



1 SQUARE = 5 FEET

TRAPPED LATHE

HAZARD 10

COMPLEX MECHANICAL TRAP

Stealth +19 (expert); DC 29 to notice the line of cord running from the lathe’s trigger toward the door to area A2.

Description The powered lathe’s springs have been critically overwound so that when jostled or triggered, the lathe unwinds violently, hurling blades, gears, and sharp shards of metal around the room.

Disable Thievery DC 31 (expert) on the lathe releases the tension on its springs without unleashing its blades and gears.

AC 30; **Fort** +22, **Ref** +14

Hardness 18; **HP** 72 (BT 36); **Immunities** critical hits, object immunities, precision damage

Unleash Fragments **Trigger** The lathe is jostled or damaged, or its trigger is remotely pulled. **Effect** The trap makes a sharpened fragment Strike against a random target in area **A1**, then rolls for initiative.

Routine (4 actions) The lathe attempts four sharpened fragment attacks against creatures in the room, selecting a target randomly from all available targets in area **A1**. The trap does not take multiple attack penalties for any of its attacks. The trap loses 1 action each turn as its springs wind down, and becomes disabled when it has 0 actions.

Ranged **Damage** **◆** sharpened fragment +26, **Damage** 2d8+12 slashing plus 1d8 persistent bleed damage on a critical hit

A2. STOREROOM MODERATE 9

Shelves line the east and west walls of this storeroom, with lumber and broken machinery in the room's center. The only exit is a wide door in the storeroom's southeast corner.

Fadelby stores spare lumber in this room, but he's also shoved his old pedal-powered lathe here in the dwindling hope that he'll fix it up and resell it someday. The metal lathe and stacks of lumber are sufficient to provide cover to anyone standing behind them.

Creatures: Heuberck Thropp and three Scarlet Triad sneaks wait patiently here for the PCs, along with their tightly bound and gagged hostage, Fadelby. One of the sneaks holds a knife at the ready to deliver a mortal wound to Fadelby, while another stands ready to tug the line attached to the trapped lathe and set the trap off. The third sneak stands near the doors to area **A1**, ready to aid Heuberck as needed. Heuberck himself watches area **A1** through the gap in the door, and is ready to step into the room to the south to greet the PCs when he notices them—see A Tense Meeting.

Heuberck is a tall, bony man with sharp features and well-oiled brown hair and mustache. He favors his spells in combat, attempting to disorient the PCs. He gives the call to cut Fadelby's throat if reduced to fewer than 25 Hit Points, hoping that the PCs rush to save the wainwright and thus afford him a better chance to escape alive.

Fadelby is badly beaten and barely conscious. If Heuberck gives the command, the sneak who holds him can cut his throat and cause Fadelby to become dying 1. Fadelby's combat stats are otherwise unlikely to be relevant to this encounter.

Esteemed adventurers-

I have a proposition for you. I wish to speak about potential employment of your skills, but do not wish to involve the authorities. This is a matter for which your skills are uniquely appropriate, but also one that must needs remain secret. I've taken the liberty of commandeering your local wainwright's shop as a meeting place. Come before sunrise, and do so alone. If you do not meet me before then, or if you involve the authorities, this one-time offer will not be issued again. In such a case, please accept my condolences in advance for your wainwright's fate and the unfortunate fire that claimed his shop.

Handout #1

HEUBERCK THROPP

CREATURE 9

UNIQUE LE MEDIUM HUMAN HUMANOID

Perception +14

Languages Common, Dwarven, Elven, Gnoll, Halfling

Skills Athletics +16, Deception +21, Diplomacy +15, Intimidation +19, Mercantile Lore +16, Society +16, Thievery +16

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

Items dagger (3), keys to manacles, leather armor, +1 striking mace, average manacles (marked with the symbol of the Scarlet Triad), spellbook, infiltrator's thieves tools

AC 28; **Fort** +21, **Ref** +15, **Will** +18

HP 155

Timely Distraction **Trigger** A creature Heuberck can see within his melee reach misses him with a melee Strike.

Effect Heuberck attempts to Feint the creature. If it's not Heuberck's turn and he gets a success, the effect applies on his next turn.

Speed 25 feet

Melee **◆** mace +19 (shove), **Damage** 2d6+9 bludgeoning

Melee **◆** dagger +18 (agile, versatile S), **Damage** 1d4+9 piercing

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Ranged ✦ dagger +17 (agile, thrown 10 feet, versatile S), **Damage** 1d4+9 piercing

Occult Prepared Spells DC 27, attack +19; **5th** *crushing despair*; **4th** *discern lies, fly*; **3rd** *dream message, enthrall, hypnotic pattern*; **2nd** *invisibility, mirror image, paranoia*; **1st** *charm, command, fear, ray of enfeeblement*; **Cantrips (5th)** *detect magic, message, prestidigitation, read aura, shield*

Identify an Opening ✦ (auditory, linguistic) **Requirements** A creature is flat-footed against Heuber's next melee attack. **Effect** Heuber points out a lapse in the creature's defenses. The creature is flat-footed against all melee attacks attempted by any of Heuber's allies



Heuber Thropp

who hear and understand this instruction until the start of Heuber's next turn.

Sneak Attack 2d6

SCARLET TRIAD SNEAKS (3)

CREATURE 6

UNCOMMON CE MEDIUM HUMAN HUMANOID

Perception +12

Languages Common

Skills Acrobatics +14, Athletics +10, Deception +12, Intimidation +10, Stealth +16, Thievery +14

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

Items *bloodseeker beak* (affixed to rapier), dagger (3), keys to manacles, leather armor, average manacles (marked with the symbol of the Scarlet Triad), +1 rapier, thieves' tools

AC 25; **Fort** +10, **Ref** +14, **Will** +12

HP 95

Nimble Dodge ⤵ **Requirement** A sneak can't use this reaction while encumbered. **Trigger** The sneak is hit by an attack made by a creature the sneak can see. **Effect** The sneak gains a +2 circumstance bonus to their Armor Class against the triggering attack.

Deny Advantage The sneak isn't flat-footed to hidden, undetected, or flanking creatures of 6th level or lower, or creatures of 6th level or lower using surprise attack.

Mobility When the sneak takes a Stride action to move half their Speed or less, that movement does not trigger reactions.

Speed 25 feet

Melee ✦ rapier +17 (deadly 1d8, disarm, finesse),

Damage 1d6+5 piercing

Melee ✦ dagger +16 (agile, finesse, versatile S), **Damage** 1d4+4 piercing

Ranged ✦ dagger +16 (agile, thrown 10 feet, versatile S), **Damage** 1d4+4 piercing

Efficient Capture ⬢⬢⬢ (attack, manipulate); **Requirements** The sneak has manacles in hand and is adjacent to a creature. **Effect** The sneak attempts to bind the creature's wrists or ankles with the manacles. If the sneak succeeds at an attack roll with a +16 modifier against the target's AC, they apply the manacles.

Sneak Attack 2d6

Surprise Attack In the first round of combat, creatures that haven't acted yet are flat-footed to the sneak.

A3. LIVING QUARTERS

This small room is outfitted as a cozy apartment.

Although Fadelby lives in a farmhouse on the outskirts of town, he stays here when working late or when he wants a break from his husband and their six children.

A TENSE MEETING

As soon as he notices the PCs entering area **A1**, Heuberk steps into the room (accompanied by one sneak) and addresses them with his hands in the air.

“Thank you for accepting my invitation, friends! And yes, your wainwright is fine—if our conversation goes well, he’ll stay fine. I’ve arranged for this meeting to ask you about a former associate and perhaps offer you a job, and I have no reason to see anyone hurt, particularly not the poor exhausted gentleman in the room behind me. So, if you’ve the inclination, I’ve a few questions for you.”

Heuberk has already cast *discern lies*, and he idly mentions this to the PCs to discourage them from trying to trick him. If the PCs demand to see Fadelby, Heuberk sighs but then opens the doors to area **A2** wider so that Fadelby is visible (bound, gagged, and unconscious next to another sneak armed with a knife). Heuberk then asks the following questions.

What became of Voz Lirayne? Heuberk already knows that Voz was operating out of a bookshop in Breachhill and that she confronted the PCs—whether the PCs killed or captured her in “Hellknight Hill,” Heuberk already knows that outcome from investigations around town. He asks this question first primarily to gauge whether the PCs intend to be honest with him.

Where are Voz’s notes about Alseta’s Ring? With Voz dead, Heuberk wants her notes to bring back to Laslunn. He already knows she made them, and he suspects they ended up in the PCs’ hands. If the PCs say they can get the notes for Heuberk, he allows only one of the PCs to leave to fetch them; he insists everyone else remain with him to ensure compliance.

What do you know about Alseta’s Ring? Heuberk suspects the PCs know quite a bit about the Ring, although he’s unaware of their transit to Garund in “Cult of Cinders.” If he learns this, he may ask a few more questions about the fate of the Cinderclaws at your option.

Would you be willing to work for my associates? If the PCs ask for more details, Heuberk won’t tell them who he works for other than calling them “an international group of powerful merchants who know how to take care of their employees.” If the PCs seem interested, he won’t mince words—he tells the PCs to go out and “fetch three people who won’t be missed and who’ll be excellent stock for the slave trade, and return here with them by next midnight.”

Working for Heuberk: If the PCs indicate to Heuberk that they’re interested in working for him, he relies on his Perception and *discern lies* spell to

determine if they’re trying to trick him. If he suspects treachery, he shakes his head sadly and says, “Lies and deception won’t get you far with my associates, so I’ll have to retract my offer,” before he attacks. If the PCs manage to deceive him, they can use the extra time to engineer a rescue of Fadelby or fight the Triad members as they see fit, but if they take too long to deliver appropriate slaves, Heuberk has Fadelby executed and the slavers leave town. Note that this Adventure Path does not expect the PCs to embrace the option to become slavers, even as a method of “infiltrating” the enemy and taking them down from within. If you think this plot twist would be acceptable for your players (keeping in mind that the notion of slavery is distasteful to many, and is an evil act), feel free to change the campaign’s course as you see fit.

Concluding Negotiations: Heuberk is arrogant, smug, and self-assured, and once the PCs have answered his questions (and assuming they aren’t interested in becoming slavers themselves), Heuberk asks the PCs to wait in the workshop while he “prepares to leave.” He then steps back into area **A2** and has one of his associates close the door while the other triggers the trapped lathe, hoping that the device kills the PCs. Once the trap winds down, the agents open the door again to attack the PCs, hoping to finish them off. One sneak stays by Fadelby’s side, ready to cut his throat at Heuberk’s command or if anyone approaches him. Heuberk hopes to kill the PCs and stop them from further meddling in Scarlet Triad plans, but tries to escape back to Ravounel if at least two sneaks are slain or he is reduced below 30 Hit Points. If he does escape, feel free to have the PCs encounter him later in the campaign—he otherwise has no further scripted role to play in the Age of Ashes Adventure Path.

Interrogating Heuberk: If the PCs manage to capture Heuberk alive, they can interrogate him. At first, he offers to provide information on the condition that the PCs let him go, but he’ll also give the information to save his life. He admits to being newly arrived in Breachhill and that the plot to abduct Fadelby was solely to draw the PCs into this trap. He’ll admit that the organization he works for is the Scarlet Triad (a mercantile consortium, he claims—admitting that the group is focused on slavery only if made helpful and asked directly), and that he’s come on a personal mission from one of the group’s leaders, a fierce gnoll slaver named Laslunn. Laslunn is interested in learning more about Alseta’s Ring and has recently set up extensive operations in the nation of Ravounel, but Heuberk doesn’t have very much specific information about that. He was supposed to meet Laslunn at a shipping company called Sunset Imports in Kintargo

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once he returned. This is the most important bit of information Heuberck should convey to the PCs, but if he doesn't, the PCs will have the chance to learn this information later anyway.

XP Award: Once the PCs learn about the Scarlet Triad's link to Sunset Imports (be it from Heuberck or later in this chapter), award them 80 XP.

WHO IS THE SCARLET TRIAD?

At some point during this adventure, the PCs will seek information about their enemy, the Scarlet Triad. They can do so via a Diplomacy check to Gather Information or a Society check to Recall Knowledge—the DC is 27 in either event. At your option, the PCs can learn some or all of this information by interrogating captured slavers. By the time they meet Mialari Docur in Chapter 2 (page 38), she can fill them in on any of the information they've not yet discovered.

Success: The Scarlet Triad is a mercantile consortium based in Katapesh whose interests are diverse and varied. Their primary business is importing and exporting luxuries, spices, magic items, and texts—but in recent years they have also started to facilitate the placement of specialist experts and mercenaries for other organizations with particular needs. The Scarlet Triad was founded not long after the Age of Lost Omens began, when an already powerful merchant's guild in Katapesh merged with a fleet of traders who ran the route between Katapesh and Chelax and a dwarven trade organization who maintained relations between the Five Kings Mountains and Katapesh.

Critical Success: The PC learns all of the information in Success above, as well as the following. The Scarlet Triad is based in a structure called the Red Pyramid in the city of Katapesh, and they are currently in good standing with that city's Pactmasters—as a result, the organization has the protection and sponsorship of one of the region's largest and most powerful city governments. The Scarlet Triad is notoriously private, and additional details about their organization and leadership cannot be learned via Gather Information or Recall Knowledge, other than of rumors that the Scarlet Triad has recently begun to dabble in the slave trade.

Failure: The PC learns that the Scarlet Triad is a mercantile consortium based in Katapesh.

Critical Failure: The PC mistakenly learns or suspects that the Scarlet Triad is a mercenary group that works for some other red-themed organization, such as the Crimson Throne monarchy of Korvosa or the Red Mantis assassins.

XP Award: Once the PCs learn all of the information listed in the Critical Success entry above, either now or through later investigation, grant them 80 XP.

Dreamgate Way Station

At the end of the previous adventure, the PCs were gifted *Eclipse*, a magic starknife that also serves as the portal key for Dreamgate in Alseta's Ring. To activate Dreamgate, the PCs need only touch *Eclipse* to the portal, which causes the stone within the arch to turn into a shimmering curtain of mist. The portal remains active for 10 minutes before closing—the other side of the portal allows travelers from within to emerge, but not to reenter without activating the portal again.

Dreamgate was dedicated to the goddess Desna and connects to Avistan's western coast. As with all other portals in Alseta's Ring, a small complex called a way station exists within Dreamgate. Unlike Huntergate, Dreamgate's way station remains intact, yet it is far from safe. This way station, in keeping with its Desnan themes, was intended to be a safe place for travelers to rest and enjoy pleasant dreams. To encourage this, two dreaming chambers were created within. Note that as with all way stations in Alseta's Ring, this area is its own small demiplane, and travel to and from it is difficult without using the portals that connect it to Golarion.

Decades ago, a night hag named Abelstia discovered the way station from the Ethereal Plane, drawn to it after noticing echoes of strange, dream-related magic in the Ethereal Plane. More importantly, she discovered that the way station's dreaming chambers allowed her to travel between the demiplane and the Ethereal Plane by means of her dream haunting ability. She soon realized the rooms would make an excellent refuge for herself and the other hags in her coven, Kelleni and Senna. It wasn't long before the three were able to corrupt the way station to better serve their propensity for nightmares.

Abelstia recognized the two *aiudara* at either end of her new lair as inactive portals, and after she found no way to open them without their key, she and her coven tried to block these portals and prevent others from invading their new home from outside. Unfortunately for Abelstia, the magical backlash from her attempt to meddle with the portals killed her.

To maintain their coven, the other two hags recruited a replacement: Rusty Mae. The re-formed coven preserved Abelstia's memory—and her corpse—in the way station. Over time, Rusty Mae has risen to a position of leadership in the coven, and the hags now consider Dreamgate way station their personal realm.

The chambers within Dreamgate way station are 15 feet high. The walls, floors, and ceilings of the rooms are stone and decorated with carvings of stars and butterflies. The tiny star carvings glow softly, providing dim light in each room. Sound is muffled between chambers in the way station. This was intended to

keep noises from disturbing those sleeping in areas **B2** or **B3**, but it also means that the sounds of combat in one room won't carry over to others. Particularly flashy spell effects could alert neighboring encounters to trouble. Within a room, sound isn't muffled.

B1. ABELSTIA'S TOMB

This room is decorated with tiny, glowing points of light and scratched carvings of butterflies. Upon a short dais at one end between two hallways are two delicate bare feet apparently carved from stone. Chunks of shattered stone around the dais hint at the fate of the rest of the statue. Nailed to the wall above the dais is the preserved corpse of a hideously ugly gray-skinned horned woman. The wall behind her once bore a written message in flowing script, but it's been scratched out and replaced by a new phrase.

The new carving on the wall is in Abyssal, and reads "Praise to Abelstia, for Succulent Nightmares."

A successful DC 15 Religion check to Recall Knowledge is enough to note that this ruined room, and thus the ruined statue, was once devoted to Desna. A PC who speaks Elven and succeeds at a DC 20 Perception check can read the scratched-out writing: "Praise to Desna, for Sweet Dreams."

The corpse has been dead for many years, but its old, leathery flesh is well preserved. A PC who succeeds at a DC 26 Religion or Society check to Recall Knowledge identifies the corpse as that of a night hag. The body shows no evidence of how the night hag died, as she was slain by an overwhelming blast of mental damage inflicted by magical backlash.

Treasure: Abelstia's withered hand still bears her *ring of lies*. Her *heartstone* on a silver chain long ago lost its magical power, but it is still worth 200 gp.

B2. DREADFUL DREAMS Low 9

The centerpiece of this room is a tall statue of a willow tree carved from pale marble. Six oversized roots around the base of the tree resemble stone beds radiating out from the trunk, with just enough room to climb into them beneath the statue's stone branches. Exits lead out from opposite sides of the room.

Once a place where up to six visitors at a time could rest to experience prophetic dreams, this statue has been corrupted by the hags' malevolent influence. A PC who succeeds at a DC 12 Perception check notes a disc-shaped indentation in the tree's trunk about the size of a human hand; this indentation is the proper place for a *dreamstone* (page 71).

Hazard: This huge statue was once imbued with magic to aid in sending the dreams of those who sleep under its boughs toward restful sleep (originally, it allowed anyone sleeping on one of the six beds arrayed around its roots to gain the effects of a *dreamstone* placed in its trunk), but centuries of influence from the hag coven has warped and twisted the tree into a dangerous magical hazard. Not quite a fully animated object, the tree statue comes to life and reaches out to grab at anyone that approaches, inflicting those it snatches with vivid and terrifying visions. These visions are all potentially true future events, but each is warped to be particularly harrowing, causing mental anguish to the victim. Good examples of potential visions include traumatic events from the victim's recent past, or might include potential outcomes of near-future events, such as fighting a devil atop a grassy hillside (page 34) or drowning as a quarry floods with water (page 54).

TREE OF DREADFUL DREAMS HAZARD 10

RARE **COMPLEX** **MAGICAL** **TRAP**


Stealth +22 (expert)

Description The statue of the willow tree animates, its branches lashing out to try to grab anyone in area **B2**.


Disable Athletics or Thievery DC 25 (trained) to force or lever open a single branch, disabling that branch and freeing any creature trapped within. Thievery DC 29 (expert) to disrupt the tree's magical animation, shut it down, and free all trapped creatures. Placing a *dreamstone* in the tree's trunk takes 2 Interact actions and causes the trap to shut down, freeing all trapped creatures. Placing the cursed *dreamstone* from area **B4** in the trunk instead increases the tree's actions per turn to 4 and gives it a +2 item bonus to all saving throws and attack rolls.


AC 30; **Fort** +22, **Ref** +14

Branch Hardness 10; **Branch HP** 40 (BT 20) to break each branch; **Immunities** critical hits, object immunities, precision damage

Attack of Opportunity  The tree of dreadful dreams can attempt up to six Attacks of Opportunity each round.

Routine (3 actions) The statue uses each action to attempt a branch Strike against a random creature in the room that it hasn't grabbed. If there are no creatures for it to attack and it has at least one creature grabbed, it instead Constricts. The trap can have up to six creatures grabbed.

Melee  branch +26 (reach 20 feet), **Damage** 2d10+12 bludgeoning plus the target is grabbed by the tree; no multiple attack penalty

Constrict  1d10+12 bludgeoning, DC 27

Terrifying Visions A creature that begins its turn grabbed by the trap experiences vivid, warped visions of true

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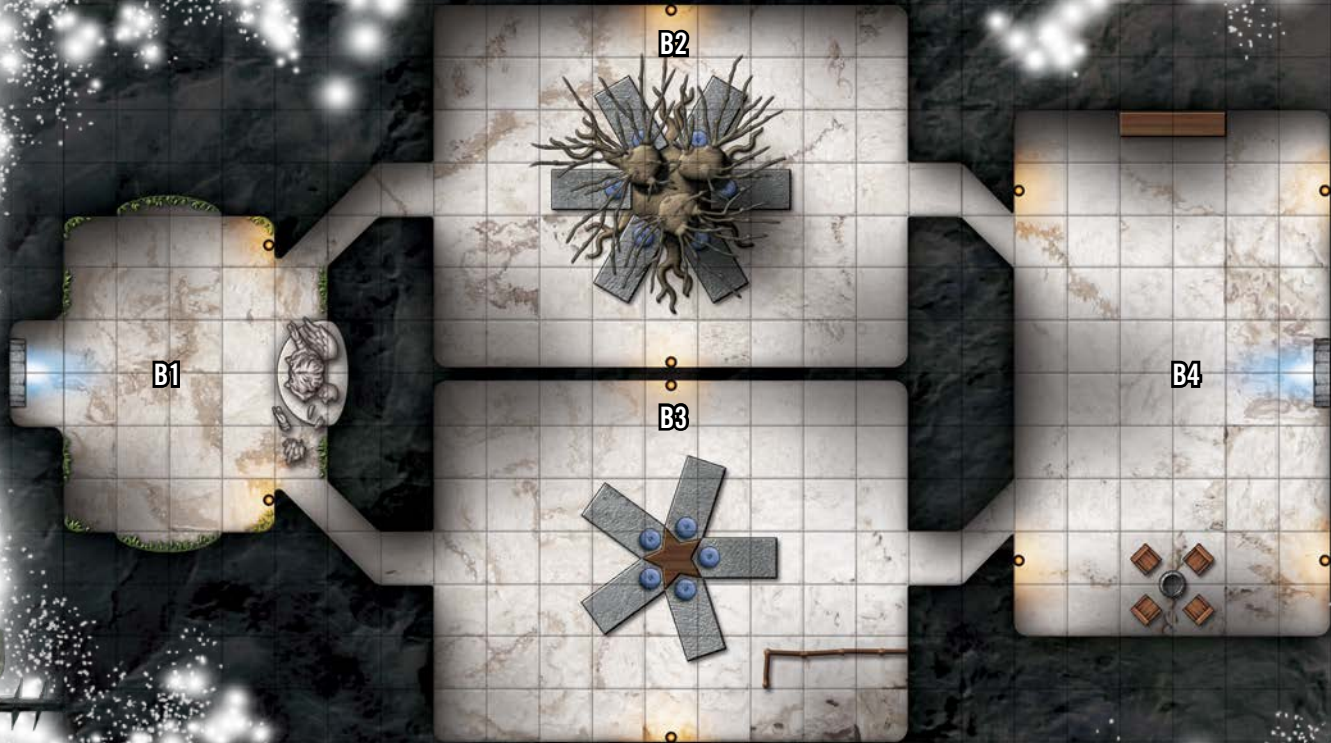
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DREAMGATE WAY STATION



1 SQUARE = 5 FEET

events and must succeed at a DC 31 Will save or take 4d8 mental damage. On a critical failure, the creature also becomes doomed 1. A creature that succeeds at its save is temporarily immune for 24 hours.

Reset The trap deactivates and resets if it has no creatures grabbed and no creatures in the room to attack. If an uncursed *dreamstone* is placed in its trunk, the statue doesn't reactivate.

B3. FALSE DREAMS MODERATE 9

Five narrow beds made of hard wood are arranged radially in the center of this room, the five headboards carved from a single piece of wood in a large star shape. The center of the wooden star has a disc-shaped indentation. Three of the beds are acid-pitted and badly scorched. Exits lead out from opposite sides of this room, while one corner of the

room seems to have been repurposed into something of a makeshift stable.

Long ago, up to five visitors at a time could rest here to receive diverting but ultimately meaningless dreams as entertainment. The hags' presence here has resulted in damage and corruption to these beds, and now they are uncomfortable. The disc-shaped indentation in the center of the star can hold a *dreamstone* (originally allowing all sleeping in the beds to share the item's benefits), but with the beds damaged, placing a *dreamstone* here has no effect.

Creatures: The night hag Kelleni spends most of her time in this room conversing with the hags' loyal nightmare, a muscular black stallion named Coalgnasher. Kelleni has blue-black skin covered in knotty warts, and one of her horns was broken off long

ago and ends in a jagged stump. She is impulsive and rude, although she gets along well with Coalgnasher—more so than with her fellow hags of late, for Kelleni has grown tired of the way station and has been pressuring the others to relocate their lair.

Both Kelleni and Coalgnasher are initially surprised to find strangers in their way station, but they immediately attack. Coalgnasher breathes smoke and enters melee, while Kelleni attempts to remain at a distance and use her spells. If Coalgnasher is reduced to fewer than 30 Hit Points, he tries to flee ethereally. Kelleni initially hopes to handle the PCs on her own, but as soon as she's reduced below 100 Hit Points, she realizes she needs help and alerts her coven sisters while she tries to flee to area **B4**.

KELLENI **CREATURE 10**
Elite night hag (*Pathfinder Bestiary 6*, 202)
Initiative Perception +20

COALGNASHER **CREATURE 7**
Elite nightmare (*Pathfinder Bestiary 6*, 244)
Initiative Perception +16

B4. MURKY ARCHWAY **SEVERE 9**

One wall of this room contains an ornate archway of stones carved with symbols of stars, comets, and waves. The space underneath the archway is filled with a featureless stone plug that has been decorated with a complex series of runes scribed in what looks like long-dried blood, while the ground below the archway is scorched black. Four ornate chairs surround a silver cauldron to one side of the room, while a large wooden table with some books atop it stands against the opposite wall. The room contains two exits in the wall opposite the blocked archway.

Creatures: The other two members of the coven, Rusty Mae (the coven's current leader) and Senna, spend most of their time here, where they use this chamber as a place to plot, work their evil magic, and offer prayers to their sinister patron: the queen of the night Mahathallah, demigoddess of death and vanity. Since she's joined the coven, Rusty Mae has converted the other hags to the worship of Mahathallah, although Kelleni has begun to doubt these teachings.

The coven's original leader, Abelstia, was the one who tried to blockade Dreamgate, triggering a fatal backlash, and ever since, the hags have left both portals alone. Over the many decades they've been living here, the hags have forgotten the portals, as they haven't been used.

AGE OF ASHES

ADVENTURE PATH

A DYSFUNCTIONAL COVEN

Normally this coven of hags working together would be pushing into extreme encounter territory for 9th level characters, but the internal strife between the hags means that parties won't face the entire coven at once (though the coven still gains coven spells). The addition of the bone devil Haznazak further complicates things, for he's not necessarily a reliable ally to the coven, and quick-thinking PCs can use this to their advantage. You know your party's strengths and weaknesses by now, though, and so if you think they can handle a fully cooperative coven of hags, feel free to have them face the trio all at once. Conversely, if you're worried that even two of the three might be too much, you can have even further strife in the coven by letting the PCs face Senna separately in area **B1**.

Unless Kelleni's been forced to swallow her pride and retreat here after the PCs' attack, Rusty Mae and Senna are engaged in tense negotiations for the services of a bone devil named Haznazak, whom Rusty Mae recently conjured via *planar ally*. The hags want Haznazak's services as a scout and spy, a task which Haznazak enjoys, but he's driving a hard bargain. If they're still unaware of the PCs, the hags and the devil take a -2 penalty to initiative checks for the distraction of their negotiations.

The two hags react with shrieks of indignation and shock if they're interrupted and immediately attack, calling upon Kelleni for aid at once (the dissatisfied night hag, if she still lives, takes 1d4 rounds to eventually make her way here). Haznazak is eager to earn an increased price for his services, but not so eager to risk his life for potential employers. He becomes invisible as the fight begins, then telepathically bargains with the hags as the fight unfolds, attempting to drive up his payment in return for aiding the hags in the fight. Rusty Mae in particular is infuriated by this tactic and replies (aloud, in Infernal) with curses and threats against Haznazak, trying to shame him into attacking the PCs to prove his worth. This back and forth between the devil and the hag goes on for several rounds, with the PCs able to overhear only Rusty Mae's half of the conversation. If the PCs pick up on what's going on, call out to Haznazak, and make him an offer, the invisible devil contacts them telepathically and makes them a similar offer—he'll join the fight against the coven if the PCs agree to either pay him 150 gp or give him an item worth 300 gp. Haznazak won't bargain this price with the PCs, but if the PCs agree (he uses Perception

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to Sense Motive to try to see through deceptions) he switches sides and attacks the hags instead, much to their rage. If at any time Haznazak comes to think the PCs aren't going to honor a deal with him, he attacks them at once. The hags fight to the death.

RUSTY MAE

CREATURE 10

UNIQUE LE LARGE HAG HUMANOID

Perception +22; darkvision

Languages Aklo, Common, Infernal, Jotun

Skills Acrobatics +17, Athletics +21 (+23 to Grapple), Deception +19, Diplomacy +21, Intimidation +17, Religion +22, Stealth +19

Str +7, **Dex** +5, **Con** +5, **Int** +4, **Wis** +6, **Cha** +5

Coven Rusty Mae adds *earthbind*, *passwall*, and *spellwrack* to her coven's spells.

AC 30; **Fort** +22, **Ref** +16, **Will** +19; +1 status to all saves vs. magic

HP 155; **Resistances** physical 10 (except bludgeoning)

Speed 40 feet

Melee **◆** claws +23 (agile, cold iron, magical, reach 10 feet), **Damage** 2d8+13 slashing plus Grab and rust

Divine Rituals DC 29; *planar ally*

Bonds of Iron **◆◆** As annis hag (*Pathfinder Bestiary* 202), but with an escape DC of 29, AC 25, Hardness 14, and 56 Hit Points.

Change Shape **◆** As annis hag.

Rend **◆** claw

Rust Rusty Mae's claws cause metal to rapidly rust and corrode. If she succeeds at a claws Strike or Disarm attempt, she deals 2d6 damage (doubled on a critical hit) to a metal item the target is wearing or holding, ignoring its Hardness, in addition to the damage she deals to the target with her claws. If she hits an unattended metal item, the item takes 2d6 damage automatically. If a creature uses the Shield Block reaction with a metal shield against Rusty Mae's claw attack, the shield is automatically broken, but no other item is affected on that attack.

SENNA

CREATURE 7

Elite annis hag (*Pathfinder Bestiary* 6, 202)

Initiative Perception +17

HAZNAZAK

CREATURE 9

Bone devil (page 78)

Initiative Perception +7

Treasure: The cauldron is a *bountiful cauldron* (page 71). It was here in the way station when the hags arrived, which they considered a lucky find. The hags have used it for brewing all manner of vile substances, but the fundamental purpose of the *bountiful cauldron*

remains unchanged from its earliest days, as detailed on page 71 of the Adventure Toolbox.

Most of the books on the table are sinister texts about the nature of the worship of Mahathallah (with a particular focus on her association with death and vanity and not so much about fate). The books are not magic, but nine of them are worth 20 gp apiece for their curious contents. The tenth book is more robust and contains information on two divine rituals: *planar ally* and *resurrect*. This tenth volume is worth 250 gp. The *resurrect* ritual has been heavily annotated in Infernal, making it apparent that Rusty Mae has been having problems learning this ritual but that she hopes to use it to bring the coven's original leader, Abelstia, back to life to replace Kelleni.

Two *dreamstones* also rest here—items once used to aid in restful sleep at the way station. One of the *dreamstones* has become cursed as a result of its long exposure to the coven's attentions. (See page 71 for details of both *dreamstones* and *cursed dreamstones*.)

Dreamgate Exit: The PCs should recognize the stone archway as the exit portal of Dreamgate, but the runes in dried blood scribbled on the stone within the arch are new. A PC who succeeds at a DC 26 Occultism check recognizes the runes as an attempt to use occult magic to seal a portal. A critical success on this check confirms that the runes are incomplete, and that they seem to have caused a magical backlash that created the scorch mark on the floor—whoever tried to seal the portal with the runes likely paid with their life.

As soon as the starknife *Eclipse* is touched to the stone archway, it fades into mist and the runes etched on its once-stone face simply drop to the floor in a powder of dried blood.

Raiders of Cypress Point

When the PCs step through Dreamgate from area B4, they emerge in Ravounel in a 30-foot diameter cavern with a single exit to the north through which the crashing of the surf can be heard. The cavern is empty and long-forgotten. Once the PCs step up to the cave's exit, they see that it emerges from the side of a seaside cliff; it's 50 feet up to the bluff above and 30 feet down to the rocky beach below. Fortunately, the cliffside is relatively easy to climb down from the cave entrance to the beach, requiring only a successful DC 18 Athletics check.

From their vantage point at the cave entrance, the PCs see the expanse of the Steaming Sea to the north, while just to the northwest, the coastline comes to a point where a small town is located. It's immediately obvious that something bad is going on in town—read or paraphrase the following.

A town sits a half-mile away along a coastline dotted with cypress trees. Smoke rises from a few smoldering buildings in the town, while an unusually large ship is anchored at the town's quay.

A PC who succeeds at a DC 15 Perception check can discern panic in the town's streets. While the town's name is no secret once the PCs arrive, a glance at the settlement's skyline and a successful DC 30 Society check to Recall Knowledge allows a PC to identify the town as Cypress Point, a simple fishing town in northern Ravounel, near the Nidalese border. The DC is only 15 for a PC who's been to Ravounel before.

Cypress Point is under attack by the Scarlet Triad. The leader of the raid is a remorseless brute named One-Eye Amnin. Laslunn knows that Amnin needs the occasional violent spree to keep his temper in check, so she's allowed him to enjoy himself a bit at Cypress Point as long as he returns with the town's best specimens as slaves. The Scarlet Triad isn't in much of a hurry here—they know that Cypress Point is fairly remote, and they plan to take their time accomplishing these vile deeds over the next day or two and be long gone before word of the attack gets back to Kintargo.

CYPRESS POINT

Cypress Point is a sleepy little town where nothing much of note has happened for decades—this raid by the Scarlet Triad is an unexpected tragedy and surprise which the fisherfolk of the town are ill-prepared to handle—particularly since the slavers struck first at the town's leaders and most capable protectors, taking them hostage at the start (page 24).

No map of Cypress Point is provided—the town's small enough that the PCs should have no problem picking out specific sites they need to visit. As long as the slaver attack continues, no businesses in town are open and the only people on the streets are patrols of slavers and their captured victims.

Cypress Point is a 3rd-level settlement.

SLAVER PATROL

Even if the PCs decide to make directly for the large ship in Cypress Point's harbor, chances are good that they'll be noticed and intercepted by a slaver patrol before they get there. Alternatively, the PCs could notice this group of slavers dragging several screaming and crying townsfolk down the street toward the harbor. This encounter is meant to give the PCs a chance to both earn experience and learn a bit more about the

slavers and the situation in town. If the PCs avoid the patrols, they can learn much of the information given them on page 16 by Leppin from any prisoner they rescue from the Scarlet Triad in Cypress Point.

Creatures: A scarred Scarlet Triad thug named Ulkin Hammerfast leads this patrol of three Scarlet Triad sneaks and a single snorting blood boar—a savage beast trained by slavers to chase down escaped victims. The slavers have already captured one man, whom they've bound with shackles and are leading



Rusty Mae

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with a chain attached to a high, muzzle-like collar attached to his neck and lower face.

As soon as the patrol notices the PCs, Ulkin is quick to assess them as prime captives, and he demands they give up their weapons and surrender. The patrol doesn't genuinely expect surrender, however, and is prepared for a fight. Once one begins, the blood boar fights to the death, but any other opponent flees if reduced to fewer than 20 Hit Points. Their captured victim cowers during the fight, too afraid to run away lest he attract the attention of the slavers or their bloodthirsty pig.

SCARLET TRIAD THUG CREATURE 7

UNCOMMON CE MEDIUM DWARF HUMANOID

Perception +13; darkvision

Languages Common, Dwarven

Skills Acrobatics +13, Athletics +17, Intimidation +16, Survival +13, Thievery +13


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

Items chain mail, +1 *flail*, keys to manacles, javelin (3), average manacles (marked with the symbol of the Scarlet Triad)


AC 25; **Fort** +18, **Ref** +12, **Will** +15; +2 circumstance on saves vs. Shove, Trip, or being knocked prone


HP 120


Rock Dwarf When forced to move 10 feet or more, the thug is moved only half the distance.

Bully's Push  **Trigger** A creature within the thug's reach misses the thug with a melee Strike. **Effect** The thug attempts to Shove the triggering creature at a -2 penalty. If the thug rolls a critical failure, it gets a failure instead.

Speed 20 feet

Melee  *flail* +18 (disarm, sweep, trip), **Damage** 2d6+10 bludgeoning

Ranged  javelin +15 (thrown 30 feet), **Damage** 1d6+10 piercing

Efficient Capture  (attack, manipulate); **Requirements**

The thug has manacles in hand and is next to a creature.

Effect The thug attempts to bind the creature's wrists or ankles with the manacles. The thug must succeed at an attack roll with a +18 modifier against the target's AC.

Pack Attack The thug deals an extra 1d8 damage to any creature that's within reach of at least two of the thug's allies.

SCARLET TRIAD SNEAKS (3) CREATURE 6

Page 8

Initiative Perception +12

BLOOD BOAR CREATURE 6

Page 76

Initiative Perception +15

Rescuing Slaves: As soon as the fight with the slavers is over, the captured victim begins crying for help through his leather and iron muzzle. His manacles and muzzle can be unlocked with keys carried by Ulkin, or with three successful DC 22 Thievery checks to Pick the Lock. This thankful victim is **Leppin Deesk** (NG male human fisher), a stout fisherman who is quick to praise the PCs as heroes for his rescue and who can quickly relate the trouble in Cypress Point. The slavers arrived in town at dawn on a ship called the *Genie's Smile*, which is currently moored to a pier in town, and Leppin's heard rumors that they've already taken the town's leaders hostage at one of the town's oldest and strongest structures: Nine Shields Smokehouse. Certainly no one in town was expecting the swiftness or violence of the attack—Leppin himself has seen several of his neighbors rounded up and brought to the pier, and others cut down by archers or “those enormous boars” the slavers use to chase down escapees.

What frightens Leppin the most, though, is what he's overheard his captors talking about: they were discussing the best place to start a fire that would be most likely to burn the whole town down and—not long before the PCs arrived—had just decided to start one at a large wooden boathouse in the middle of the town's waterfront. Leppin is rightfully worried that their strategy could well succeed, as he knows the boathouse contains a lot of old lumber. He pleads with the PCs to free the prisoners who've already been loaded onto the *Genie's Smile*, make sure the boathouse is safe, and rescue the town's leaders from the Nine Shields Smokehouse. Leppin doesn't have any reward to offer the PCs, but he assures them that the people of Cypress Point are good-hearted folk who will show their gratitude if the PCs can save them from these slavers.

Questioning Slavers: While the slavers fight to the death, they can be questioned if the PCs capture any of them alive. Initially hostile, a captured slaver is willing to trade information for their freedom. A successful DC 22 Diplomacy check is enough to get this information, provided the PCs promise to let the slaver go free (the slaver attempts to Sense the Motive behind such promises of freedom). If a PC promises the slaver mercy but not freedom, the PC must critically succeed to get the information. Any of the slavers can reveal that their leader (and the captain of the *Genie's Smile*) is a brutal man named One-Eye Amnin. Further, the slavers warn the PCs that Amnin's right-hand “man” is a slaver demon named Bullbutcher. The slavers also admit to being low-tier members of the Scarlet Triad, and that there are more members

of the group active in Kintargo, but they don't know anyone more senior than Amnin in their organization other than that the overall leader in the region is someone named "Laslunn." A PC who succeeds at an Intimidation check to Coerce a captured slaver secures this information as well (DC 27 against Ulkin, and DC 22 against a Scarlet Triad sneak).

The Genie's Smile

The *Genie's Smile* has a prodigious hold and high gunwales to conceal the crew's nefarious activities. The crew members are all mercenaries who don't mind sailing a slave ship as long as the money is good. The *Genie's Smile* is currently docked at the Cypress Point quay, although the ship is much larger than any the quay was intended to accommodate. The ship's captain, One-Eye Amnin, ordered some of the slavers and his demonic ally Bullbutcher to stay on the ship along with the crew to ensure the ship remains safe while a few slaver patrols run raids in town. The sailors are bored, and they spend their time setting fire to the nearby fishing boats for fun.

The *Genie's Smile* is made of dark wood. Ceilings below deck are 7 feet high. During the day, the lower deck is illuminated from sunlight through wooden grates, while the captain's cabin is dimly illuminated through the windows at the ship's stern. At night, the crew keeps a few lanterns burning on the deck, which is enough to provide some feeble light into the hold and onto the quay, but the other areas of the ship are dark. None of the doors on the ship are locked, but they can be secured with their iron deadbolts if necessary.

C1. QUAY

Low 9

This quay has several posts for tying boats. An overturned boat, stacked crates, and crab traps obscure much of the quay from view.

Cypress Point's rocky quay is covered with thick, durable planks of wood that are stained from the salt of the ocean. The top of the quay is typically 5 feet above the surface of the water, although this distance can be up to 3 feet higher or lower depending upon the tides.

The Scarlet Triad killed or chased off the fisherfolk who spend their time on this busy quay, but several crates, racks, traps, and even an overturned boat provide cover to anyone on it. The *Genie's Smile* is

at anchor next to the quay, although the deck of the ship is 15 feet above the quay and isn't visible from the waterline due to its high gunwales. The ship's wide gangplank is down, providing access to the ship's deck.

Creatures: One-Eye Amnin feels like he has the town of Cypress Point sufficiently cowed, but he isn't taking any chances with his most valuable slaves. He's posted three blood boars on the quay to watch for intruders or to quickly pursue any slaves who escape. In addition, a Scarlet Triad sneak named Vavienne lurks underneath the overturned boat, where she plans to ambush any troublemakers approaching the *Genie's Smile*. All of these foes fight to the death—the blood boars because of their brute tenacity, and Vavienne because she's seen firsthand what Bullbutcher does to those who fail him, and she considers death in combat preferable.

The sounds of combat on the quay quickly draw the interest of sailors on deck, and they eagerly crowd along the ship's rails to jeer and taunt the PCs while they let the blood boars handle the fighting—

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Scarlet Triad Thug

the mercenaries are paid to defend the ship, not the quay. Bullbutcher prepares for intruders, but doesn't leave its position at area C2 where it can see the hatches leading down to the hold—the demon doesn't want to fall for a distraction that's covering an escape attempt. Once the PCs defeat the creatures on the quay, the sailors retreat from view and ready to defend the ship.

VAVIENNE

CREATURE 6

Scarlet Triad sneak (page 8)

Initiative Perception +12

BLOOD BOARDS (3)

CREATURE 6

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Initiative Perception +15

C2. MAIN DECK

MODERATE 9

Gunwales shelter the ship's deck, where two thick masts rise, their sails neatly furled. Large wooden grates in the central deck provide access to the darkened hold below.

The sailors of the *Genie's Smile* have stowed most of the line and rigging for the ship, as they intend to be here for at least a few days and don't expect to be in any great hurry when they leave.

The door between the stairs leads to the captain's cabin (area C3), while the ladder in the wooden grates leads down to the hold (area C4). The navigator's platform at the stern of the ship above area C3 isn't depicted on the map, as it's bare except for two heavy beams that serve as perches for One-Eye Amnin's pet drakes (area E2) while the ship is at sea.

Creatures: A slaver demon named Bullbutcher sits on an oversized stool near the door to the captain's cabin, keeping an eye on the grates leading into the hold in case any of its prisoners attempt an escape. Before they're aware of the PCs, eight mercenary sailors idle on the deck, setting fishing boats on fire or taking care of minor repairs—in this case, they take a –4 circumstance penalty to initiative checks. If combat on the quay alerted the sailors to trouble, they are instead alert and ready for a fight.

Once the PCs board the ship, Bullbutcher leaps to its feet and chortles, "Fine day when the slaves come to us!" Bullbutcher orders the mercenary sailors to attack, but only two of them are brave enough to enter combat.

Bullbutcher is supremely confident in its ability to win a fight and doesn't back down. It would rather capture PCs alive, and it demands they surrender even if the fight turns against it. Bullbutcher fights

pugnaciously to the death. The mercenary sailors aren't nearly so confident; a mercenary sailor reduced to fewer than 25 Hit Points dives overboard in an attempt to flee the area. If Bullbutcher is defeated, the sailor combatants flee regardless of how many Hit Points they have remaining—they have no desire to tangle with anyone who can overcome a demon.

A fight on the deck above alerts the Scarlet Triad thugs (area C4) to trouble. The thugs don't leave the hold, instead preparing for the PCs arrival.

BULLBUTCHER

CREATURE 10

Kalavakus (page 77)

Initiative Perception +19

Items key to the manacles in the hold (area C4).

MERCENARY SAILORS (2)

CREATURE 5

NE MEDIUM HUMAN HUMANOID

Perception +11

Languages Common

Skills Acrobatics +11, Athletics +13, Sailing Lore +13, Survival +11, Thievery +11

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

Items leather armor, scimitar, shortbow (20 arrows)

AC 22; **Fort** +12, **Ref** +15, **Will** +9

HP 75

Shipboard Grace The mercenary sailor is not flat-footed while Balancing or Climbing while on a watercraft.

Speed 25 feet

Melee ♦ scimitar +15 (forceful, sweep), **Damage** 1d6+7 slashing

Ranged ♦ shortbow +15 (deadly 1d10, range increment 60 feet, reload 0), **Damage** 1d6+3 piercing

Mobility When the sailor takes a Stride action to move half their Speed or less, that movement does not trigger reactions.

Shipboard Savvy The sailor's melee Strikes deal 2d6 extra precision damage if both the sailor and the target are on watercraft.

C3. CAPTAIN'S CABIN

This large cabin is as wide as the ship. A single bed occupies a wide nook on the starboard wall, next to a chest of drawers built into the ship's hull. A heavy table with a few chairs around it bears several large sheets of parchment.

One-Eye Amnin, the ship's captain, dwells here. Currently handling the high-profile hostages at the smokehouse (page 21), he's left the cabin under the watchful eye of his first mate, Bullbutcher.

The sheets of parchment on the table are detailed diagrams and plans of the *Genie's Smile*. Amnin has

been calculating how to retrofit the ship's hold to fit even more slaves, and considers maximizing his slave cargo to be an entertaining intellectual challenge. The plans indicate that he intends to build several narrow racks into the underside of the deck, making the cramped room even more cramped to jam in additional human cargo.

The narrow windows provide a potentially stealthy method of accessing the ship from outside, but they are 15 feet above the waterline at the ship's stern. Clambering up the back of the ship requires a DC 26 Athletics check to Climb, but the windows aren't locked and open easily from either side.

Treasure: One-Eye Amnin appreciates luxuries, and there's a total of 540 gp in fine cutlery, decorations, and miscellaneous valuables on display throughout the cabin. Most of these objects are worth no more than 5 gp apiece, but one in particular is worth much more: a bright-green *cape of the mountebank* with gold trim. Amnin claimed this cape from Sunset Imports several days ago, but he took it simply because it looked expensive and hasn't realized yet that it's magical. A PC who examines the cape and succeeds at a DC 15 Perception check sees the name "Sedranni Vashnarstill" stitched into the lining. A PC who succeeds at a DC 20 Society check recognizes the name Vashnarstill as one of the noble families of Kintargo, and if they critically succeed, they know that this woman owns a business called Sunset Imports.

C4. HOLD

MODERATE 9

Each of the support beams in this cramped hold bear heavy bolts affixed to manacles. A few low benches sit above the bilge-water and accumulated filth. Two large wooden grates in the ceiling provide the room's only illumination.

This hold is outfitted to house dozens of slaves in average manacles. The manacles are affixed to the ship's sturdy ribs as well as radially around the ship's two masts. Cleanliness isn't high on Amnin's priorities, so the bilgewater is particularly disgusting.

Currently, a total of 38 slaves, all residents of Cypress Point who have been recently captured, are chained in the manacles here. Freeing a slave requires four successful DC 27 Thievery checks to Pick a Lock, or use of the key carried by Bullbutcher.



Bullbutcher

Creatures: Four Scarlet Triad thugs monitor the slaves here, feeding them occasionally and delivering beatings as the urge strikes, although they avoid leaving any permanent marks. The thugs leap into combat with any intruders who dare enter the hold, and fight to the death.

If the thugs were alerted by a fight above deck, they threaten savage beatings to convince the slaves that they'd better help fight "if you know what's good for you." If the thugs browbeat the slaves for at least 1 minute, the increasingly terrified slaves work to distract and delay any PCs in the hold. This provides each thug the benefits of their pack attack ability when fighting in the hold, regardless of the number of nearby allies. If the PCs defeat the thugs, the prisoners apologize profusely to the

PCs, insisting they had no choice but to aid the thugs or risk further abuse.

SCARLET TRIAD THUGS (4)

CREATURE 7

Page 16

Initiative Perception +13

Rescued Slaves: Once freed, all of the townspeople can find good places to hide in or near Cypress Point while the PCs finish ousting the slavers. Many recall seeing the town's leader, Xerelilah, taken to the Nine Shields Smokehouse with other slaves, and they ask the PCs to rescue her if they haven't done so already.

Treasure: One of the freed folk is **Rollis Nenderlin** (CG male human fisher). Rollis is still quite fit despite being almost 70 years old, but he put his life of fighting for Cheliox behind him many years ago. He offers his old gear to the PCs as thanks for his freedom, giving directions to his shed on the outskirts of town. Should the PCs search it, they'll find his adamantine battleaxe and +1 *resilient breastplate*, both securely wrapped and hidden under some rusted tools.

XP Award: If the PCs rescue the prisoners here, they earn 80 XP.

C5. SHIP'S STORES

This cramped storeroom is crowded with barrels and crates. The faint smell of unwashed bodies lingers in the air.

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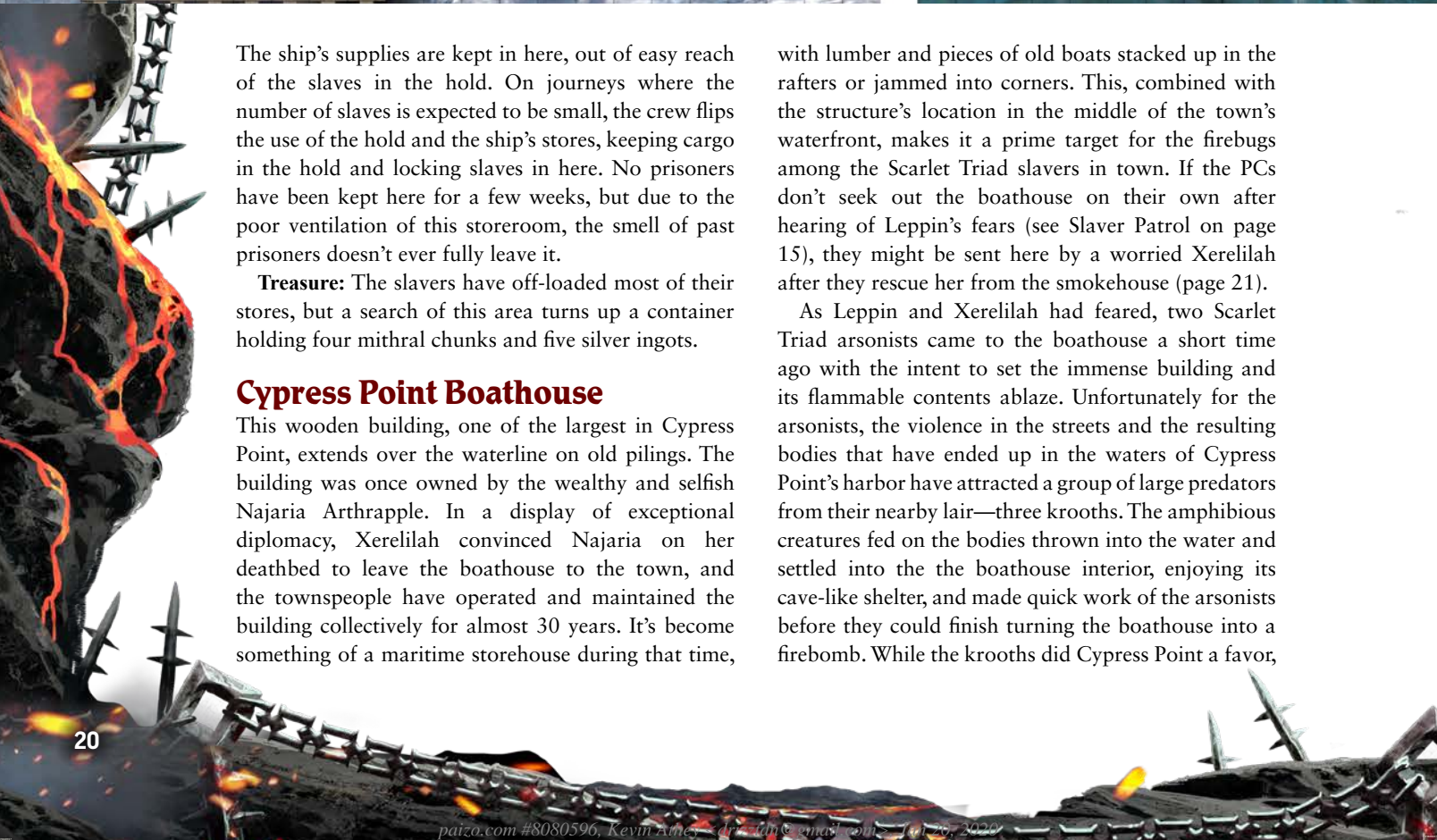
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THE GENIE'S SMILE



The ship's supplies are kept in here, out of easy reach of the slaves in the hold. On journeys where the number of slaves is expected to be small, the crew flips the use of the hold and the ship's stores, keeping cargo in the hold and locking slaves in here. No prisoners have been kept here for a few weeks, but due to the poor ventilation of this storeroom, the smell of past prisoners doesn't ever fully leave it.

Treasure: The slavers have off-loaded most of their stores, but a search of this area turns up a container holding four mithral chunks and five silver ingots.

Cypress Point Boathouse

This wooden building, one of the largest in Cypress Point, extends over the waterline on old pilings. The building was once owned by the wealthy and selfish Najaria Arthrapple. In a display of exceptional diplomacy, Xerelilah convinced Najaria on her deathbed to leave the boathouse to the town, and the townspeople have operated and maintained the building collectively for almost 30 years. It's become something of a maritime storehouse during that time,

with lumber and pieces of old boats stacked up in the rafters or jammed into corners. This, combined with the structure's location in the middle of the town's waterfront, makes it a prime target for the firebugs among the Scarlet Triad slavers in town. If the PCs don't seek out the boathouse on their own after hearing of Leppin's fears (see Slaver Patrol on page 15), they might be sent here by a worried Xerelilah after they rescue her from the smokehouse (page 21).

As Leppin and Xerelilah had feared, two Scarlet Triad arsonists came to the boathouse a short time ago with the intent to set the immense building and its flammable contents ablaze. Unfortunately for the arsonists, the violence in the streets and the resulting bodies that have ended up in the waters of Cypress Point's harbor have attracted a group of large predators from their nearby lair—three krooths. The amphibious creatures fed on the bodies thrown into the water and settled into the the boathouse interior, enjoying its cave-like shelter, and made quick work of the arsonists before they could finish turning the boathouse into a firebomb. While the krooths did Cypress Point a favor,

their continued presence here makes the site unusable by the locals—even if the PCs don't bother to visit the boathouse at this point, they might be contacted later in the adventure by Xerelilah to come back to town and deal with the monsters within this structure.

D1. BOATHOUSE INTERIOR MODERATE 9

The walls of this warehouse extend over the water; a walkway lines the eastern edge of the room and another in the southwest, but most of this walkway has been smashed. Only the southernmost edge of the room is floored with wooden planks.

The damage to the southern walkway is recent, as it was the site of the krooth attack on the Scarlet Triad arsonists who entered this room. A PC who succeeds at a DC 20 Survival check realizes that the attack was recent and that it was made by a Large creature that attacked from the water.

Creatures: Three krooths lurk in the water near the western end of the room, where they are difficult to spot among the floating debris from the shattered section of the south walkway. They lunge forward to attack if they are obviously spotted, if at least three creatures enter the boathouse, or if a single creature enters the water. The krooths are ill-tempered, but retreat to the open sea and do not return if reduced to fewer than 20 Hit Points.

KROOTHS (3)

CREATURE 8

Pathfinder Bestiary 215

Initiative Stealth +20

Treasure: One of the arsonists managed to draw, but not throw, a *greater thunderstone*. It's wedged between two wooden planks near the entrance to the tackle storage and is obvious to any who succeed at a DC 15 Perception check. A successful DC 25 Acrobatics check to Balance is required to reach it. Failure results in a fall into the water.

D2. TACKLE STORAGE

This room has several boxes, barrels, and nets lining the walls and stacked in orderly piles around the room. Double doors lead out to the east and south.

Treasure: The Scarlet Triad arsonists deposited much of their equipment here before exploring the boathouse interior, and seeing as they were eaten, their equipment remains. A pile of fishing gear in the center of the room contains three items that are particularly

out of place: a crude map of the town of Cypress Point marked with likely paths a fire would spread from the boathouse, a large metal jug of alchemist's fire, and a small wooden box.

The wooden box contains a jumble of 40 tindertwigs. The metal jug of alchemist's fire isn't useful as a splash weapon and is in no danger of igniting as it's currently stored, but its contents can be poured into two separate vials to produce two vials of greater alchemist's fire.

Nine Shields Smokehouse

The largest commercial enterprise and the oldest building in Cypress Point is a centrally located



Mercenary Sailor

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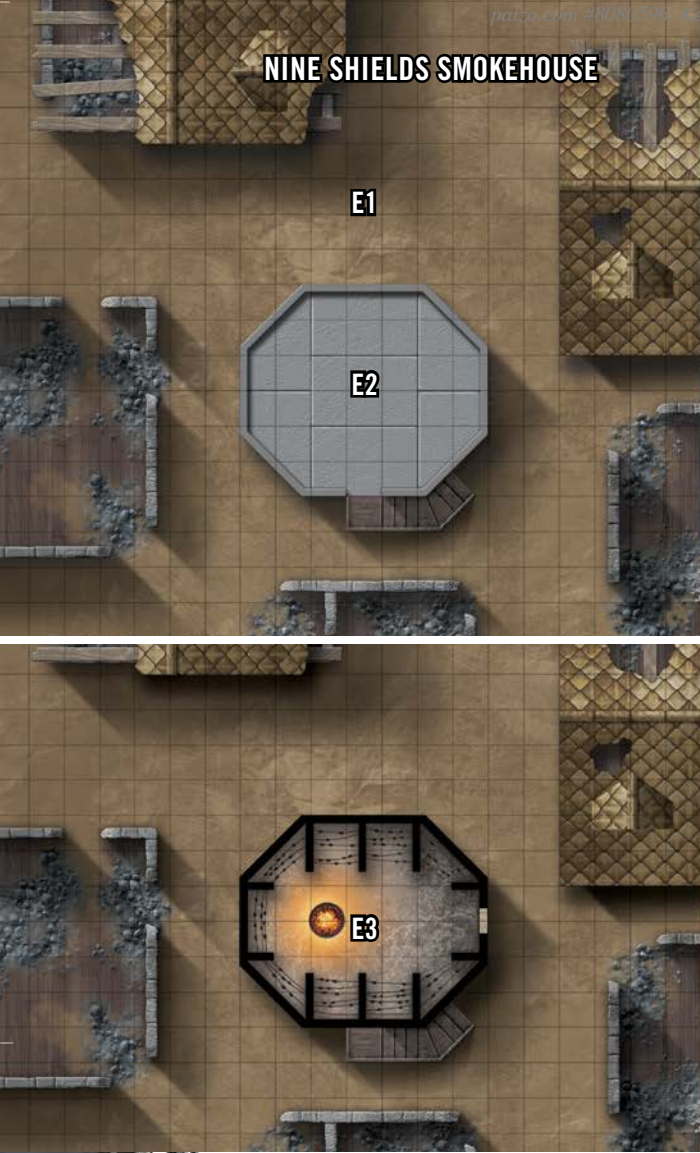
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NINE SHIELDS SMOKEHOUSE



BOATHOUSE



meat-preserving business called the Nine Shields Smokehouse. Many local fisherfolk sell their catches to the smokehouse's jovial owners, siblings Nenni and Noahn Karliss. Descended from Ulfen raiders who chose to stay in Cypress Point a century ago (rather than raid and leave), the brother and sister are well-liked pillars of the community. They've negotiated lucrative deals with meat purchasers in Kintargo, Vyre, and beyond, and they pass on a healthy portion of their profits to the commoners who supply them with fish and pork. Nenni and Noahn aren't currently in Cypress Point; they're making arrangements with a hog farmer several miles inland and aren't due back for another week.

The smokehouse is octagonal and made of reinforced wood, with a single narrow door and vents around a cupola in the ceiling. The door isn't normally locked, as Nenni and Noahn are happy to lose a small portion of their stock to the town's hungry or destitute from time to time. However, when the Scarlet Triad decided to use the smokehouse as a makeshift prison, they nailed the heavy door shut and hammered additional

boards across it for good measure. Now, the only way into the smokehouse is through the vents around the cupola on the smokehouse's roof. One-Eye Ammin spends most of his time on the roof of the smokehouse, as it gives him a good view of the town and lets him direct his pet drakes in their mayhem.

E1. SMOKEHOUSE YARD **MODERATE 9**

It would appear that the buildings near the smokehouse at the center of town have all been looted. Broken glass, torn drapes, and busted furniture litter the streets.

Creatures: A slaver patrol keeps an eye on the streets leading to the Nine Shields Smokehouse, both to be ready if One-Eye Ammin needs their aid and to prevent any efforts to liberate the prisoners. They've been spending a lot of time searching through nearby shops and houses, leaving graffiti, looting stashes, and breaking windows, but they've picked over each building several times and they don't dare range much further than shouting distance from the smokehouse.

The PCs can attempt to bypass the patrol with Stealth checks to Avoid Notice.

A bandy-legged Scarlet Triad thug named Helgi Ironhair leads this patrol, which consists of three Scarlet Triad sneaks and a blood boar. The patrol immediately investigates any evidence of intruders near the smokehouse. The sneaks attempt to hide and set up sneak attacks, while Helgi and the blood boar simply rush the nearest enemies. This patrol doesn't bother trying to capture the PCs, and simply attempts to kill them to prevent them from getting too close to the smokehouse. The slavers fight to the death to please One-Eye Amnin, who remains on the roof of the smokehouse even if combat breaks out, trusting that his minions will do their job and take care of the PCs.

HELGI IRONHAIR **CREATURE 7**

Scarlet Triad thug (page 16)

Initiative Perception +13

SCARLET TRIAD SNEAKS (3) **CREATURE 6**

Page 8

Initiative Perception +12

BLOOD BOAR **CREATURE 6**

Page 76

Initiative Perception +15

E2. SMOKEHOUSE ROOF **MODERATE 9**

The smokehouse's flat roof provides an excellent view of the town of Cypress Point. A cupola with several smoke vents sits at the center of the roof.

The boarded-up door at ground level on the north side of the building is no easier to smash through than the sturdy walls themselves. Any determined attempts to breach the door or walls of the smokehouse draws the attention of One-Eye Amnin from the roof.

The vents in the cupola opening into the smokehouse interior are just wide enough for a Medium creature to slip through, but the drop to the floor below is nearly 20 feet. This descent is easy to make with a rope or ladder, but clambering down freehand requires a successful DC 25 Athletics check to Climb.

Creatures: The leader of the raid on Cypress Point, One-Eye Amnin, watches over the gradual destruction of the town with glee from his vantage point atop the smokehouse, marking the townspeople who flit furtively from building to building hoping to avoid notice from the slaver patrols. Amnin makes no attempt to hide his location, and appears to be alone

on the roof, but he keeps his two pets—a pair of flame drakes—in sight. These creatures laze on rooftops 120 feet away from Amnin and from each other, but they quickly come to his side when Amnin calls. The flame drakes haven't had a lot to do so far other than menace the occasional townspeople or eat livestock. Amnin is keeping them in reserve until he's ready to leave, when he plans to have the flame drakes burn whatever remains of the town to the ground.

Amnin is quick to taunt the PCs when he sees them, decrying their foolishness for opposing the Scarlet Triad. It's easy to provoke the boastful braggart into revealing that he came from Kintargo and serves a gnoll slaver named Laslunn. Amnin longs for a challenging fight, however, and he hefts his greatclub and enters melee with the largest opponent he sees. He saves his manacles for spellcasters, archers, or other foes whose hands he needs to incapacitate. Confident in his abilities and certain of his eventual victory, Amnin fights to the death. Amnin's pet flame drakes are not quite so overconfident or loyal, however; a flame drake reduced to fewer than 20 Hit Points flees, and the flame drakes flee if Amnin falls, no matter how many Hit Points they have remaining.

ONE-EYE AMNIN **CREATURE 10**

UNIQUE CE MEDIUM HUMAN HUMANOID

Scarlet Triad bruiser

Perception +19

Languages Common

Skills Acrobatics +19, Athletics +21, Intimidation +18, Sailing Lore +18, Stealth +19

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

Items chain shirt, +1 striking greatclub, keys to manacles, average manacles (3, marked with the symbol of the Scarlet Triad), +1 shortbow (10 arrows)

AC 30; **Fort** +20, **Ref** +17, **Will** +19

HP 180

Attack of Opportunity ↻

Speed 25 feet

Melee ♦ *greatclub* +22 (backswing, shove), **Damage** 2d10+1 bludgeoning plus knockdown

Melee ♦ *kick* +21 (agile), **Damage** 1d8+11 bludgeoning

Ranged ♦ *shortbow* +21 (deadly d10, range increment 60 feet, reload 0), **Damage** 2d6+8 piercing

Batter the Fallen Amnin's kick Strikes deal 2d6 extra damage to prone creatures.

Brutal Cleave ↻ **Trigger** Amnin's melee Strike kills a creature or knocks it unconscious, and another foe is adjacent to that creature. **Effect** Amnin makes another melee Strike against the second foe at the same multiple attack penalty as the triggering Strike.

Efficient Capture ♦♦♦ (attack, manipulate); **Requirements**

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Amnin has manacles in hand and is adjacent to a creature.
Effect Amnin attempts to bind the creature's wrists or ankles with the manacles. He must succeed at an attack roll with a +23 modifier against the target's AC.

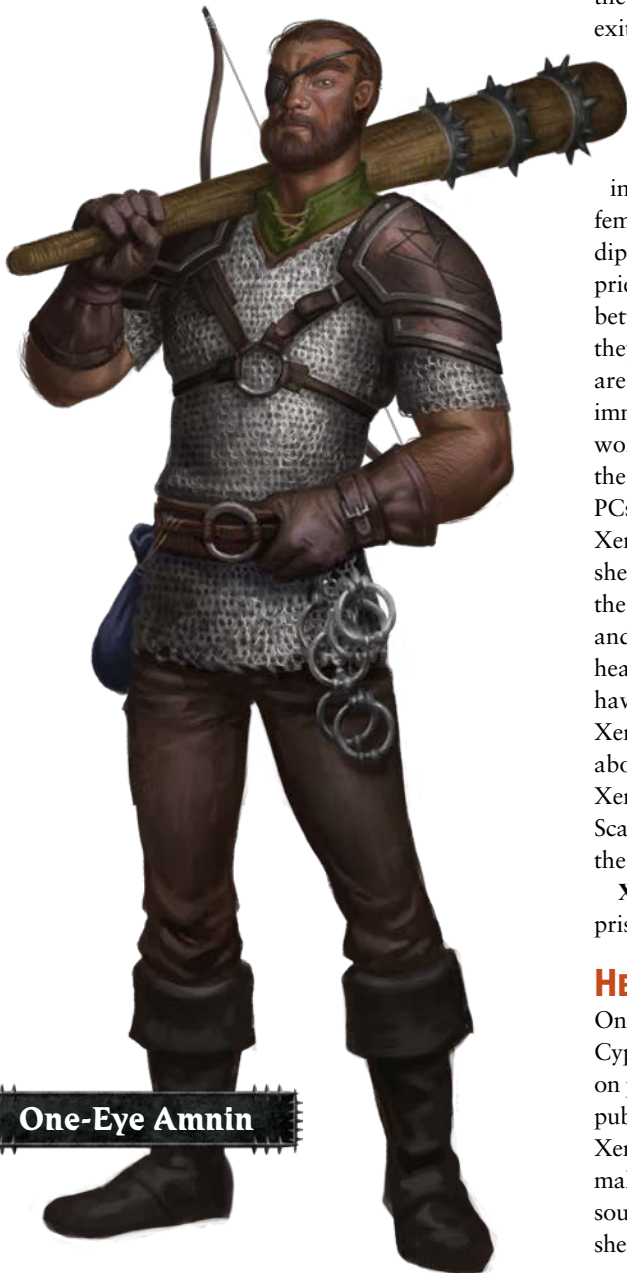
Pummeling Flurry ♦ **Frequency** once per turn; **Effect** Amnin makes a greatclub Strike and a kick Strike. If both hit the same creature, combine their damage for the purposes of resistances and weaknesses.

FLAME DRAKES (2)

Pathfinder Bestiary 131

Initiative Perception +12

CREATURE 5



One-Eye Amnin

E3. SMOKEHOUSE INTERIOR

The air in the smokehouse is dry and filled with the odor of fish. Racks of preserved meat—mostly fish, but some pork as well—cover the walls and surround a large fire pit in the room's center.

To keep the meat within them well preserved, smokehouses usually have little ventilation and only a single door; as a result, the smokehouse interior feels very claustrophobic despite its size. The meat stored here is sufficient to feed dozens of people for a month or more. Several bags of salt are stored neatly under the racks near the door, which is barred. The only exit is through the open vents on the roof, but they aren't easy to access and can only be reached with a successful DC 25 Athletics check to Climb or more inventive means.

Prisoners: In all, 16 prisoners are kept here, including the elderly village leader **Xerelilah** (CG female human priest of Desna) and a Nidalese diplomat named **Halleka Shadeborn** (LN male human priest of Zon-Kuthon). These prisoners are in much better condition than those in the *Genie's Smile*, as they have Xerelilah to tend to their injuries. They are particularly pleased to be freed, and Xerelilah immediately takes charge. The elderly, no-nonsense woman does her best to coordinate information about the slavers attacking her town, and she relies on the PCs to repel them. If the PCs need a safe place to rest, Xerelilah arranges for one of the town's families to shelter them. Xerelilah recommends first assaulting the *Genie's Smile*, if the PCs haven't done so already, and then checking on the communal boathouse—she's heard rumors of arsonists headed that way, but no fires have yet materialized and she finds that suspicious. Xerelilah also overheard One-Eye Amnin talking about a business called "Sunset Imports" in Kintargo. Xerelilah assumes that more information about the Scarlet Triad can be found there, and she encourages the PCs to follow up on that lead.

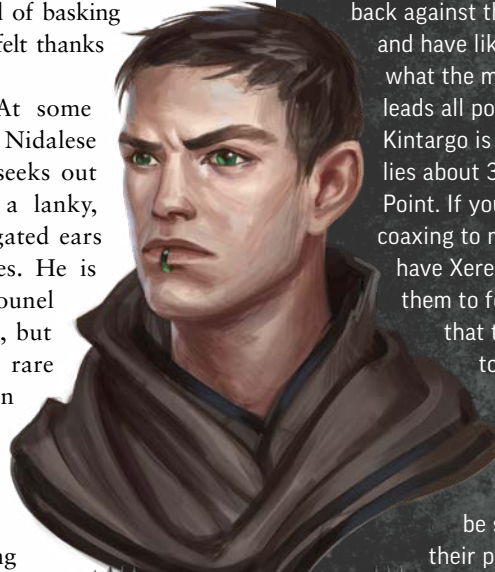
XP Award: If the PCs rescue Xerelilah and the other prisoners here, award them 80 XP each.

HEROES OF CYPRESS POINT

Once the PCs have repelled the Scarlet Triad forces from Cypress Point, the town hails them as heroes and insists on providing them a celebratory feast. After a few initial public remarks thanking the PCs for their intervention, Xerelilah retires to tend to the town's injured and help make arrangements for its dead. She doesn't want to sour the town's mood with these unpleasant tasks, but she doesn't see any value in postponing them either.

Xerelilah's departure lets the PCs take center stage at the feast, and they have no end of admiring fans asking for tales of their past exploits. Any PCs who choose to help Xerelilah instead of basking in the adoration earn her heartfelt thanks and respect.

Talking to the Diplomat: At some point during the feast, the Nidalese diplomat Halleka Shadeborn seeks out the PCs as well. Halleka is a lanky, sallow human man with elongated ears and unusually dark green eyes. He is happy to let people in Ravounel assume he is of elven heritage, but he actually descends from a rare relationship between a human and a shadowy creature called a fetchling. Halleka has a habit of running a finger softly down his jawline while he speaks, as though coaxing his words free, which many people find off-putting.



Halleka Shadeborn

Halleka explains that he is a formal representative of the Umbral Court in Nidal. He was on his way to Kintargo to speak with that city's ruling Silver Council when he was captured by the slavers here in Cypress Point. He's pleased to be on his way again, but he's worried that Ravounel is more dangerous than he expected, and he'd appreciate having the PCs as companions and bodyguards. Halleka is one of several diplomats working to solidify trade agreements and to establish cultural exchange between the two nations over the next several weeks. His specific area of expertise is velstrac relations; he's something of an expert on these ominous outsiders (page 82), and he wants to discuss how the Silver Council might improve their city with their velstrac aid. He doesn't expect a particularly warm reception to the idea of velstracs on the streets of Kintargo, but he knows that difficult ideas planted early sometimes bear surprising fruit.

The PCs might not want anything to do with Halleka, considering his nationality and his mission. Halleka takes no offense if the PCs don't want his company, and he simply goes on his way.

Although Halleka is surprisingly forthright with the PCs, he keeps a few details from the PCs until he knows them better. Each day the PCs spend in Halleka's company, each PC can attempt a DC 28 Diplomacy or Deception check to convince Halleka to open up to them. Note that the trip from Cypress Point to Kintargo is a 3-day journey, so if the PCs miss one of

ON TO KINTARGO

The PCs should have multiple reasons to fight back against the Scarlet Triad at this point, and have likely discovered a few leads to what the mysterious group is up to—these leads all point to Kintargo. The city of Kintargo is the capital of Ravounel and lies about 3 days' journey west of Cypress Point. If your players need a bit more coaxing to move on to Kintargo, you can have Xerelilah approach them and ask them to follow up on rumors she's heard that the Scarlet Triad is seeking to establish an underground slaver's network in Ravounel. She can point to the attack on her home town as proof that the group needs to be stopped before they escalate their plans even further. If the PCs didn't learn about the link to Sunset Imports from the prisoners in the smokehouse, Xerelilah can make sure they know about this link as well.

these opportunities they'll need to continue following up with Halleka in Kintargo (which shouldn't be a problem, considering he's planning on staying in the city for many weeks to come).

Halleka is among the most junior of the Nidalese diplomats visiting the Silver Council in Kintargo. If the PCs manage to befriend him, he reveals during the trip that he's secretly worried that his delay won't even be noticed by his superiors, but he intends to perform as well as he can as soon as he arrives. A PC who succeeds at a DC 28 Perception check to Sense Motive realizes that Halleka has no friends in Kintargo and might appreciate it if the PCs spend some time with him while he's there. If they do, they find that Halleka is eager to catch up and happy to provide his healing services to the PCs free of charge (although he can't leave the embassies or neglect his duties to travel with them). As a 5th-level cleric of Zon-Kuthon, he is willing to set aside one 3rd-level *heal* spell, two 2nd-level *heal* spells, and three 1st-level *heal* spells daily for this purpose.

Treasure: After the feast, the grateful citizens of Cypress Point present the party with a collection of gold, art objects, free food, and other miscellaneous prizes worth a total of 1,200 gp in all as thanks for saving the town from the raiders.

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CHAPTER 2: SHADOWS ON THE SILVER CITY

The city of Kintargo is the capital of Ravounel, and a place renowned throughout the Inner Sea region for its artistry and culture. Additional details on Kintargo appear on pages 62–63 of the Ravounel Gazetteer in this volume, but if you’re looking for more information to expand encounters in this chapter, see the Hell’s Rebels Adventure Path, which takes place entirely in this so-called “Silver City.”

Kintargo’s citizens have a lot on their minds, particularly when it comes to the ongoing diplomatic talks with Nidal or recent sightings of strange apparitions associated with the rebellion in the city streets and alleys. Some of Kintargo’s citizens hope to develop a relationship with Nidal that enriches the city, while others fear that the Umbral Court is making preliminary moves to annex or assault Ravounel. Most people, however, simply don’t know what to think at this early point in the political development.

The recurring reports of mysterious hauntings include stories of ghostly hell hounds, echoes of somber bells, and even visions of Barzillai Throne, the tyrant who ruled Kintargo for a short time. Many fear that Barzillai himself may have risen from the grave; this citywide dread isn’t exactly helping the diplomatic talks with Nidal, and all the combined unrest has made it much easier for the Scarlet Triad to operate from the shadows and establish a black market slave trade in Ravounel.

As a result, few citizens have heard any rumors about slavers or an organization called the Scarlet Triad; the profile of the organization simply hasn’t risen high enough to be noticed among the city’s other concerns. News of the assault on Cypress Point will eventually reach the city, however, and when it does, the city’s Silver Council sends investigators to check up on the situation there. In time, and at your option,

the leaders of Kintargo learn of the threat posed by the Scarlet Triad and of the PCs' role in defeating them in the region, but "Tomorrow Must Burn" assumes this realization comes at the end of the adventure—see Concluding the Adventure for more details.

Haunted by the Past

While rumors concerning Nidalese diplomats play out largely behind the scenes in "Tomorrow Must Burn," sightings of Barzillai's ghost play a much more significant role during this chapter, for these unquiet spirits from the recent rebellion were raised by Scarlet Triad allies.

When they arrived, the Scarlet Triad was quick to note that worries about Nidal were a timely distraction, but they knew they needed more. Laslunn called upon two powerful spellcasting allies to aid in creating these additional distractions. The sinister conjurer Barushak Ik-Varashma organized a devious propaganda campaign, including the use of conjured fiends, to make it appear that Nidal was sending monsters against Kintargo, but the rakshasa occult master Vaklish offered an even more insidious distraction. Using his occult powers, and with the aid of two rakshasa companions named Vikmanther and Zimora, he drew upon residual fears and terrors from Barzillai Thrune's short but brutal rule over Kintargo to raise ghostly remnants of the cruel inquisitor. These undead remnants increasingly manifest in Kintargo, their presence spawning less dangerous but equally unsettling haunts associated with the inquisitor's rule over the Silver City. As these hauntings become more common, the city's inhabitants grow even more worried and less likely to notice the machinations of the Scarlet Triad right under their noses.

The PCs confront remnants of Barzillai later in this chapter, but until then, look for opportunities in which they might encounter one or two of the haunts associated with this necromantic uprising. As mentioned in the full write-up of the remnant of Barzillai on page 80, other haunts inspired by the events of the Hell's Rebels Adventure Path could manifest as well, at your discretion.

BARZILLAI'S HOUNDS


HAZARD 6

RARE COMPLEX HAUNT

Stealth +17

Description Hell hounds invisible to all but their lone target burn their chosen victim.

Disable Religion DC 24 (expert) to perform an exorcism (with 2 actions)

Begin the Hunt  (conjuration, occult); **Trigger** A creature that doesn't openly wear the symbol of Asmodeus comes within 60 feet of the haunt's initial location. **Effect** The hounds appear before the chosen target and begin to chase that creature, howling wildly. The haunt rolls initiative. Others cannot see or hear this baying and must Seek to determine the hounds' location.

Routine (2 actions) The haunt uses its first action to Stride, then its second action for a jaws Strike against its designated target if it is in reach. If the target is not in reach, the haunt resets.

Speed 60 feet

Melee  jaws +20 (magical), **Damage** 1d10+11 piercing plus 1d10 fire

Reset If their designated target dies or the hounds can't reach it in a turn, the hounds vanish into noxious smoke, but they manifest again elsewhere in the city after the next sunset.

CHAPTER 2 SUMMARY

The PCs travel to the city of Kintargo on the trail of the Scarlet Triad, only to find the city buzzing with rumors about Nidal and hauntings from the tyrant who recently ruled here, Barzillai Thrune. Soon after following up on clues learned in Cypress Point that lead them to a business called Sunset Imports, the PCs discover that the Scarlet Triad has identified three locations important to the Bellflower Network, a local group of abolitionists. If they work quickly, the PCs can defend the Bellflower Network, chip away at the Scarlet Triad's resources, and even put a stop to the mysterious hauntings plaguing the city. Finally, they discover that the Scarlet Triad's base of operations in town is within Tanessen Tower, an abandoned dormitory in a local university; there, the PCs can strike a telling blow against the Triad and rescue several prisoners taken by the slavers.

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SUNSET IMPORTS



PHANTOM BELLS


HAZARD 6

RARE AUDITORY COMPLEX HAUNT SONIC

Stealth +10

Description The echo of diabolic bells reverberates with a bone-shaking clamor.

Disable Religion DC 27 (expert) to break the curse with recitations against the power of Hell (2 actions), or Performance DC 22 (expert) to Perform an opposing composition

Distant Ringing  (auditory, sonic); **Trigger** A living creature approaches within 30 feet. **Effect** Sounds of creaking metal fill the area as the phantom bells begin to swing and the haunt rolls initiative.

Routine (1 action) The bells toll, dealing 4d6 sonic damage to each living creature within 30 feet (DC 24 basic Fortitude save).

Reset The bells cease ringing if there are no living creatures within 30 feet.

Sunset Imports

The primary lead the PCs have in their quest to oppose the Scarlet Triad is a trading business called

Sunset Imports. Wise PCs research the business beforehand, but it is a simple manner (a DC 12 Society check to Recall Knowledge) to learn where the importing warehouse for Sunset Imports is located (see the map of Kintargo on the inside front cover for its location).

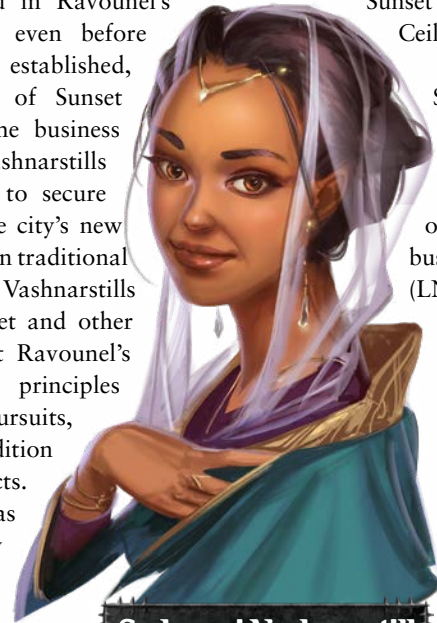
RESEARCHING SUNSET IMPORTS

The PCs can use Diplomacy to Gather Information or Society (or an appropriate Lore) to Recall Knowledge about Sunset Imports—regardless of the skill used, the DC is 22.

Success: Sunset Imports has been operated by the Vashnarstill family for decades, during which time it's been a leading business in Kintargo, bringing in Arcadian goods for distribution throughout Cheliox. The business's foremost client used to be House Thruene, but now that Ravounel has seceded from Cheliox and ties with House Thruene have become complicated, Sunset Imports has fallen on hard times.

Critical Success: The Vashnarstills have long been proud citizens of Kintargo, but their business's

financial dependence on House Thrune made some in the family less than enthusiastic participants in the recent rebellion that resulted in Ravounel's independence. Unfortunately, even before Ravounel's freedom was established, House Thrune canceled all of Sunset Imports' contracts, costing the business most of their income. The Vashnarstills responded by working hard to secure an exclusive contract with the city's new leadership, the Silver Council. In traditional Chelaxian fashion, the Vashnarstills sponsored a theatrical banquet and other expensive entertainments. But Ravounel's government, dedicated to principles of liberty in mercantile pursuits, was eager to establish a tradition against exclusive contracts. The Vashnarstills came off as old-fashioned and decidedly unpatriotic, costing the family contracts with the Silver Council as well. Today Sunset Imports is a struggling business. The



Sedranni Vashnarstill

current owner of Sunset Imports, Sedranni Vashnarstill, continues to carry herself like a Chelaxian aristocrat, seemingly unaware that she's out of fashion—if not downright offensive—in the reborn city. Rumors that Sunset Imports have recently taken on a mysterious new client have begun to circulate on the streets.

Failure: Other than confirming the location of the Sunset Imports warehouse in Kintargo, no additional information is learned on a failed check.

Critical Failure: This reveals the location of Sunset Imports' warehouse, but also suggests the business has secretly reopened its trade agreements with House Thrune—a false rumor, but one that many cynics in Kintargo find easy to believe.

APPROACHING THE WAREHOUSE

This thirty-foot-high building stands at the harbor's edge. Large rectangular windows alternate with elegant pilasters along the building's facade of silver-streaked stone, and an enormous, fifteen-foot-tall double door facing west is flung wide, revealing an intricately woven carpet that stretches into the subdued golden light of the interior. Upbeat Varisian mandolin music beckons from within.

The structure and style of Sunset Imports are designed to impress. Three piers, each running perpendicular to the building and jutting into Yolubilis Harbor, make

for convenient loading and unloading of goods from boats directly into the warehouse. The interior of Sunset Imports is well-lit with sturdy lanterns. Ceilings are 25 feet high throughout.

For all its welcoming appearance, Sunset Imports is relatively empty. No boats are anchored at the private piers and no customers or workers enter or exit the building. In fact, only one employee is currently on site: the business's owner, **Sedranni Vashnarstill** (LN female human importer). Her family has had significant difficulty replacing the canceled House Thrune contract, and now Sedranni has grown desperate. She authorized her agents to begin dealing with the Scarlet Triad in Katapesh and other Garundi ports, but she had no idea what a viper's nest the organization would prove to be. The Scarlet Triad has used Sunset Imports for increasingly unsavory activities, most recently engaging in outright slave trade and torture from

her piers. Sedranni has moved from scandalized and frustrated to downright terrified. The Scarlet Triad has made it clear that their operations must remain a secret or they'll sink Sedranni's corpse in the harbor and ruin the Vashnarstill name with implications of illegal business. Sedranni has been commanded to keep the shop open—as its prolonged closure might draw suspicion—but to prevent anyone from passing through the showroom. The frightened Sedranni has little recourse but to obey.

The main doors at the building's west end, leading into the showroom (area F1), are the only doors currently open. Although the building has several service entrances, including wide wooden double doors leading to the street and to the piers, these are locked and require three successes on a DC 26 Thievery check to Pick a Lock.

F1. SHOWROOM

A multitude of luxury home goods fill this showroom. Rugs in vibrant geometrical patterns cover the floor. A mandolin standing atop a stone pillar emits a lively tune on its own.

Creature: Sedranni Vashnarstill, a tall human woman draped in elaborate shawls and elegant jewelry, rushes over to speak with anyone entering the shop. Her first words are an attempt to rudely

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dismiss the PCs: “Pardon me, are you lost? I am Lady Sedranni Vashnarstill, the owner of this establishment, and I assure you there is little to here to interest anyone of your...” she looks the PCs up and down. “...pedigree. Good day.” She continues in this insulting fashion, insisting that the PCs depart while identifying shortcomings in their dress or appearance.

This attitude doesn’t befit the normally gracious Sedranni, and a PC who succeeds at a DC 20 Perception check to Sense Motive when interacting with her for at least 1 minute realizes that she is nervous, perhaps hiding something, and just wants the PCs to leave as quickly as possible. On a critical success at this check, the PCs realizes that Sedranni is terrified underneath her discourteous bluster.

Getting Sedranni to open up requires a successful DC 27 Diplomacy check to Make an Impression or a successful DC 27 Deception check to Lie about the PCs’ motives (either to convince her that they are legitimate customers with questions or, with a critical success, to convince her they are representatives of the Scarlet Triad). A PC who reacts to Sedranni’s boorishness with a consistently polite and pleasant demeanor shames her into revealing her recent troubles and gains a +2 circumstance bonus to any Diplomacy or Deception check to secure her cooperation. A PC who instead relies upon threats has a slightly easier time swaying Sedranni, as she’s already near her breaking point. A PC who succeeds at a DC 22 Intimidation check to Coerce Sedranni convinces her to cooperate.

If the PCs recovered Sedranni’s *cape of the mountebank* from the *Genie’s Smile* and she realizes they have it, she also realizes the PCs are likely no friends of the Scarlet Triad, and the PCs gain a +2 circumstance bonus to any checks they attempt to secure her cooperation—if they reveal to her that they’re enemies of the Scarlet Triad and offer to return her cape, they automatically gain her trust and she allows them to keep it.

If the PCs successfully gain Sedranni’s trust or exploit her fear, she says the following.

“We were desperate to stay in business. We had unpaid bills, outstanding shipments, more goods than would fit in the warehouse, and no one to buy them. The Scarlet Triad seemed like the only way forward. I just really had no idea what they were really like. I’m not part of any of their frightful activities. I just want them gone, but instead, they’ve taken over. I can’t even get into the warehouse, and there is something horrific going on back there. I would give anything—I would give up this business, which has been my whole life—to reverse this whole sordid mess.”

Sedranni can provide more specifics about Scarlet Triad operations to the PCs, as follows.

Slavery: Sedranni is certain that the Triad is engaged in slavery, even though the flesh trade has been illegal in Ravounel since its founding a few years ago.

Laslunn: Sedranni has only seen the local leader of the Scarlet Triad only once, but that was one time too many in her view. Laslunn is a ferocious-looking gnoll with a scar across her snout and a cloudy eye. The other members of the Scarlet Triad are utterly loyal to her. Laslunn gave several of them directions to spread out throughout the city, but Sedranni doesn’t know where or for what purposes—although she assumes the worst. Sedranni hasn’t seen Laslunn in many days and, from conversations she’s overheard between other Scarlet Triad members, believes Laslunn is no longer in Kintargo at all.

The Scarlet Triad: The slavers have taken over her warehouse. Sedranni has been specifically instructed to remain in the showroom and make it look as if Sunset Imports is open, but to turn away all potential clients. Scarlet Triad agents sometimes come and go through the showroom and cast threatening glances at her. One agent once asked her where to buy poison in town, and she overheard another laugh about his work with “the demons.” There used to be a dozen or more Scarlet Triad members in her warehouse, but she thinks there are much fewer now. (In fact, nearly all of them recently left to pursue leads regarding the Bellflower Network; only a Scarlet Triad bruiser named Lurb and a slaver demon remain.)

The Genie’s Smile: The Scarlet Triad had a ship called the *Genie’s Smile* docked here at Sunset Imports until a few days ago, and it was crewed with the most ruthless and bloodthirsty crew she’s ever seen. They helped themselves to whatever they wanted from the warehouse and left particularly well provisioned.

The Warehouse: Sedranni is convinced that all sorts of dark deeds are performed in her warehouse; she’s heard screaming and sobbing, even as recently as a few minutes ago. She points out a double door that leads into the warehouse and the smaller door that leads to a hallway that might let the PCs reach the back of the warehouse unseen. Although Sedranni doesn’t want to risk having the PCs sleep in Sunset Imports for fear of discovery, she points out that her office (area **F3**) might make a good place for the PCs to retreat for a short time if necessary. She doesn’t believe the Scarlet Triad has been interested in it, and she’s correct.

Treasure: The mandolin playing on its own is a *moderate maestro’s instrument*. Its ability to play on its own is due to a magical link with the heavy stone pillar; it doesn’t play on its own when removed from the pillar,

and the pillar doesn't cause any other instrument other than the mandolin to play. Sedranni likes the mandolin but is willing to part with it for 450 gp if selling it to the PCs gets them out of her shop quickly. If the PCs handle her Scarlet Triad problem, Sedranni gives it to them for free instead. The pillar is made from Arcadian granite and weighs 800 pounds, but Sedranni includes it with the mandolin for no additional charge.

As mentioned previously, if the PCs recovered Sedranni's *cape of the mountebank* from the *Genie's Smile*, she gratefully allows them to keep it.

F2. HALLWAY

This hall is lined with shelves crammed with old ledgers, rolled rugs, urns, and stacks of wooden boxes. The shelves reach nearly to the ceiling, twenty-five feet overhead.

This long hall runs almost the entire length of the building. The shelves here are used to store items specifically connected with running Sunset Imports (such as business records), or items that are too damaged to sell but which Sedranni thinks might be worth keeping. Three doors along the northeast side of the hall open into the street, but are kept locked.

Treasure: Tucked among the worthless materials in this hall is a long-forgotten treasure: an *emerald grasshopper* in an exquisite silk drawstring pouch. The pouch is worth 25 gp. Discovering the pouch requires searching the shelves and succeeding at a DC 29 Perception check. If a PC returns the *emerald grasshopper* to Sedranni, she lets them keep it so long as they have been cordial with her.

F3. OFFICE

This office is appointed with intricate rugs and wall hangings. A wooden desk and chair sit to the southeast.

Sedranni's desk contains business papers that outline Sunset Imports' recent decline. The only record of Sedranni's business with the Scarlet Triad is an initial business introduction from someone named Uri Zandivar in Katapesh. This introduction bears a seal of formal approval from the Pactmasters, showing that Uri is held in high regard in that distant city.

F4. WAREHOUSE

Low 10

Crates and boxes fill this warehouse in several tall columns, stretching nearly to the twenty-five-foot-high ceiling in places. Some of the columns of containers have toppled over, scattering bolts of colorful cloth and broken furniture

all over the floor. Other crates have been smashed open and their contents strewn haphazardly about.

The Scarlet Triad used this chamber as a base of operations when they first arrived in Kintargo, but nearly all of them departed for their other missions (such as to Cypress Point) several days ago. They've already stolen anything of value from the crates here, and smashed up another few crates just for fun.

Tall stacks of chests and larger goods surround the southeast corner of the warehouse (area F5), which the Scarlet Triad has been using as a torture chamber. Double doors to the south lead to Sunset Imports' private piers in Yolubilis Harbor, double doors to the northeast lead out of the building but are locked, and other doors lead to the showroom (area F1) and the hallway (area F2).

Crate Columns: The columns of crates in the warehouse are solidly stacked, but the squares marked with an "X" on the map can be toppled with a hearty shove. A PC who succeeds at a DC 15 Perception check notices these unstable crates (and the resulting opportunity) at a glance. Anyone can attempt to topple these crates over with the following action.

TOPPLE CRATES

MANIPULATE

Requirements You are adjacent to a column of crates.

You attempt to topple a stack of heavy crates onto a foe.

Attempt a DC 22 Athletics check.

Success You topple the crates toward a target within a 15-foot line from the column. The falling crates deal 3d10+6 bludgeoning damage with a DC 26 basic Reflex save. A creature that critically fails is also knocked prone. Any squares where crates crashed down become difficult terrain.

Failure You are unable to topple the crates.

Critical Failure The crates topple onto you instead, with the same effects as a success but affecting only you and your square.

Creature: The largest crate that the Scarlet Triad opened contained a stone golem shipped from Arcadia. The golem is carved to resemble a blocky humanoid with an enormous headdress and a round face like a calendar stone. The Scarlet Triad's most talented spellcaster, Barushak Ik-Varashma, activated the golem and compelled it to serve as a guard. The golem attacks any creatures that don't speak a pass phrase ("foes in chains or in the ground") while in its presence. Once activated, the golem simply smashes through stacks of crates to get at the PCs with its fists, obliterating columns of crates the PCs might otherwise attempt to topple onto it. The golem doesn't leave the warehouse

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and won't enter the southeast corner, but it otherwise fights until destroyed.

STONE GOLEM

CREATURE 11

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Initiative Perception +17

Reinforcements: Lurb and his demonic assistant (see area F5) quickly abandon their tortures in the nearby area once they hear the sound of combat here, and move into the warehouse to join the fight. They move to topple crates onto PCs if possible.

F5. SECURE CORNER MODERATE 10

Large slats of wood, iron chests, and stout barrels stacked here shelter the southeast corner of the warehouse from view. Several manacles hang from the wooden slats, several feet above the floor.

The stacks of sturdy goods create a secure section of the warehouse with a narrow gap for an entrance. The stacks are 20 feet high, leaving a gap of 5 feet between the top of the stacks and the roof. A PC can climb the stacks with a successful DC 20 Athletics check to Climb.

Creatures: The only Scarlet Triad agents remaining in Sunset Imports are a slaver demon named Krawn and a Scarlet Triad bruiser named Lurb. They have been torturing a manacled halfling man named Hundy Vosht with a fiery poker for the last few days. Lurb and Krawn immediately attack any intruders they see and fight to the death.

LURB

CREATURE 10

Male Scarlet Triad bruiser (see One-Eyed Amnin on page 23)

Initiative Perception +19

KRAWN

CREATURE 10

Male kalavakus (page 83)

Initiative Perception +19

Treasure: Lurb keeps some choice treasures he's collected from prior victims here, hidden from the other Scarlet Triad members in a small leather pouch. He knows they're magical and valuable, but hasn't yet found anyone he can trust to help him figure out how to use them or sell them. These three items are a +2 *weapon potency* *runestone*, a *greater shadow armor runestone*, and an *iron medallion* talisman.

Rescued Prisoner: After the fight, the PCs can free the halfling prisoner, **Hundy Vosht** (CG male halfling merchant). He thanks them profusely and tells the PCs the following.

"Desna help me, but I told them everything. Everything! I've wrecked the Bellflower Network. They'll be going after all my friends. They're doomed. They're all doomed! How horrific, how unthinkable of me! Please, please save my friends from my betrayal. Their blood will be on my hands!"

Gentle reassurances and promises of aid ease the halfling's shame and prompt him to explain that he is Hundy Vosht, a member of the abolitionist organization called the Bellflower Network. The Scarlet Triad was torturing him for information on key operating sites for the network, and Hundy divulged three of them: a message-dispatch site (Kite Hill), a meeting site (Long Roads Coffeehouse), and a safe house (Lady Docur's School for Girls).

When Hundy learns that the other Scarlet Triad agents are gone from the warehouse, he transitions from shame to panic. He explains that at least a dozen Scarlet Triad agents were recently here, and worries that they must have already left to attack these three sites. Hundy hopes to alert his allies in the Bellflower Network before these attacks can take place, but he pleads with the PCs to stop potential Scarlet Triad actions at these sites. In his desperation, Hundy decides to risk it all and reveal this information to the PCs, figuring that since he's already let the Scarlet Triad know, what further harm can it do to tell potential allies more Bellflower secrets.

Hundy can further inform the PCs that the Scarlet Triad agents in Kintargo are under the command of a calculating gnoll named Laslunn. Just seeing Laslunn was enough to make Hundy deeply fearful. She had a Keleshite man—a spellcaster of some sort—who seemed to be her second in command, although Hundy didn't catch his name (this is the conjurer Barushak Ik-Varashma; page 44). Hundy further overheard that the Scarlet Triad agents plan to rendezvous somewhere else in town after their raids on the Bellflower Network sites, as they feel their activities here at the Sunset Imports warehouse have become too visible. Hundy doesn't have any clue where this new hideout might be.

The PCs can visit the endangered Bellflower Network sites in any order, but should go to Kite Hill first—if the PCs don't send warnings from Kite Hill, some of the NPCs they might encounter at Long Roads Coffeehouse or Lady Docur's School may be less receptive or even dead.

Kite Hill: Hundy knows Kite Hill is a very public venue, and that there's a kite-flying event happening there today orchestrated by Nolly Peltry, the Bellflower Network leader in Kintargo. Hundy asks the PCs to travel there first and warn Nolly of the Scarlet Triad, and that they may strike at her at any moment. If the

PCs agree to travel there first, Hundy goes with them to help make sure Nolly trusts them. They can then use kites to send warnings quickly across Kintargo, for agents of the Bellflower Network use them to communicate over long distances.

Long Roads Coffeehouse: Long Roads Coffeehouse is a famous cafe owned by Laria Longroad, a public figure and secret Bellflower agent. Hundy revealed as much to the Scarlet Triad, and he asks the PCs to pay a visit to the coffeehouse as soon as they alert Nolly so that Laria can be warned to go into hiding.

Lady Docur's School for Girls: This is a private boarding school whose headmistress is a secret ally of the Bellflower Network. Lady Docur herself is a talented spellcaster with a knack for spotting shenanigans and criminal activities, and she and her students are in no real danger from the Scarlet Triad, but Lady Docur might not trust the PCs unless they've already traveled to Kite Hill and gained an introduction from Nolly Peltry.



Hundy Vosht

Kite Hill

Kite Hill rises just north of the Greens, Kintargo's noble district. Kite flying is popular here due to the prevalence of ocean breezes, a tradition the Bellflower Network has encouraged for their own subtle gain. As the kites flown high on Kite Hill are visible from nearly anywhere in Kintargo, Bellflower agents can deliver secret messages across the city with a coded combination of kite colors and specific movements. The lead Bellflower agent in the city of Kintargo, a halfling who has taken the name of the folk hero Nolly Peltry as her own pseudonym (page 80), frequently offers free kites to maintain public interest and to cover her own communications. She always takes care to hold back kites of specific colors and shapes that are to be used only for Bellflower communications, and today—a sunny day with perfect winds—Nolly has brought several particularly colorful kites as a public protest against the Nidalese diplomats, whom many citizens see as joyless and drab.

When the PCs arrive, nearly a hundred people of all ages and ancestries are enjoying the day or flying kites. Some speak out against Nidal and the doom that awaits Kintargo for allying with the shadowy nation, to general murmurs of agreement. When the

PCs arrive in the area, they see no obvious evidence of either Scarlet Triad agents or Bellflower operatives among the crowd—to all appearances, this is just another day on Kite Hill.

A stall with a sign that reads “FREE KITES” does brisk business handing out homemade kites to anyone who wants to try their hand. A middle-aged halfling woman operates the stall and boasts about how she's made each kite herself. This is Nolly Peltry—an infamous folk hero associated with the Bellflower Network—though she doesn't use that name when interacting with ordinary customers, lest her association with the Bellflower Network blow Kite Hill's cover.

This adventure assumes that the PCs accompany Hundy, who can introduce the PCs to Nolly, but if the PCs come here on their own, it shouldn't be long before Nolly takes note of them, her keen eye picking them out among the common folk in the crowd. In either case, she waves the PCs (and Hundy, whom she makes no initial indication that she recognizes) over to her stall—read or paraphrase the following.

“You lot look like you could do with some kite flying!” says the halfling proprietor of the makeshift stall. With a cheerful voice she asks, “Which one strikes your fancy?” and she gestures to the many kites hanging around the simple frame of the stall. “I've a few butterflies left, and a couple of boxes, and plenty of classic diamonds. I have orange, chartreuse, crimson, violet, coral, yellow—pick any! They're free! Help us protest against the drab Nidalese diplomats infiltrating our beloved Kintargo by showing them all the colors the sky can hold! I can help you make your choice and get you up and flying, if you've never flown before!”

Once the PCs are at her stall and begin the process of selecting kites and assembling them for flight, Nolly lowers her voice and leans in closer. “Name's Nolly. You're heroes for saving Hundy. He's a brave man and a good friend. I've heard rumors of the Scarlet Triad, but they've been devilishly difficult to pin down. Knowing what you've learned about them is enough for me—we've got to get the word out about them so the Network can be ready!” She hands over a set of red diamond kites and purple box kites and then explains the plan.

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LONG ROADS COFFEEHOUSE



1 SQUARE = 5 FEET

“We use kites to send messages sometimes, since the whole city can see them on a clear day like today. Of course, fine details aren't something you can convey with kites, but we can get enough of a warning out like this. We'll put up a combination of red triangular kites to represent this Scarlet Triad, and use some purple box kites to represent the Bellflower Network's safe houses. Once they're in the air, we'll need to guide the red kites to smash into the purple ones. Anyone in the Network won't realize at first who the red kites are meant to represent, but they'll all know that our safe houses in Kintargo are in danger as the purple box kites get 'attacked' time and time again. Our agents know to scatter and hide, and hopefully we'll then be able to deal with these Scarlet Triad villains.”

Nolly assumes the PCs help send her message. If they object, she frowns and chides them by saying, “No good at flying kites? Or not one for giving warnings?” However, Nolly doesn't push them further; she can gather other friends to fly the kites, but doing so leaves the PCs on their own in the next encounter.

A DIABOLIC INTERRUPTION SEVERE 10

Getting kites into the air is easy on a breezy day like today, although a successful DC 20 Acrobatics check is required to maneuver the kites in the way Nolly asks. Allow the PCs a few tries to start getting the message out, but while this is going on, the Scarlet Triad makes a shocking move. The Scarlet Triad conjurer Barushak Ik-Varashma conjures an ice devil just out of sight of Kite Hill. Barushak instructs the devil to attack the kite-flying PCs and to praise the name of the Umbral Lord and the nation of Nidal as it does so. The Scarlet Triad hopes to stoke the resentment between Kintargo and Nidal, drawing attention away from themselves, and throw the Bellflower Network messaging station into disarray at the same time. Barushak then retreats from Kite Hill, leaving his ice devil to its evil work.

Creatures: As soon as the PCs have their kites up high, the ice devil uses its 5th-level *dimension door* to arrive on Kite Hill only a few dozen feet away. Shrieks fill the air as the ice devil bellows out in Common, “For the Umbral Lord!” and attacks indiscriminately. It utters praises for Nidal and wishes darkness upon

Kintargo as it fights. If the PCs don't intervene, it kills several dozen innocent citizens before vanishing. If the PCs attack the ice devil, it focuses its attacks on them instead. The ice devil fights until slain.

If Nolly is present, she aids the PCs in the fight against the ice devil. She remains close enough to the PCs to keep them within the range of her inspiring presence and attacks the ice devil with her "hoe." If the PCs begin to falter, she takes a round to include them in her crop. See page 90 of the Adventure Toolbox for more details on Nolly and her abilities.

GELUGON

CREATURE 13

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Initiative Perception +26

NOLLY PELTRY

CREATURE 11

Page 90

Initiative Perception +21

Aftermath: Once the fight is over, Nolly thanks the PCs. A successful DC 20 Religion check to Recall Knowledge is enough for a PC to note that it's unusual for an agent of the Umbral Court to call upon a devil to do their dirty work and not a velstrac (page 82); if no PC hits upon this, Nolly does so herself. She suspects that someone is trying to distract the PCs and authorities alike by capitalizing on the political climate between Ravounel and Nidal. In any event, if the PCs have managed to send their kite-based warning, she thanks them further for their aid there—otherwise, she and the PCs have plenty of time now to send their message.

At some point during this, a successful DC 15 Perception check is enough for a PC to note a portly halfling man standing nearby, obviously torn between approaching the PCs and Nolly and minding his own business. This halfling man is Kebb, a low-ranking member of the Bellflower Network. He's got something important to tell Nolly but doesn't feel comfortable approaching while she's speaking to strangers. If the PCs don't point him out, Nolly notices him soon enough and waves him over, explaining that the PCs are friends and that he should speak freely. Kebb bobs his head and then says the following.

"Nolly, just before all that mayhem, I seen a fella there skulkin' about on the far side of the hill by some of the trees. Tall human, goldish skin, full beard, red cloak. He had manacles hangin' from his belt, which put me into the mind that he was two fistfuls of trouble. Then he did some magic, and that bug monster steps out of the thin air. The man and the monster just stared at each other, but I think they was talking with their minds. Then the bug monster

popped over onto the hill, raging for blood, and the man took off. I didn't see where to, Nolly, I'm real sorry about that. But I heard that monster talkin' like he was workin' for the Umbral Court, and that man sure didn't look like no member of no Umbral Court!"

Kebb has little else to add, and Nolly thanks him for his report before turning to the PCs to ask them what they think. If no PC thinks of it, Nolly suggests heading over to the spot where Kebb saw the man and monster chatting to look for clues.

On site, a PC who succeeds at a DC 15 Survival check to Track can pick out the ice devil's prints and the man's prints. The devil's tracks are consistent with a creature being summoned on the spot and then using *dimension door* to reach the hill, but Barushak's tracks lead elsewhere. While he does know *dimension door*, he chose to conserve his magic and walk to and from Kite Hill from his quarters in Tanessen Tower. A talented tracker can follow Barushak's trail back to Tanessen Tower, but doing so is difficult. A PC who succeeds at a DC 22 Survival check to Track follows his trail from the well-trod surface of Kite Hill west to the Night Road, where it's obvious that the tracks turn south toward the city of Kintargo before stepping onto the road, where the trail is lost. At this point, a DC 35 Survival check to Track is required to continue following the trail on the roads all the way to Tanessen Tower.

Before the PCs go, Nolly asks for advice. She knows that rumors of a Nidalese devil attacking folks at Kite Hill will soon spread. On one hand, Nolly considers this a good thing, as stirring up public sentiment against Nidal is helpful to the Bellflower Network. But on the other hand, she worries that the attack was a trick designed to throw unearned blame on the Nidalese. Nolly could let people know that Nidal wasn't actually behind the attack, but if she doesn't start spreading the message soon, it will be too late. She wants the PCs' advice on whether to let Nidal take the blame or to insist that Nidal isn't behind the attack. Nolly spreads whichever message the PCs advise. If the PCs choose to exonerate Nidal, they gain the favor of the Umbral Court later (see Concluding the Adventure on page 57). If the PCs let Nidal take the blame, the Nidalese diplomat Halleka becomes too busy to have any further time for them in this adventure.

XP Reward: If the PCs use the kites to deliver Nolly's message before defeating the ice devil, award them 20 XP.

Once the PCs learn that the Scarlet Triad is hiding out in Tanessen Tower (be it by tracking Barushak here, talking to Elianda in area G5, or via Mialari's prisoners), grant them 80 XP.

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Long Roads Coffeehouse

The Bellflower Network maintains meeting places for its agents to operate out of and safe houses for escaped slaves to hide in—one such establishment, Long Roads Coffeehouse, played a significant role during Ravounel's recent rebellion against Cheliah. Its proprietor, a halfling woman named Laria Longroad, managed to keep Long Roads Coffeehouse's role in the network a secret through all of the rebellion, only to have Hundy spill the proverbial beans to the Scarlet Triad. As a result, the Scarlet Triad launches an attack on the eatery during the busy lunch rush, choosing the coffeehouse to try out the second stage of their mastery over the remnants of Barzillai Thrune. When two of the rakshasas working with the Triad, disguised as unassuming customers, infiltrated the coffeehouse and called up two remnants of Barzillai, chaos broke out in the building. Laria managed to save several of her customers from the attack, but she was overwhelmed and captured. The attack itself was swift and brutal, occurring only a few minutes before the PCs arrive at Long Roads Coffeehouse, so the authorities have not yet been alerted to the event.

The PCs have no trouble finding the coffeehouse. When they arrive, read or paraphrase the following.

A short flight of stairs leads to the double doors of a handsome two-and-a-half-story wood and stone building. The doors currently swing awkwardly loose, one of them damaged. Two broken chairs lie sprawled on the front stairs, which are smeared with what could be food or something fouler. Overturned tables are visible through the front windows. The smell of blood, cardamom, and coffee wafts down the stairs, along with the sound of muffled banging.

The main door is the most obvious entrance to the coffeehouse, but the PCs might also use a side door that opens onto an alley. Open windows on the second floor lead to the employee room (area G5) and Laria's room (area G7), but a DC 20 Athletics check to Climb is required to reach the upper floor's windows, which are 15 feet up. It's unlikely, but a PC who succeeds at a DC 35 Society check knows a bit more about the coffeehouse—specifically, that there's an underground level accessible via the city sewers that provides access to the building's basement. Currently the chambers below the coffeehouse are vacant, so if the PCs know about this entrance they can approach the coffeehouse from below, entering via the trapdoor into the pantry (area G3).

If the PCs don't immediately investigate and instead call for the city guard, the rakshasas are gone from

the coffeehouse by the time anyone enters, and any surviving NPCs who would be found within have either been slain or shipped off to the slave pits in the quarry (area J2; page 49). Only the remnants of Barzillai remain.

G1. PUBLIC DINING ROOM MODERATE 10

This room is a mess of overturned tables, broken chairs, smashed dishes, and corpses. The sharp smell of scorched coffee and burned bread fills the air.

If the PCs used kites to warn the Bellflower Network of danger, there are only two corpses in this room—both of which are Scarlet Triad agents (the PCs can identify them as such via the Scarlet Triad insignias they wear on their armor epaulets). If the Bellflower Network wasn't warned, there are an additional six bodies—common folk who got caught in the crossfire. A search of the Scarlet Triad agents reveals mundane equipment. If the PCs can question the corpses here, through *talking corpse* or some other method, they can gain information similar to that provided by Elianda, who is hiding in the employee room (area G5).

Creatures: The rakshasas caused the manifestation of two remnants of Barzillai in the dining room, and the ghostly undead monsters remain within this chamber. Without obvious enemies to attack, both remnants have gone into hiding by fading into the floor, but as soon as the PCs enter, each uses their ability to create haunts—one creating hounds and the other bells—before rising up to attack.

REMNANTS OF BARZILLAI (2) CREATURE 10

Page 80

Initiative Perception +22

BARZILLAI'S HOUNDS HAZARD 6

Page 27

PHANTOM BELLS HAZARD 6

Page 28

G2. OFFICE

This office is a shambles, with paper strewn about haphazardly. A trapdoor in the ceiling has a folding staircase descending from it, but several steps on the ladder are broken and stained with blood.

The violent raid spilled into this room, damaging the staircase and overturning the receipts, records, and orders formerly stored here in neat piles. The folding

staircase is damaged but can still be used to reach the study above (area G4).

G3. PANTRY

This pantry seems to have recently been looted—many of the foodstuffs here have been opened or spilled.

The floor of this wrecked pantry contains a well-hidden trapdoor to the Wasp’s Nest, a sprawling safe house Laria maintains for Bellflower Network agents. The Scarlet Triad agents don’t know about the trap door, which a PC can spot by succeeding at a DC 20 Perception check.

G4. STUDY

MODERATE 10

Two overstuffed sofas sit facing each other in this room, while a round table with a few stools nearby sit opposite. The spicy scent of coffee and tea lingers in the air; doors provide exits to the east, west, and south, and a trapdoor sits in the floor to the north.

Creatures: After aiding the Scarlet Triad agents in the attack on the coffeehouse, two raja rakshasas named Vikmanther and Zimora elected to remain behind, delighted with the wide range of drink options for sale. They’ve retired to this room to relax with a few cups of tea and coffee made from nostalgic blends from their home in distant Vudra. When the authorities arrive, the rakshasas intend to take on the roles of survivors of the massacre, then steer investigations toward Nidalese agents.

If the PCs manage to reach this area without alerting the rakshasas, they find the two here in the form of a human man and woman, chatting quietly and sipping hot drinks. If the PCs take the time to eavesdrop and remain unnoticed, the two rakshasas speak in Infernal as they compare the matching of tea and coffee blends to specific combat atrocities—which drink is best after one burns a person to death is different than one after you feed a man to hungry sharks, for example. In this case, the rakshasas don’t bother with deception if they notice the PCs—they use Perception to determine initiative and attack at once.

It’s more likely, particularly with the high chance of a noisy fight in area G1, that the rakshasas know the PCs are on the way. In this case, they quickly finish their drinks and take positions in the room as if they were frightened survivors of the fight. They spin tales of Nidalese agents attacking the coffeehouse and abducting the staff, hoping to get the PCs to leave the site and head to the authorities. As soon as the

rakshasas realize that the PCs aren’t buying their story, or as soon as the PCs make it apparent that they know about the Scarlet Triad, the rakshasas shift to their true forms and attack, using Deception in this case to determine initiative.

Once combat begins, the rakshasas fight to the death. However, they’ve each already expended 1 spell slot of each spell level.

RAJA RAKSHASAS (2)

CREATURE 10

Pathfinder Bestiary 275

Initiative Deception +23 or Perception +19

G5. EMPLOYEE ROOM

The beds in this dormitory-like room are all askew, and several dressers and desks lay on their sides.

Frightened Halfling: If the PCs sent a warning via Kite Hill, A halfling woman named **Elianda** (CG female halfling maid) hides in this room behind an overturned bookshelf. A new junior pastry chef and one of Laria’s many lovers, Elianda fled to this room at the start of the attack. She fears that “Barzillai’s ghost” is still downstairs and can hear people talking in “Devil tongue” in area G4, so she’s been too afraid to attempt an escape from the building.

Once Elianda realizes the PCs aren’t one of the manacle-wielding attackers who recently wrecked the coffeehouse, she crawls out from behind the bookshelf and sobs, “They took her! They took Laria! Please, you need to find her and save her!” She goes on to describe how she was upstairs alone when she heard fighting break out below. She sobs in shame at having hidden here, but when the fighting was over and she crept downstairs, it was obvious that her friends had lost—several employees, including Laria, had been chained up by a group of strangers who fit them with gags and hoods and bundled them into large sacks for transport. Elianda is particularly fearful of “Barzillai’s ghost,” and when two of the attackers—“monsters with animal heads: a vulture and a panther!”—started upstairs, she went into hiding.

Elianda has no idea who the attackers are, but she does have an idea of where they are going: she overheard one of the attackers joking about “how handy it is that halflings are so portable—makes it so much easier to hall them back to Tanessen Tower and up all those steps!” A PC who succeeds at a DC 10 Society check to Recall Knowledge knows that the Tanessens are one of Kintargo’s noble families, and a critical success on this check allows a PC to know that Tanessen Tower is in fact located in Alabaster

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Academy. If no PC realizes this, Elianda can point it out to them.

Dead Halfling: If the PCs came to the coffee house without sending a warning, they find Elianda dead in this room. To learn what she knows, the PCs will need to restore her to life or use *talking corpse*.

XP Reward: For rescuing Elianda grant the PCs 40 XP; for learning what she knows, grant them another 20 XP. As noted on page 35, if the PCs first learn from Elianda that the Scarlet Triad is hiding out in Tanessen Tower, grant them 80 XP.

G6. GUEST ROOM

This bunk room contains six human-sized beds, which Laria allows special guests and visitors to the city to use. It's been unoccupied for several days.

G7. LARIA'S ROOM

All of the furniture in this large chamber is sized for a halfling except for the oversized bed and a large clawfoot bathtub peeking out from behind a privacy screen. A door exits to the south, and two windows with checked curtains are open to allow a fresh breeze.

Laria's personal chambers are large, but her furnishings are old and well used. Laria prefers to donate her wealth to Bellflower Network operations rather than surround herself with luxury—her comfortable bed and clawfoot bathtub excepted. Little of use to the PCs can be found here.

Lady Docur's School for Girls

Lady **Mialari Docur** (CN female elf headmistress) founded her boarding school 2 centuries ago, when an elven education was the epitome of fashion for young Chelish noblewomen. The school is small: Mialari hasn't ever had more than 30 students at a time. Decades ago, filled with hatred for House Thrune, Mialari formed a secret sisterhood at her school. She named the group the Lacunafex and began to secretly train her students in stealth and spycraft. Morally flexible at best, the members of the Lacunafex are not held to any code other than utmost secrecy. Despite her group's shady exploits, she's one of Kintargo's most influential citizens.

A PC who succeeds at a DC 22 Society check knows that Lady Docur's School for Girls was founded by Lady Mialari Docur, and that it is now a haven for

half-elves of wealthy but not aristocratic backgrounds. Its curriculum is considered exceptional in language arts, world history, and music, but also quirky and somewhat impractical. A critical success on that Society check is enough to have heard rumors of the school's secret connection to a spy network called the Lacunafex.

The three Scarlet Triad thugs dispatched to eliminate the Bellflower Network safe house at Lady Docur's School for Girls got much more than they bargained for: Mialari and her girls handily captured them. Mialari is still considering her interrogation options when the PCs arrive at her school. When they do, read or paraphrase the following.

The curiously shaped building is made of Kintargo's typical silver-streaked pale stone but is covered with sinuous carvings of vines, trees, and flowers. Narrow windows punctuate these carvings, adding to the distinct look in a way that invokes elven architecture. Five doors shaped like narrow gothic arches form the building's entrance.

Ornate letters, carved above the doors in both Elven and Common read "Lady Docur's School for Girls." Each door has an additional label, written in both languages reading, from north to south: "Deliveries," "Parents," "Pupils," "Instructors," and "Visitors." A braided, silver cord hangs next to each door—if pulled, a soft chime sounds somewhere within.

A well-dressed half-elf woman named Arlethi Soumaila answers whichever bell the PCs ring, but if the PCs ring any bell other than that for visitors, she glares at them peevishly. In any case, Arlethi leads the PCs to an octagonal sitting room with comfortable divans and fragile tables laden with refreshments. She invites the PCs to help themselves and politely asks their business. To nearly any response, Arlethi insists on fetching the headmistress, Lady Docur.

Arlethi is only gone a few moments when Mialari makes her entrance. Read or paraphrase the following.

Flanked by two tall, half-elf girls, the graceful woman is the image of elven elegance. Dressed in flowing silken robes with a delicate pattern of grapevines, she sports an elaborate silver diadem atop smooth, scarlet hair that falls past her waist. Stepping noiselessly in delicate slippers, her hands clasped, she nods politely. "When troubles come,



Elianda

they come not singly,” she remarks with a slight smile. “How can we help you?”

If the PCs are forthright about their pursuit of Scarlet Triad agents and generally polite to Mialari, she is disposed to work with them (or, as she sees it, to allow the PCs to do her dirty work). If the PCs are rude or evasive, Mialari quickly loses her patience and asks the PCs to depart until they can return with a clearer request or better manners. Regardless, securing her trust is a difficult task, requiring a PC to succeed at a DC 30 Diplomacy check (with a critical success needed if the PCs were sent away with a command to return with better manners).

If the PCs have already sent warnings from Kite Hill, Nolly’s sent along advance word to Mialari to vouch for them, in which case she trusts them automatically.

XP Reward: Once the PCs earn Mialari’s trust, grant them 40 XP. With enough time, they can also learn the Lacunafex spells and feats found on pages 73–74.

LADY MIALARI’S PRISONERS

Once the PCs have Mialari’s trust, she reveals that only a few hours before the PCs arrived, three members of the Scarlet Triad dared an ill-advised infiltration of her school. Fencing lessons were in session, and even with their blunted practice weapons, her well-trained students were able to repulse the thugs. Mialari downplays her students’ martial skill by exaggerating the incompetence of the Triad agents, but it’s nonetheless true that the students had little difficulty capturing them. Mialari has the Scarlet Triad prisoners currently locked in an unused classroom, and she’s been deciding what to do with the intruders. She primarily wants to know what the Scarlet Triad wants with her school; the PCs might be able to tell her that it’s because of her association with the Bellflower Network, which Mialari accepts with a nod, the information confirming her suspicions.

Mialari proposes a few options for the Scarlet Triad captives, although she hears out any other suggestions the PCs have.

- **Arrest:** Mialari isn’t opposed to turning the Scarlet Triad agents over to the city’s authorities, particularly if the PCs seem put off by her offer to make them quietly vanish. However, she wants to interrogate them first. She knows that the Silver Council is too preoccupied to give this matter any personal attention for at least a few weeks.
- **Disappearance:** If the PCs don’t have any interest in finding out more from the Scarlet Triad agents, Mialari casually mentions that she can make them quietly disappear for good.

- **Interrogation:** Mialari allows the PCs to interrogate the prisoners; she asks only that the PCs try to keep screaming to a minimum to avoid disturbing her students.

- **Staged Escape:** Mialari suggests that one of her students could arrange an “accidental” lapse in security, giving the Scarlet Triad agents a chance to escape. The PCs could then follow them back to whatever hiding place they’re using and find out more. Mialari offers to position her students around Kintargo to provide surveillance and aid the PCs in this case. A successful DC 25 Perception check to Sense Motive reveals that this is Mialari’s preferred plan.

Once Mialari and the PCs have agreed upon a plan, she immediately works to implement it, insisting that a task begun is already half done. If the PCs chose arrest or disappearance, they won’t see the Scarlet Triad agents at all, and Mialari bids them a polite farewell. Otherwise, proceed to the appropriate section below.

INTERROGATION

Until Mialari or the PCs let them go, the three Scarlet Triad thugs remain chained with their own manacles to a heavy table in a linguistics classroom. Their weapons are long gone; two of Mialari’s students already took them elsewhere in Kintargo to practice fencing with the stolen loot. It’s unlikely that you’ll need full stats for combat, but if you do, use the stats for the Scarlet Triad thug on page 16 to represent these three agents.

Interrogating a Scarlet Triad agent requires a DC 25 Deception check to Lie and trick them into revealing information or a DC 25 Intimidation check to Coerce them into cooperating. The agents are hostile, but if they can be made friendly or helpful, a DC 27 Diplomacy check to Request their cooperation works as well, as long as the PCs promise not to execute them. Note that the thugs are more recalcitrant in the company of their comrades, and if the PCs speak to them as a group, the PCs take a –2 circumstance penalty to their skill checks. A thug successfully made to cooperate can reveal Tanessen Tower at Alabaster Academy as the location of the Scarlet Triad’s local hideout.

STAGED ESCAPE

If the PCs choose this option, Mialari assures them that her Scarlet Triad prisoners will “escape” into the Villegre District in an hour. Once they’ve been set up, the escaped thugs leave the school as predicted and briefly confer with one another in an alley. They decide to split up and then individually head to the Alabaster Academy via indirect routes. The Alabaster Academy is

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only a few blocks from Lady Docur's School for Girls, but the thugs take a roundabout route to Tanessen Tower that takes each of them 60 minutes.

The PCs must stealthily follow at least one thug successfully to catch them going to Tanessen Tower. For each thug who's followed, each following PC attempts a DC 25 Stealth check to Avoid Notice; if more than one follows the same thug, use the worst result, though they can Follow the Expert to improve their odds. The thugs avoid combat with a PC unless directly confronted.

Critical Success: The PC follows the thug without being detected.

Success: Halfway there, the thug suspects they're being followed. The PCs must attempt a second Stealth check, this time against a DC of 30. On a success, they follow the thug to the tower, and on a failure the thug changes course as described below.

Failure: The thug notices they're being followed, changes course, and gets a room at an inn until they no longer think they are being followed, after which they return to the tower.

Critical Failure: As failure, and the thug sends warning. The Scarlet Triad members in the tower gain a +1 circumstance bonus to initiative rolls.

Tanessen Tower

Alabaster Academy was once the foremost institution of higher learning in Kintargo, and at its height the university attracted students from across Chelax and beyond. Its reputation became sullied when, in 4599 AR, one of the academy's most beloved professors was revealed to be a murderous sadist. The academy worked hard to rebuild its reputation, but today the school's enrollment remains low and its glowing reputation is a thing of the past. Today, even with Ravounel's recent upturn in escaping Chelaxian rule, the academy's student body is only a quarter of what it was at its height 150 years ago.

Tanessen Tower is an excellent example of the academy's decline. One of several towers that once held student dormitories on the higher floors and lecture halls below, Tanessen Tower had been all but deserted for nearly a decade before its patrons recently pledged to fund a renovation of the vacant dormitory tower into alchemical laboratories and

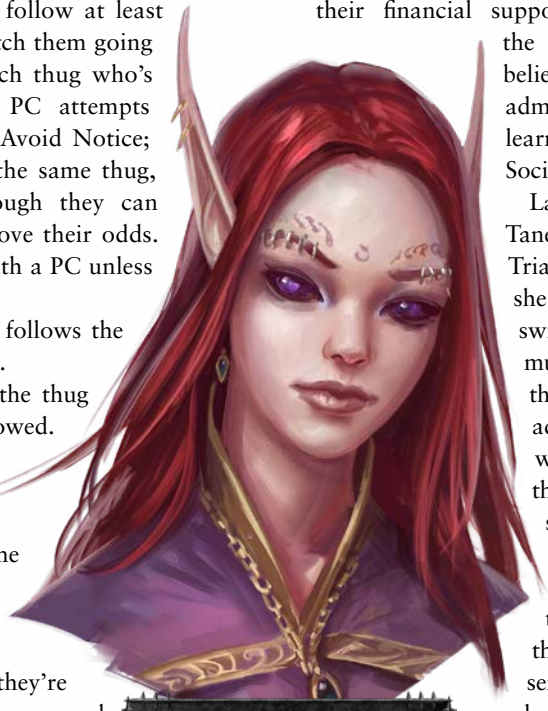
lecture halls. But as Ravounel's rebellion progressed to full independence, the Tanessen family's allegiance to House Thrune cost them dearly, and they withdrew their financial support from the project. Today the entire tower is unused—and believed vacant—by the academy's administration. All of this can be learned with a successful DC 17 Society check to Recall Knowledge.

Laslunn was pointed toward Tanessen Tower by local Scarlet Triad contacts not long after she arrived in Kintargo, and she swiftly realized the tower made a much better base of operations than Sunset Imports. Her chief advisor, Barushak Ik-Varashma, was delighted to discover that the tower already contained several alchemical golems in various states of functionality. He established control of these golems by completing their construction, and they now serve the Scarlet Triad loyally, be it here in Tanessen Tower or south in Summershade Quarry.

Laslunn has already left for the quarry in the Menador Mountains with a sizable contingent of slavers and captives. Regardless of when the PCs arrive at Tanessen Tower, they are too late to intercept her. Barushak is now the highest-ranking Scarlet Triad member in the tower.

TANESSEN TOWER FEATURES

Made of Kintargo's distinctive silver-streaked stone, Tanessen Tower is eight stories tall with a conical tile roof. Stone stairs run along the inside wall of each level—the lower five stories have been gutted and abandoned and contain only unfinished walls, empty door frames, and a stone staircase connecting to the other levels. A PC who succeeds at a DC 20 Survival check to Track observes that the stairs, unlike the rest of the lower levels, have been recently used. The Scarlet Triad occupies only the highest three floors: the sixth-floor lecture hall, the seventh-floor alchemical laboratories, and the top-floor dormitories. Each of these floors is presented as its own encounter area on the following pages. At your option, reinforcements from adjacent floors might come to aid a battle, particularly if PCs bypass a floor—enemies from the lower floors are much more likely to come to the aid of combat on upper floors than vice versa.



Lady Mialari Docur

The tower's main entrance is in the academy's grounds, but with the school's low population and lower morale, no one questions the PCs or stops them as they approach Tanessen Tower.

Ceilings in Tanessen Tower are 14 feet high. The lowest five levels are dark and abandoned. The upper levels are lit with shuttered lanterns providing dim light. The tower contains several narrow gothic windows of leaded or stained glass that are 2 feet high and 4 feet wide. None provide a clear view of the tower interior. A PC can Force Open one of the windows with a DC 20 Athletics check, or smash it open (Hardness 3, 12 Hit Points, Broken Threshold 6), but reaching the windows from the outside likely requires a DC 22 Athletics check to Climb. The interior doors are solid wood and particularly dense (Hardness 15, 60 Hit Points, Broken Threshold 30).

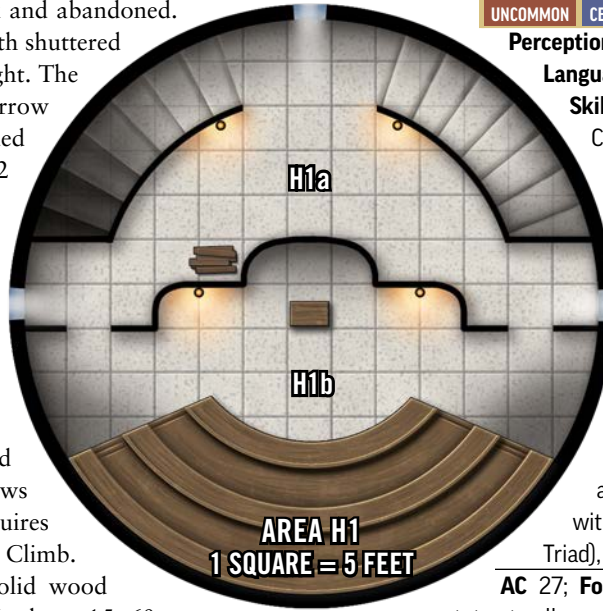
H1. SIXTH FLOOR MODERATE 10

The tower's sixth floor is watched over by a group of three Scarlet Triad slavers.

Area H1a: This is an empty landing with a dusty pile of lumber stacked in a corner. The stairs lead up to the east to the seventh floor.

Area H1b: This large lecture hall has risers descending toward a small oval floor space against the north wall. There is no furniture in this lecture hall save for a wooden podium, adding to the feeling of abandonment.

Creatures: The Scarlet Triad slavers take turns on guard duty here. The job is dull, so Ivena, Evnar, and Adlo—the Scarlet Triad agents posted here—spend their time swapping tales of the most lucrative slaves they've ever captured in the lecture hall, taking turns at the podium to tell their stories. Because of their boisterous one-upping, they take a -4 circumstance penalty to their initiative checks. Once they realize intruders are in Tanessen Tower, however, they fight diligently and to the death. Ivena enters melee with the most dangerous-looking foe while the poisoners hang back and fire poisoned crossbow bolts at other enemies. Once one of these foes is defeated, the remaining two make a fighting retreat upstairs to try to warn those found on the floor above.



IVENA

CREATURE 10

Female Scarlet Triad bruiser (see One-Eyed Amnin on page 23)
Initiative Perception +19

SCARLET TRIAD POISONERS (2)

CREATURE 8

UNCOMMON CE MEDIUM HUMAN HUMANOID

Perception +16

Languages Common, Gnoll

Skills Acrobatics +16, Athletics +14, Crafting +18, Deception +15, Medicine +16, Stealth +16

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

Items adlebrain (2 doses, page 71), expanded alchemist's tools, greater antidote, +1 striking crossbow (10 bolts poisoned with giant scorpion venom), keys to manacles, leather armor, good manacles (marked with the symbol of the Scarlet Triad), +1 *shortsword*

AC 27; **Fort** +17, **Ref** +18, **Will** +14; +1 status to all saves vs. poison

HP 135; **Resistance** poison 10

Speed 25 feet

Melee ♦ *shortsword* +19 (agile, finesse, versatile P), **Damage** 1d6+10 slashing

Ranged ♦ *crossbow* +19 (range increment 120, reload 1), **Damage** 2d8+6 piercing plus giant scorpion venom

Running Poison Strike ♦♦ **Frequency** three times per day; **Effect** The poisoner Strides, poisoning their weapon as they move. The poisoner moves up to their Speed and makes a melee Strike that deals 2d8 extra poison damage. This has no effect on a Strike that already deals poison damage.

H2. SEVENTH FLOOR

SEVERE 10

This floor is inhabited by three Scarlet Triad poisoners, along with a pair of alchemical golems that have been repaired and repurposed as guardians.

Area H2a: This landing's north stairs lead down to the sixth floor, and the south stairs lead up to the eighth floor.

Area H2b: The door to this room bears a sign reading "Alchemy Laboratory" in Common. When the Tanessens abandoned the project about 2 years ago, the alchemists were ejected with no notice and had to leave behind the laboratory's stocks of supplies. The Scarlet Triad poisoners are delighted to have so many raw materials to work with. They disposed of the spoiled reagents and went to work developing new

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poisons and concoctions with the rest. A few valuables remain on these shelves still (see Treasure below).

Area H2c: The door to this room bears a sign reading “Storage” in Common, but it has now been converted into a bunk room with hammocks and beds for the poisoners.

Area H2d: The door to this room bears a sign reading “Golem Workshop” in Common. When the Tanessens pulled funding, several alchemical golems were near completion here.

Creatures: Two alchemical golems in area **H2a** are the primary guards of this area, and they attack anyone they spot entering the area who isn’t wearing visible Scarlet Triad symbols.



Scarlet Triad Poisoner

During the day, three poisoners can be found in area **H2b**, working on alchemical projects, while after dark they are sleeping or relaxing in their bunks in area **H2c**. Now that Laslunn is no longer on site, these poisoners feel less fettered to serve her purposes, so each is pursuing their own pet experiments. They delight in any opportunity to test their poisons against intruders, alternating between melee and ranged attacks. They move quickly to join any fight in area **H2a** once the golems activate.

SCARLET TRIAD POISONERS (3) CREATURE 8

Page 41
Initiative Perception +16

ALCHEMICAL GOLEMS (2) CREATURE 9

Pathfinder Bestiary 185
Initiative Perception +15

Treasure: The alchemy laboratory’s worktables have several completed items of note that the poisoners haven’t yet sent on to Laslunn. These include four greater bottled lightnings, three greater silvertongue mutagens, a gem-encrusted tin (worth 200 gp) containing four applications of blightburn resin, six *moderate healing potions*, and two vials each containing a dose of *dust of disappearance*.

H3. EIGHTH FLOOR SEVERE 10

Untouched by the construction that has reshaped the lower levels, the top floor of Tanessen Tower consists of five dormitory rooms connected by short halls.

Area H3a: This landing is devoid of decor. The Scarlet Triad considered these old dormitories ideal for prisoner storage, and they have divided their prisoners up among four of the five dormitories here. The moans and cries of prisoners in pain are plainly audible through the doors to areas **H3b**, **H3c**, and particularly **H3d**, through which cruel guffaws and taunts can also be heard. The doors to these three rooms and area **H3e** are all locked with newly fitted padlocks, but the padlock on the door to area **H3d** hangs open. When locked, opening one of these doors requires four DC 25 Thievery checks to Pick a Lock or a DC 30 Athletics check to Force Open; alternatively, the locks can be opened by a key—one of the thugs in area **H3d** carries such a key, while Barushak carries the other. While it’s faster to Force Open a door, doing so is much louder and certainly attracts the attention of the floor’s denizens (see Creatures on page 43). See Talking to the Prisoners on page 45 for details on what they have to say once Barushak and his minions no longer threaten them.

Area H3b: This dormitory's sole living prisoner is a woman named **Jerrina Stapwell** (CG female human scholar). She's manacled to a bed next to a dead human man—another prisoner who succumbed to injuries inflicted by the Scarlet Triad when he tried to escape. Jerrina is normally quite level headed, but being shackled next to a corpse has made her terror stricken. She pleads with the PCs to free her as soon as she realizes they are there.

Area H3c: This dormitory contains six malnourished stevedores, each of them manacled to empty bed frames. These prisoners are laborers for Sunset Imports, and they have been in Scarlet Triad custody for several weeks. The stevedores were captured for their strength, so the Scarlet Triad has been weakening them by withholding food and administering debilitating poisons to make them less likely to burst free. They weakly beg the PCs for freedom and food.

Area H3d: Another five stevedores are kept here (similar to those in area H3c), but they're currently being tormented by a pair of Scarlet Triad thugs (see Creatures below).

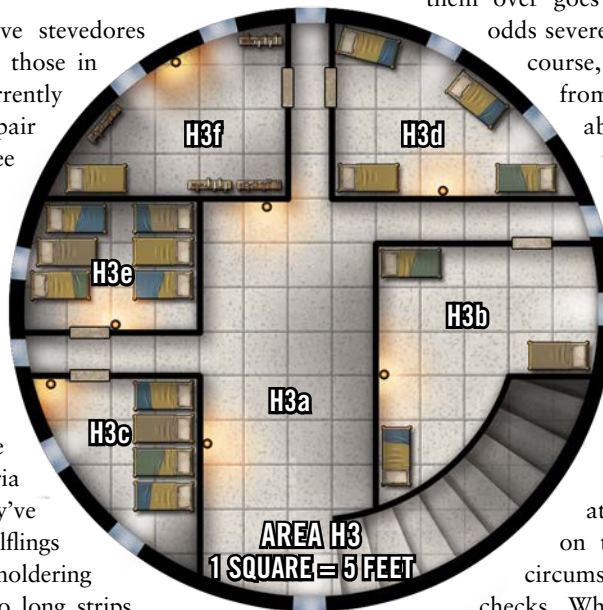
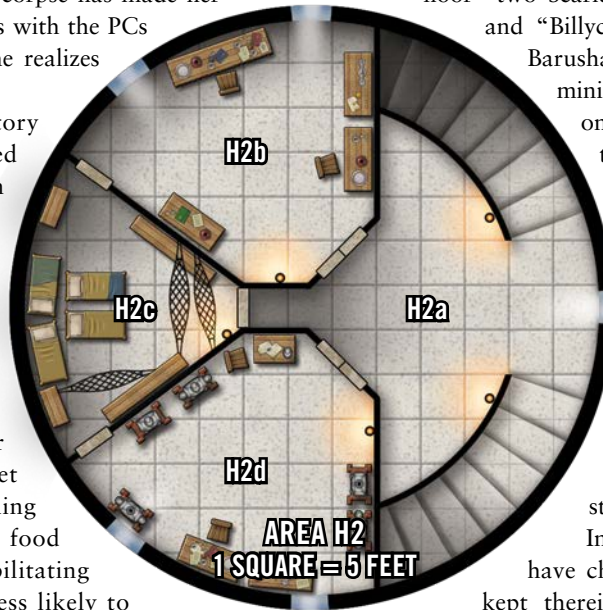
Area H3e: Not all of the prisoners have fallen into despair—those who were kept in this final room have managed to escape their bonds. Abducted from Long Roads Coffeehouse, these four halflings are led by Laria Longroad. Now that they've escaped their bonds, the halflings are quietly ripping up moldering bedclothes and sheets into long strips which they intend to braid into a rope for escape out the window. Should the PCs interrupt their work (by either entering the room or starting a noisy fight elsewhere on the floor), the halflings' first instinct is to hide. Laria can pass on additional information; see Talking with the Prisoners on page 45.

Area H3f: This dorm room has been somewhat refurbished to be more comfortable, for it is here that the Scarlet Triad conjurer, Barushak Ik-Varashma, resides, along with a trio of evangelist velstracs—extraplanar guardians he's recently conjured.

Creatures: A total of five foes dwell on this floor—two Scarlet Triad thugs (Otto Khauf and "Billyclub" Clavin), the conjurer Barushak, and his three velstrac minions. If survivors of a fight on a lower floor have fled here to raise an alarm, they and the thugs and the velstracs confront the PCs in area H3a after Barushak gives the PCs a choice (see below). Otherwise, the thugs are busy tormenting prisoners in area H3d while Barushak studies one of his grimoires in area H3f and his velstracs stand quietly by.

In area H3d, the two thugs have challenged the five prisoners kept therein: any prisoner who can hit one of the thugs hard enough to knock them over goes free. The thugs have the odds severely stacked in their favor, of course, as the prisoners are feeble from malnourishment and abuse, and the thugs are eager to dole out more beatings to anyone who tries to strike them and fails to knock them over. This is all a fun game to the thugs, who don't intend to release anyone anyway. The thugs' diversions make them unlikely to notice any combat outside the room, or even anyone attempting to pick the lock on this door—they take a -4 circumstance penalty to Perception checks. When they realize they have intruders, however, they immediately attack, moving out into area H3a if possible to raise the alarm and call upon Barushak for aid.

Barushak is a tall Keleshite man with a full beard. Having been given the opportunity to advance his position in the Scarlet Triad by serving Laslunn in



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Ravounel, he's eager to defeat the PCs and claim that glory for himself—but wary about risking all his hard work. When he casts *summon fiend* as a 6th-level spell, he prefers to summon an evangelist velstrac, and he summons a bearded devil when casting the spell at 5th level, a hell hound for 4th level, and—if it comes to it—an augur velstrac for 2nd or 3rd level. While sustaining a summoned fiend's presence, he switches to various ranged damage spells. If reduced to 25 or fewer HP, he uses *dimension door* to escape and flees south to Laslunn. He can be encountered again with her in area J11.



Barushak Il-Varashma

BARUSHAK IL-VARASHMA

CREATURE 11

UNIQUE CE MEDIUM HUMAN HUMANOID

Perception +17

Languages Abyssal, Celestial, Common, Draconic, Gnoll, Infernal, Shadowtongue

Skills Arcana +22, Athletics +15, Deception +21, Intimidation +19, Shadow Plane Lore +26, Religion +15, Thievery +19

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

Items dagger, +1 explorer's clothing, *The Extraplanar Registry* (his arcane focus; see page 45 for more on this book), keys to each dormitory door and slave manacles, good manacles (marked with the symbol of the Scarlet Triad), +1 striking morningstar

AC 28; **Fort** +17, **Ref** +19, **Will** +19

HP 170

Speed 25 feet

Melee ♦ morningstar +20 (versatile P), **Damage** 2d6+8 bludgeoning

Melee ♦ dagger +21 (agile, finesse, versatile S), **Damage** 1d4+8 piercing

Ranged ♦ dagger +21 (agile, thrown 10 feet, versatile S), **Damage** 1d4+8 piercing

Arcane Prepared Spells DC 32, attack +22; **6th** *collective transposition, summon fiend, wall of force*; **5th** *black tentacles, cone of cold, dispel magic, summon fiend*; **4th** *dimension door, fly, phantasmal killer, summon fiend*; **3rd** *acid arrow, fireball, locate, slow*; **2nd** *invisibility, mirror image, summon fiend (×2)*; **1st** *command, fear, floating disk, magic missile*; **Cantrips (6th)** *acid splash, detect magic, light, read aura, shield, tanglefoot*

Rituals planar binding

Wizard School Spells DC 22, 2 Focus Points; **6th** *augment summoning (Pathfinder Core Rulebook 406), dimensional steps (Pathfinder Core Rulebook 406)*

Drain Bonded Item ♦ **Frequency** once per day; **Requirements** Barushak hasn't acted yet on this turn. **Effect** This turn, Barushak can cast one prepared spell he has already cast today without spending a spell slot. He must still Cast the Spell and meet the spell's other requirements.

Efficient Capture ♦♦♦ (attack, manipulate); **Requirements** Barushak has manacles in hand and is adjacent to a creature. **Effect** Barushak attempts to bind the creature's wrists or ankles with the manacles. He must succeed at an attack roll with a +21 modifier against the target's AC.

Fiend Summoner Barushak can cast *summon fiend* spells as arcane spells. Each time he does so, sinister energies flow through his body, causing his eyes to glow red and making him quickened for 3 rounds. He can use the extra action only to Sustain the Spell.

Superlative Summoner If another creature's reaction would disrupt Barushak's spellcasting action, Barushak attempts a DC 15 flat check. If he succeeds, his action isn't disrupted.

SCARLET TRIAD THUGS (2)

CREATURE 7

Page 16

Initiative Perception +13

EVANGELIST VELSTRACS (3) CREATURE 6

Page 83

Initiative Perception +13

Treasure: Barushak keeps two valuable objects in area **H3f**. One of these is a *greater skeleton key* which he used to unlock several of the doors in the tower but now has little further use for. The other is a black metal *moderate thurible of revelation* inscribed with Infernal text. But he keeps his most valuable object, his arcane focus, on his person; this is a book called *The Extraplanar Registry*, and it is written in Infernal. Anyone who can read it can use this detailed tome to gain a +2 item bonus to Recall Knowledge about outsiders, but it has a greater value—contained within its pages are full details on three rituals: *commune*, *imprisonment*, and *planar ally*. *The Extraplanar Registry* is worth 1,500 gp.

Among the treasure, several pages of notes written in Infernal not only detail Barushak’s plans to besmirch the Nidalese diplomats with propaganda, but also explain how the rakshasas managed to “draw upon the latent traumas of this city” to manifest undead shades of Barzillai. It’s clear that Barushak is impressed with this occult magic, even if he doesn’t quite understand how the rakshasas managed it. These notes, if presented to the Silver Council, will help to ensure that the peace talks with Nidal continue, and the notes are among the more important documents the PCs can obtain to ensure a greater reward—see *Concluding the Adventure* on page 57 for details.

TALKING WITH THE PRISONERS

Once the PCs defeat Barushak and the other Scarlet Triad agents in Tanessen Tower, they’ve effectively liberated Kintargo for the time being from the slaver’s influence and can speak safely with the rescued prisoners. Laria Longroad takes the role of spokesperson for the surviving prisoners, but all of those rescued are very grateful. Each person can describe how they were first held in a large warehouse and then recently transported

here under cover of darkness. Most also have family or friends who were taken out of town to someplace the Scarlet Triad called “the quarry,” and they beg the PCs to follow up on this lead.

Laria Longroad has more details on this, for she overheard that “the quarry” in question is Summershade Granite Quarry. A PC who succeeds at a DC 20 Society check to Recall Knowledge knows that Summershade Granite Quarry is one of several quarries in the Menador Mountains in southern Ravounel owned by the Jhaltero family, and that the Jhalteros administer a town called Whiterock about 45 miles south of Kintargo along the banks of the Yolubilis River. If no PC succeeds at this check, a PC who succeeds at a DC 20 Diplomacy Check to Gather Information can determine this information—or at your option Laria can at least recall the fact that the Jhalteros operate several

quarries, sending the PCs south to Whiterock to investigate further. A critical success on either of these checks to know about Summershade Granite Quarry is enough to know where the quarry is located far to the south without need of further research.

If the PCs don’t hit upon the idea of investigating Summershade Granite Quarry on their own, Laria suggests it to the PCs, and even pens a letter of introduction to meet with Canton Jhaltero, the Baron of Whiterock. Laria ensures that the freed prisoners make it home safely, and she vows to rout any remaining Scarlet Triad agents in Kintargo. If the PCs took any Scarlet Triad prisoners, Laria can see to it that they’re turned over to the authorities. For PCs who might need further encouragement, Laria indicates that if they can deal with the last of the Scarlet Triad slavers in Ravounel, Kintargo’s leaders will be favorably disposed toward them and would certainly reward them well.

Even without talking to the prisoners, the PCs should realize that the leader of the Scarlet Triad in Ravounel, Laslunn, isn’t in Kintargo any longer. Any Scarlet Triad members in Tanessen Tower who the PCs interrogate know she’s taken several slaves to Summershade Granite Quarry in the mountains, but none know the quarry’s exact location.

XP Award: For defeating the Scarlet Triads in Kintargo and rescuing the prisoners, grant the PCs 80 XP.



Laria Longroad

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CHAPTER 3: THE CORNERED QUARRY

Once the PCs have quelled the Scarlet Triad presence in Kintargo, they should know that Laslunn, the local leader of the Scarlet Triad, has gone south to the Summershade Granite Quarry. It's possible a PC may have determined Summershade's exact location with a critical success on a check to Recall Knowledge or Gather Information, but regardless, a stop at the town of Whiterock along the way is a good plan—one suggested by Laria if no PC hits on it themselves.

The Journey South

Whiterock is 40 miles south of Kintargo along the Yolubilis River; it is a 4th-level settlement that the PCs can reach by riverboat or the well-traveled Silver Road, as they see fit. The region south of Kintargo along the Yolubilis River quickly becomes sparsely populated and rustic. Lush vegetation runs riot over rolling hills dotted with farms and ranches.

To reach Summershade Quarry, the PCs must follow the Yolubilis River upstream from Whiterock for another 50 miles. At that point, the Katharevousa River and the Yolubilis River come together in a wide confluence. Here, the PCs follow the Katharevousa upriver along trails used by stonecutters for generations for an additional 70 miles before reaching the Summershade Granite Quarry.

While a visit to Whiterock will get the PCs additional information (see below), no other encounters are scheduled to take place along this journey. The PCs should be 11th level by the time they reach the quarry, so if they're running low on experience points, consider having them encounter some threats along the way—perhaps a run-in with a dangerous rusalka (page 81) at the Revousa Ditches, or an attack from a wandering cauthooj (*Pathfinder Bestiary* 69) as they make their way through the foothills.

WHITEROCK

Whiterock is the only settlement of any consequence on the Silver Road south of Kintargo. The town is small, with a population of only about 1,500 people, and the town's center boasts little more than a general store, a farrier, a newly renovated shrine to Desna, a small civic building, and two taverns.

Anyone in town can point the way to the Jhaltero residence, a sprawling manor resembling an opulent hunting lodge on the northwest side of town. **Canton Jhaltero** (CN male human aristocrat) is working on minor repairs to the building as the PCs approach. He is happy to talk with the PCs, and when they ask about Summershade, Canton explains that his family closed down their operations at the quarry a decade or so ago, as its output had become depleted. A few guards watch over the site in shifts of several months' duration. Canton doesn't offer the other reason his family closed the mine, because he thinks it's a touch childish, but a successful DC 25 Diplomacy check to Make an Impression makes Canton friendly and convinces him to share that the quarriers found some ancient chambers that they believed to be haunted.

Canton is alarmed that slavers might be using his quarry. He worries most for the guards he had stationed there, and the fact they haven't reported on the activity at the quarry bodes ill. He can explain how to get to the quarry and answers any questions about the route.

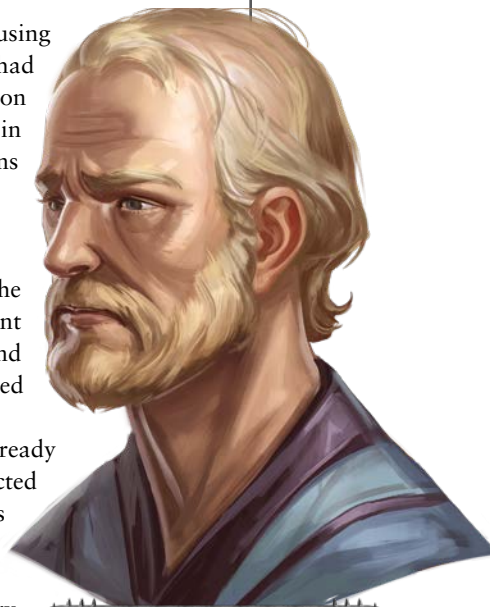
Summershade Granite Quarry

Summershade Granite Quarry sits in the shadow of the looming Summershade Mountain. Once a significant source of granite for buildings in Whiterock and Kintargo, the Summershade Granite Quarry closed about a decade ago.

Ten years ago, the quarry's production had already started to decline when diggers discovered a connected series of ancient chambers behind one of the quarry's walls. These chambers were an ancient shrine to Minderhal, a cruel smith-god of the giants, and their discovery was enough to finally close the quarry.

The Scarlet Triad identified the deep quarry as a potential storage pen for prisoners gathered from around Ravounel, and when she visited the site, Laslunn approved. Best of all was the system of sluices; if she needed to cover her activities quickly, Laslunn could flood the quarry and drown the slaves imprisoned at the quarry's bottom.

Yet the Scarlet Triad were not the only ones to arrive at the quarry. The activity near the shrine to Minderhal drew the attention of a stone giant lich named Jaggaki. Jaggaki knew that such shrines sometimes contain sacred markings, so he collected a few retainers—both living and undead—and investigated. At first, the giants clashed with the slavers who had recently come to the site, but Laslunn realized that an alliance with these visitors could be very useful. Laslunn and Jaggaki reached an agreement: the giants would be free to study the shrine, and the slavers would provide for their basic needs such as food and water. In exchange, the giants would come to the aid of the slavers to repel an attack or quell any slave uprisings.



Canton Jhaltero

CHAPTER 3 SUMMARY

The slavers in Kintargo have been defeated, but unless their local leader can be destroyed as well, the Scarlet Triad will continue to plague Ravounel. The PCs travel south to an abandoned quarry, where they find giants, undead, and even more Scarlet Triad agents plotting their evil schemes. By defeating the gnoll slaver Laslunn, the PCs will not only save Ravounel from further attentions from the evil organization, but also get one step closer to taking the slaver organization down for good!

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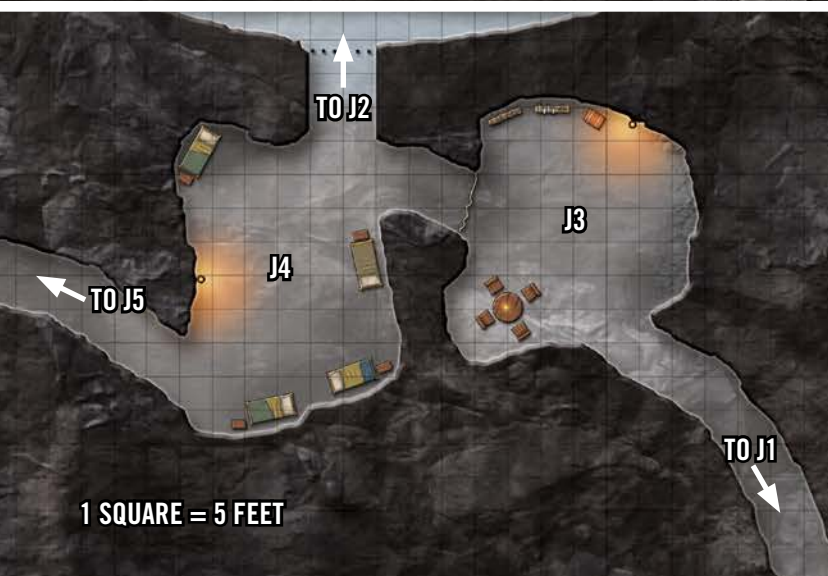
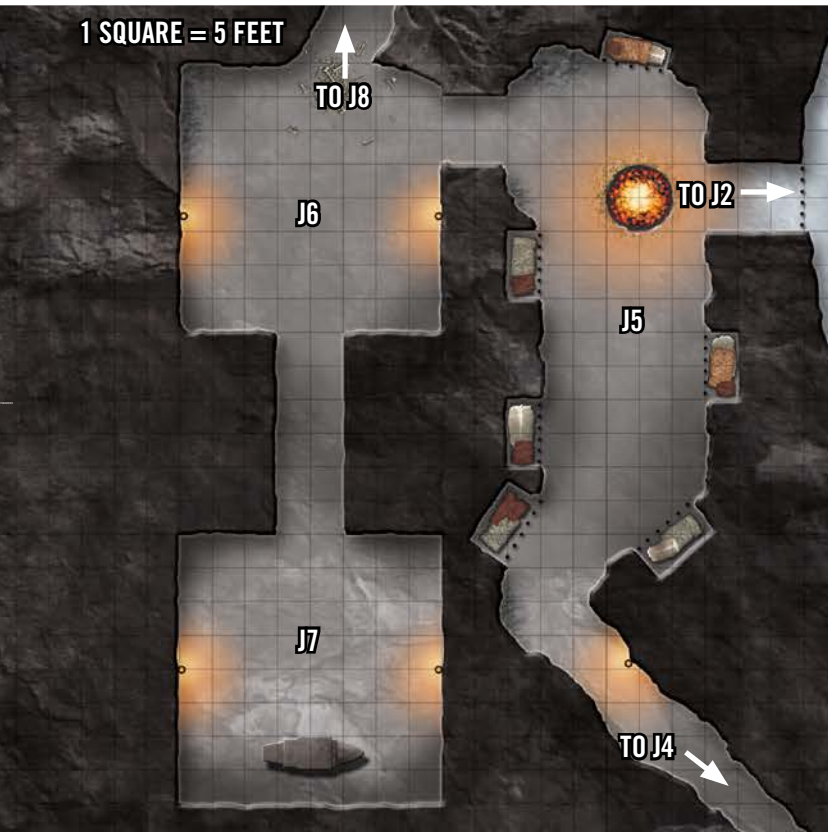
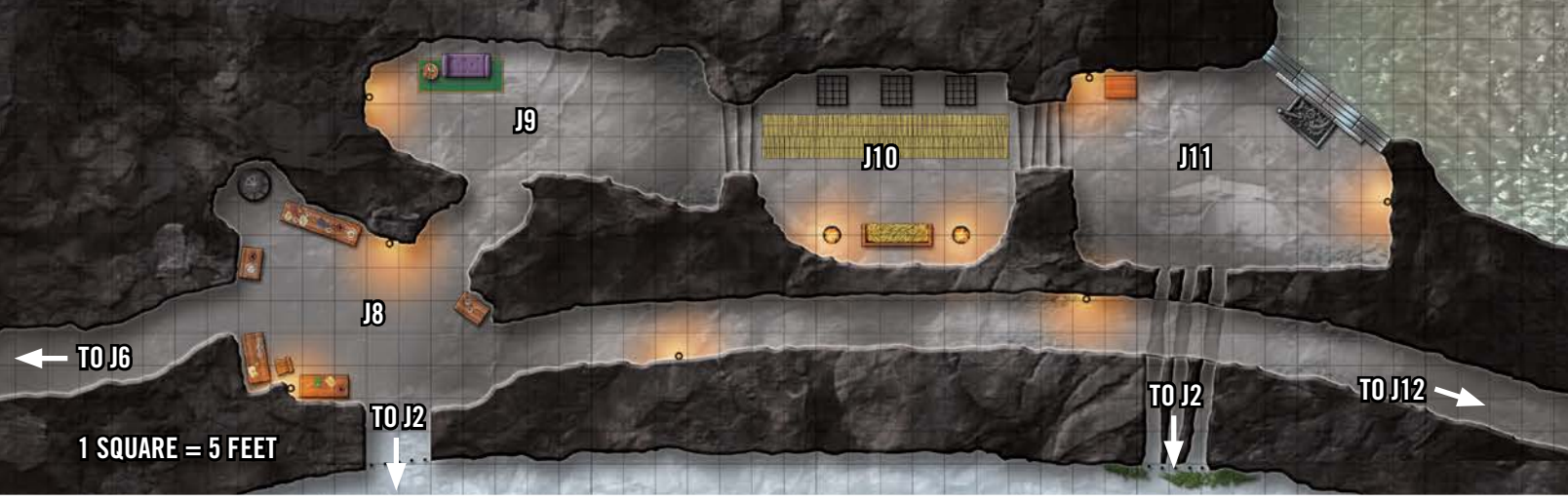
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SUMMERSHADE GRANITE QUARRY



The current denizens of the quarry may be disparate, but they work together when under attack.

The chambers within the stone around the quarry average 12 feet high, but the areas occupied by the stone giants (areas **J5** through **J7**) are 15 feet high instead. Sturdy lanterns hanging from pitons provide light throughout the chambers, except where indicated.

J1. QUARRY PATH

Around the shoulder of the looming Summershade Mountain, the path widens in a final, steep ascent. At the top of this rise, five armored figures stand tall. To the west of the path, a cave mouth pierces the hill.

The figures at the top of the rise are the bodies of impaled Jhaltero guards. Laslunn propped the corpses up here, still in their armor and tabards, to make it seem—at a distance—that they were still on duty.

J2. QUARRY PIT MODERATE 11

Hundreds of feet across, this granite pit has sheer sides. Thorny brush and lichen grow along the walls. The floor of the quarry contains four rectangular pits surrounded by worn paths; each pit is covered with iron mesh lids. Cave openings dot the sides of the quarry walls.

The opening to the slaver barracks (area **J4**) and the giant bunks (area **J5**) are 15 feet above the pit bottom and require a DC 15 Athletics check to reach. The openings to the poisoner's chamber (area **J8**) and lookout (area **J12**) are steeper and higher—each is 30 feet above the pit bottom—and they require a successful DC 25 Athletics check to Climb to or from.

Near the ground level of the quarry is another opening concealed with brush and carefully stacked stones. This opening requires a successful DC 35 Perception check to spot. This opening leads up a slick, smooth chute to the sluice room (area **J11**). Navigating the chute requires a successful DC 28 Athletics check to Climb, and echoes from climbing the ramp alert Laslunn in area **J11** to intruders (PCs take a -2 circumstance penalty to Stealth checks to Sneak in the chute).

The pits contain 32 slaves, divided up among the four different pits. None of them have the right tools or skill to escape the pits on their own. Furthermore, Scarlet Triad poisoners regularly dose the prisoners with addlebrain poison (page 71) to keep them docile and lethargic. Each pit is 15 feet deep.

The pit lids are locked; Laslunn and her second-in-command, Vaklish, carry the only keys. Picking the

complicated locks requires three successes on a DC 28 Thievery check to Pick a Lock.

Creature: A shadow giant named Aadrushian guards this area. An expatriate from Nidal, Aadrushian was living in the region when Scarlet Triad agents arrived, and he offered his services to earn some extra coin. Aadrushian has smoky gray skin, sharp features, and golden armor decorated with skull and scythe motifs. He is on a spiritual journey that has led him to wander between Nidal and the Menador Mountains for the past several years; this is the farthest south he has ever traveled. He views his alliance with the Scarlet Triad as both a convenience and a way to earn favor with an up-and-coming group of slavers. He enjoys the chance to bully prisoners in pits and the opportunity to bully the PCs. The giant hurls rocks at PCs he believes to be spellcasters, assuming that armored PCs will come to him where he can crush them in melee. Aadrushian is brave but has no wish to die at the PCs' hands; he yields or tries to flee if reduced below 30 Hit Points.

ADRUSHIAN CREATURE 13

Male shadow giant (page 79)

Initiative Perception +20

Treasure: Aadrushian keeps all of his treasures in a black leather sack. These include 2,400 sp, 1,800 gp, loose gemstones (worth 1,200 gp), a rolled-up tapestry depicting Golarion's moon Somal cracking in half like a hatching egg as tendrils of shadow emerge (worth 850 gp), a silver tankard crafted from an elf's skull and inset with shards of black sapphires (worth 700 gp), a mithral starknife (a trophy from his first kill of a Desnan priest), a *ring of climbing* on a fine gold chain (the chain is worth 150 gp), and an ivory scroll tube with platinum filigree (worth 240 gp) that contains three scrolls the giant doesn't know how to use but that he hopes to trade to a spellcaster for magical favors: a *scroll of summon celestial* (5th), a *scroll of teleport*, and a *scroll of regenerate*.

Reinforcements: As long as the PCs fight the giant, the Scarlet Triad snipers in area **J12** watch quietly, but as soon as the PCs defeat the giant, the snipers open fire. The fight also draws the attention of the other giants in area **J5**. Once Aadrushian is defeated, these forces immediately shout for reinforcements, and the PCs could be quickly overwhelmed by attackers from the surrounding chambers.

XP Award: There are 32 prisoners held in the pits. If at least 16 of them survive and are rescued, the PCs earn 20 XP. If the PCs manage to rescue up to 24 of them, they earn 40 XP, and if all 32 prisoners survive and are saved, the PCs earn 80 XP.

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J3. GUARD POST

MODERATE 11

Several weapon racks and lockers made from dark wood stand against the north wall. In an alcove to the west, four chairs surround a table that is heaped with coins. Natural passages in the stone lead west and southeast. A canvas curtain hangs in the passage leading west.

Creatures: Four Scarlet Triad agents are stationed here, charged with watching over the path outside. Since no one except authorized Scarlet Triad slavers have come up the path in quite some time, the guards instead spend their time gambling around the table, taking a -4 circumstance penalty to initiative checks unless a fight's broken out in area J2.

These Scarlet Triad members are quick to grab their weapons if alerted to trouble. If three of these guards are defeated, the final guard attempts to scoop up the coins on the table and flee.

SCARLET TRIAD BRUISERS (2)

CREATURE 10

Page 23 (One-Eye Amnin)

Initiative Perception +19

SCARLET TRIAD THUGS (2)

CREATURE 7

Page 16

Initiative Perception +13

Treasure: The game played on the table has reached some particularly high stakes. A total of 252 gp is scattered atop the table. Most of the weapons on the weapon racks aren't particularly valuable, but one $+1$ striking longbow and two $+1$ striking longswords have obviously superior workmanship.

J4. SLAVER BARRACKS

MODERATE 11

This cave has four natural alcoves containing bunk beds.

Creatures: A single Scarlet Triad bruiser and five Scarlet Triad thugs are resting here, but they know Laslunn can call them at any time so they wake quickly if alerted to trouble. The bruiser keeps the thugs in line with shouted commands; if the bruiser is defeated, the thugs flee.

SCARLET TRIAD BRUISER

CREATURE 10

Page 23 (One-Eye Amnin)

Initiative Perception +19

SCARLET TRIAD THUGS (5)

CREATURE 7

Page 16

Initiative Perception +13

J5. GIANT BUNKS

MODERATE 11

Six nooks have been carved out of the walls of this natural rock chamber. Each is heaped with furs and animal pelts to make a large bed. A tunnel leads out to the east, overlooking the quarry pit. A large fire burns in a pit near this opening.

Creatures: The stone giants who live here keep their faces painted with ash and soot to resemble skulls. They are fanatics who hope to serve Jaggaki as undead soldiers one day. They don't have any particular loyalty to the Scarlet Triad, but as long as their undead lord is allied with the gnomish Laslunn, they willingly work alongside the slavers. These giants fight tenaciously against intruders, throwing rocks at distant foes and swinging their clubs in melee if the opportunity arises. They each fight to the death, trusting in Jaggaki to raise them as undead if they show sufficient bravery and ferocity.

ELITE STONE GIANTS (4)

CREATURE 9

Pathfinder Bestiary 6, 170

Initiative Perception +18

J6. VESTIBULE

MODERATE 11

The walls of this large, crumbling chamber are carved with three images of massive bears wearing slabs of stone as barding. The bear images are arrayed outward from a wide opening to the south, as though protecting it, and green gemstones glitter in each of their eye sockets. Another passage exits to the east, and an opening in the north wall provides a third exit.

Creatures: Jaggaki placed a group of four undead cave bears here—creatures sacred to Minderhal that the lich then infected with ghastrife and enhanced further through necromantic magic. The ghastrife bears stand guard before the entrance to area J7 to the south and fight until destroyed—they do not pursue foes from this room unless they flee to the south.

GHASTLY BEARS (4)

CREATURE 9

RARE NE LARGE GHOUL UNDEAD

Perception +16; darkvision, scent (imprecise) 30 feet

Skills Athletics +19, Survival +14

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

Stench (aura, olfactory) 10 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 26 Fortitude save or become sickened 1 (plus, on a critical failure, slowed 1 as long as it's sickened). While within the aura, the creature takes a -2 circumstance

penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

AC 27; **Fort** +19, **Ref** +14, **Will** +16

HP 135, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 35 feet

Melee ♦ jaws +20, **Damage** 2d10+9 piercing plus ghaſt fever and paralysis

Melee ♦ claw +20 (agile), **Damage** 2d8+9 slashing plus Grab and paralysis

Consume Flesh ♦ (manipulate); **Requirements** The ghaſtly bear is adjacent to the corpse of a creature that died within the laſt hour. **Effect** The ghaſtly bear devours a chunk of the corpse and regains 6d6 Hit Points. It can regain Hit Points from any given corpse only once.

Ghaſt Fever (disease); **Saving Throw** DC 26 Fortitude;

Stage 1 carrier with no ill effect (1 day); **Stage 2** 3d8 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 3d8 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and riſes as a ghaſt the next midnight.

Mauler A ghaſtly bear gains a +4 circumstance bonus to damage rolls againſt creatures it has grabbed.

Paralysis (incapacitation, necromancy, occult) Any living creature hit by a ghaſtly bear's attack muſt ſucceed at a DC 26 Fortitude ſave or become paralyzed. It can attempt a new ſave at the end of each of its turns, and the DC cumulatively decreases by 1 on each ſuch ſave.

Treasure: The bear carvings each have glittering emeralds for eyes. Prying the ſix emeralds out of the crumbling ſtone is a ſimple matter, and each is worth 200 gp.

J7. MINDERHAL SHRINE SEVERE 11

The ſouth wall of this crumbling chamber contains a maſſive depiction of a mountain with an anvil at its peak. A ſlab of metal the ſize of a wagon ſtands in front of the image, apparently a combination of anvil and altar. Carved writing covers the other walls of this chamber, although the writing has crumbled away with the ſtone in ſeveral places. The chamber's only exit leads north.

The writing around the room is in Jotun and predominantly conſiſts of paeans to Minderhal—He Who Makes and Unmakes—and the labors of the ſouls who ſerve him in Stonepeak, Minderhal's realm in Hell. Jaggaki believes that the runes amid

the carvings unlock ſecrets to ſummoning theſe ſouls and other devils from Stonepeak. In truth, however, the carvings detail how this ſhrine was once uſed to open an extraplanar gate to a ſimilar chamber within Stonepeak itſelf—a feat that requires long-miſſing ritual components to complete. A ſuſſeſſful 30 Religion check to Decipher Writing reveals the true purpoſe of the chamber; a critical failure produces Jaggaki's erroneous concluſion.

Creatures: Jaggaki labors here, aided by two ſtone giants who diligently copy runes and perform other menial taſks for him. The giants have their faces painted to look like ſkulls, juſt as thoſe in area J5. Although Jaggaki is deeply involved in his reſearch,



Jaggaki

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the other giants are alert for trouble. If disturbed, the occupants of this room fight to repel intruders.

If the PCs approach Jaggaki openly and express any expertise in runes, Jotun, or giant religion, he parleys with them long enough to discover whether they can be useful to him. Jaggaki knows that the PCs aren't with the Scarlet Triad, and that Laslunn would likely appreciate their destruction. He therefore makes any deal the PCs suggest for their aid, but betrays them and attacks as soon as he doesn't consider the PCs useful any longer.

JAGGAKI

LEVEL 13

UNCOMMON NE LARGE UNDEAD

Perception +22; darkvision

Languages Common, Jotun, Necril

Skills Acrobatics +19, Arcana +27, Athletics +25, Intimidation +23, Stealth +21 (+25 in rocky terrain)

Str +6, **Dex** +2, **Con** +4, **Int** +5, **Wis** +3, **Cha** +4

Items +1 striking greater staff of necromancy

AC 34; **Fort** +21, **Ref** +21, **Will** +22; +1 status to all saves vs. positive

HP 200, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 20, physical 15 (except magic bludgeoning)

Catch Rock ↻

Speed 35 feet

Melee ✦ staff +26 (two-hand d8), **Damage** 2d4+12 bludgeoning

Melee ✦ hand +25 (magical), **Damage** 4d8 negative plus paralyzing touch

Ranged ✦ rock +25 (brutal, range increment 120 feet), **Damage** 2d6+12 bludgeoning

Arcane Prepared Spells DC 34, attack +26; **7th** *cone of cold*, *eclipse burst*; **6th** *chain lightning*, *dispel magic*, *flesh to stone*; **5th** *black tentacles*, *cloudkill*, *fireball*; **4th** *fly*, *lightning bolt*, *phantasmal killer*; **3rd** *blindness*, *paralyze*, *slow*; **2nd** *magic missile*, *mirror image*, *telekinetic maneuver*; **1st** *grim tendrils*, *ray of enfeeblement* (×2); **Cantrips (7th)** *acid splash*, *detect magic*, *mage hand*, *ray of frost*, *read aura*, *shield*

Bones of Stone ✦ (arcane, earth, necromancy); **Requirements** The target is standing on or adjacent to a stone surface.

Frequency once per round; **Effect** Jaggaki calls upon unquiet spirits within the land, causing a giant skeletal arm made of jagged stone to reach out of a stone surface adjacent to a creature within 60 feet. Jaggaki makes a hand Strike against the target via this stone arm rather than using his own hand. If the Strike hits, it deals 4d6 additional bludgeoning damage.

Drain Phylactery ↻ **Frequency** once per day; **Effect** Jaggaki taps into his phylactery's power to cast any arcane spell

up to the highest level he can cast, even if the spell being cast is not one of his prepared spells. His phylactery doesn't need to be present for him to use this ability.

Paralyzing Touch (arcane, curse, incapacitation, necromancy) A creature damaged by Jaggaki's hand Strike must succeed at a DC 29 Fortitude save. The creature becomes paralyzed for 1 round on a failure. On a critical failure, the creature is paralyzed permanently, falls prone, and seems dead. A DC 25 Medicine check reveals the victim is alive.

Steady Spellcasting If another creature's reaction would disrupt Jaggaki's spellcasting action, Jaggaki attempts a DC 15 flat check. If he succeeds, his action isn't disrupted.

ELITE STONE GIANTS (2)

CREATURE 9

Pathfinder Bestiary 6, 170

Initiative Perception +18

Treasure: Jaggaki isn't particularly religious, and so he decided to use the altar here as a mere table. Several thick rolls of animal skin are covered with charcoal markings about the runes, cross references, and speculations as to missing symbols. Amid the rolls of animal skin are a *scroll of cloak of colors* and a *scroll of sending*.

Jaggaki's Phylactery: Jaggaki's phylactery is hidden in a well-defended tomb hundreds of miles from here to the northeast, deep in the Mindspin Mountains. If the lich is destroyed, his body re-forms in that tomb—whether he seeks revenge on the PCs thereafter is left to you to determine, but the Age of Ashes Adventure Path has no further role for Jaggaki as written.

J8. POISONERS' CHAMBER MODERATE 11

This natural stone chamber is outfitted as an alchemical lab, with several tables holding an array of powders, burners, and open bags of herbs. An empty iron cage hangs from the northwest ceiling. Exits lead out of this room from each direction.

Creatures: Currently four Scarlet Triad poisoners are at work here. These poisoners fear angering Laslunn, so they fight intruders diligently. As soon as three poisoners are defeated, the last attempts to flee toward area J9 to warn Vaklish and thence Laslunn. An alchemical golem stolen from Tanessen Tower keeps watch over the poisoners. The golem fights until destroyed.

SCARLET TRIAD POISONERS (4)

CREATURE 8

Page 41

Initiative Perception +16

ALCHEMICAL GOLEM

Pathfinder Bestiary 185

Initiative Perception +16

Treasure: The tables in this room hold several poisons, including 2 doses of addlebrain (page 71), 4 doses of giant wasp venom, 2 doses of wyvern poison, and 3 doses of lich dust surreptitiously harvested from a set of Jaggaki's old robes.

J9. VAKLISH'S CHAMBER MODERATE 11

Several thick carpets and tapestries have been affixed to the rough rock walls of this chamber, making it seem more like the chambers of a rug merchant than a cave in a quarry. A velvet divan stands in the northwest corner, next to a delicate table with small figurines atop a game board.

The figurines on the table are components of a Vudrani board game called *Imperial Conquest*, and the black and red pieces are positioned in the middle of a game where it is impossible for the game to end in anything but a draw.

Creatures: Laslunn gave this chamber to her decadent second-in-command, Vaklish. Vaklish's primary roles are to supervise the poisoners in area **J8** and to support the Scarlet Triad with his expertise in occult necromantic practices. Lately, Vaklish has been enjoying the fruits of his success with food and narcotics, both of which the Triad agents have been diligent in supplying.

Vaklish usually appears as a large Vudrani man, and most of the Scarlet Triad slavers here don't think he's anything more than a human hedonist. In fact, Vaklish is a rakshasa that Laslunn has known for many years. Laslunn knows that Vaklish's indolence is mostly feigned; the fiend is quick to rouse to ferocious violence if the operations here at the quarry are threatened—such as if the PCs intrude in his room.

Vaklish usually reclines on the divan here, indulging in mild drugs the poisoners provide him, examining the game board with amusement, and snacking on unsettling victuals. If the PCs intrude with obvious violence, he fights; otherwise, he pretends he's in a bemused daze and asks the PCs who they are. If the PCs are willing to talk, Vaklish asks them to examine the game board and see whether there is any way for the red pieces to win (a PC who succeeds at a DC 28 Society check or DC 15 Games Lore check can determine that the game, as positioned, must end in a draw). Vaklish already knows there isn't; he's merely attempting to get the PCs to come close and lower their guard before he attacks them.

CREATURE 9

A PC who attempts the Society check can also attempt a DC 28 Perception check. On a success, the PC notices that the shadows of two of the black pawns seem to waver strangely; a critical success on this Perception check allows the PC to glimpse distorted humanoid shapes forming in those shadows. These two pawns are in fact dormant greater shadows, "crystallized" by Vaklish via one of his latest experiments.

When a PC replies to Vaklish's question about who will win the game, he snorts in amusement and says,



Vaklish

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“Interesting, although you’ve neglected to note an unusual gambit I’m eager to try...” as he seems to reach forward to make a move in the game. He then flips the table, tumbling all of the pieces to the floor and shattering the two shadow figurines. This act allows Vakilsh to use Deception to determine his initiative; any PC who noticed something strange with the pawns gains a +4 circumstance bonus to their initiative check. The rakshasa fights until slain.

VAKLISH

CREATURE 12

UNIQUE LE MEDIUM FIEND RAKSHASA

Male raja rakshasa (*Pathfinder Bestiary* 275)

Perception +22; darkvision

Languages Common, Infernal, Vudrani

Skills Crafting +23, Deception +26, Diplomacy +22, Intimidation +22, Performance +20, Occultism +25, Stealth +22

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

Items *wand of vampiric exsanguination*

AC 33, **Fort** +22, **Ref** +22, **Will** +23; +2 status to all saves vs. magic, +3 status to all saves vs. divine magic

HP 185; **Weaknesses** good 10; **Resistances** physical 12 (except piercing)

Scoff at the Divine ☞ As raja rakshasa.

Speed 35 feet

Melee ✦ fangs +23 (agile, magical), **Damage** 3d10+11 piercing

Melee ✦ claw +24 (agile, finesse, magical), **Damage** 3d8+11 slashing

Occult Spontaneous Spells DC 32, attack +24; **6th** (3 slots) *dominate, feeblemind, spirit blast*; **5th** (4 slots) *dispel magic, shadow blast, synaptic pulse*; **4th** (4 slots) *fly, soothe, suggestion*; **3rd** (4 slots) *dream message, hypnotic pattern, slow*; **2nd** (4 slots) *hideous laughter, mirror image, silence*; **1st** (4 slots) *charm, magic missile, ray of enfeeblement*; **Cantrips (6th)** *dancing lights, detect magic, mage hand, shield, telekinetic projectile*

Occult Innate Spells DC 32; **3rd** *mind reading* (at will)

Occult Rituals DC 32; *create undead*

Change Shape ✦ As raja rakshasa.

Disturbing Vision ✦ As raja rakshasa, but DC 32.

GREATER SHADOWS (2)

CREATURE 7

Pathfinder Bestiary 289

Initiative Stealth +20

Treasure: Even without the two game pieces that had been replaced with crystallized greater shadows, the finely crafted *Imperial Conquest* game is worth 500 gp. Most of the rugs in the room are relatively low quality, but five of them are worth 150 gp apiece (each of these throw rugs is 2 Bulk). There’s a few days’ worth of fine foodstuffs here, of which four bottles

of fine Chelaxian wine (worth 50 gp each) and one bottle of plum sake imported from Minkai (worth 100 gp) are the standouts. Wine connoisseurs should take care, though, for a bottle of slumber wine bearing a misleading label purporting to be from central Brevoiy is in the mix as well (a PC who succeeds at a DC 28 Society check or DC 18 Alcohol Lore check notes that this region of Brevoiy isn’t known for wine). Finally, what appears to be a stone paperweight used to hold down a “shopping list” of foodstuffs is in fact a *keen weapon rune*.

J10. LASLUNN'S QUARTERS

A tattered reed mat stretches across this room from an exit at the west to one at the east. The north side of the room contains three iron cages, each four feet square, while the south side of the room contains a large wooden box filled with hay and a layer of blankets.

Laslunn sleeps in this room, which she keeps warm to remind her of her home in Katapesh. The hay and blankets in the large box are all soft and reasonably clean; Laslunn uses it as her bed. The cages are all locked, and Laslunn carries the keys. Picking one of these locks requires three successes on a DC 30 Thievery check to Pick a Lock.

If the PCs have made it this far into the quarry without raising any alarms, there is a 50% chance that Laslunn is resting here rather than working in the sluice room.

J11. SLUICE ROOM

EXTREME 11

The northeast wall of this thirty-foot-high room is smooth and convex. A complicated iron mechanism built against the wall has several plates that sit flush against the smooth wall. Water stains on the wall below these plates indicate that the plates keep back water behind the wall.

This room is the only remaining access to the series of underground dams built by the Jhalteros’ engineers many years ago. Water from underground streams has built up behind this wall. The metal plates are closed sluices that keep the water safely contained, although pulling a lever among the machinery (or a backup lever in a different spot in the machinery) opens all the sluices at once and allows the dammed water to flood in. Once the sluices are opened, they must be moved back manually and individually—the lever only opens them. The released water doesn’t fill this room, however; any water here flows out through the three chutes to the south and into the quarry pit (area

J2). Because the slaves imprisoned there are in pits at the bottom of the quarry, they eventually drown if enough water flows into the quarry. Full rules for the sluice appear in Hazard below.

Laslunn knows how the mechanism works, and she considers it insurance against discovery. If her operations here are compromised, she plans to drown all of the captured slaves, escape, and start anew. She also assumes that any well-intentioned intruders would have to split their time between capturing her and freeing the drowning slaves, which she expects gives her a greater chance to defeat them.

Laslunn also keeps a small table here covered with maps and correspondence, including notes about Alseta's Ring in Breachill. These notes reveal that Laslunn suspects other contacts in the Scarlet Triad are trying to magically convert Alseta's Ring into a weapon somehow, but Laslunn isn't clear how and has been attempting to gain more information about this from her contacts elsewhere in the organization. The table also contains a glittering magic gemstone—the *Eye of the Wise*—which Laslunn acquired from her contacts. She knows it can be used to activate Jewelgate, and her notes indicate, in particular, that she hopes to use the Eye of the Wise to leverage her influence with her direct superior, Ilssrah Embermead, who is currently working to secure the far side of that *aiudara* under the Five Kings Mountains. Finally, the notes indicate that Laslunn is growing impatient with the Scarlet Triad's plans to leave Alseta's Ring untouched. She would rather launch an immediate attack on Breachill to secure the hub and doesn't agree with her commanders' fears that "doing so would alert our benefactor," but for the moment she has been content to bide her time.

The desk is far enough from the water that it remains dry even if the sluices are opened, but it becomes soaked if the PCs block the chutes so the water backs up into this room. In this case, the papers detailing Laslunn's notes are ruined but the *Eye of the Wise* is unharmed.

The chutes to the south lead out to the quarry pit (area **J2**). Created to channel water away, they are steep and smooth—sliding down them is easy, but climbing back up them requires a successful DC 25 Athletics check to Climb. It's impossible to climb up a chute when water is flowing down it.

Creatures: Laslunn is usually found in this room at her desk, but if she suspects intruders in the quarry, she moves over to the primary sluice lever instead, draws her bow, and prepares to defend herself. Laslunn is not alone in this room—she is protected by a powerful interlocutor velstrac conjured at great expense by

Barushak and commanded to protect Laslunn and prevent others from interfering with the hazard once it has been activated.

Laslunn's first action when combat begins here is to pull the activation lever on the sluice. While she fights, she provides a running commentary, gloating about how all the slaves are going to drown if the PCs don't intervene—Laslunn hopes this diverts some of the PCs from the fight and gives her time to focus on those attacking her. If reduced to fewer than 30 Hit Points and presented with a clear avenue of escape, Laslunn takes the chance to flee; otherwise, she fights to the death out of spite and endeavors to take as many PCs with her as possible.

LASLUNN **CREATURE 13**

Page 86
Initiative Perception +24

INTERLOCUTOR **CREATURE 12**

Page 84
Initiative Perception +24

Hazard: The machinery controlling the sluices in this room functions as detailed below.

QUARRY SLUICEWAY **HAZARD 9**

COMPLEX MECHANICAL TRAP

Stealth +17 (expert) or Perception DC 27 (expert) to notice the six cleverly hidden sluice gates while they are closed

Description Six sluice gates open to allow thousands of gallons of water to begin flooding the room. The water churns through the room and flows out through three chutes on the south end of the room.

Disable Thievery DC 28 (expert) twice to close a sluice (on a critical success, a sluice is closed immediately)

Sluiceway Hardness 17, Sluiceway HP 38 (BT 34); Immunities critical hits, object immunities, precision damage

Opened Sluices **Trigger** A creature Interacts to throw either the primary lever or backup lever. **Effect** The trap rolls initiative.

Routine (6 actions) The trap loses 1 action per disabled or destroyed sluice. On each of its actions, the water rushing from the sluices flows through the room, creating a river of churning water that fills the room to several inches and makes the floor of the chamber into difficult terrain. The water level never rises above this level in the room, as it drains out of the chutes to the south and begins to flood the quarry pit (area **J2**). On the trap's second turn, the water starts filling the four slave pits in area **J2**. Each of the trap's actions fills the pits 4 inches (2 feet per round if all sluices are functional). If the slave pits fill to their total depth of

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12 feet and the grates over the slave pits aren't open, the slaves begin to drown, dying if they aren't freed in 5 rounds. Once the slave pits are full, the water continues to slowly fill the central area over the course of an hour until it empties the reservoir and floods area **J2** to a depth of 15 feet.

Other options beyond disabling or destroying the sluices could prevent the flooding of the quarry pit at your discretion.

Reset The trap resets if all six sluices are closed. If all the water has drained when this occurs, the water takes many months to refill.

Treasure: In addition to the notes and the *Eye of the Wise*, Laslunn's desk contains a leather satchel with 5 rubies worth 300 sp each, an excellent wooden carving of a leering hyena worth 350 sp, and a *messenger's ring* bearing the symbol of the Scarlet Triad.

J12. LOOKOUT

MODERATE 11

This natural chamber in the quarry wall provides an excellent view of the pit thirty feet below. A small chamber is visible through an opening to the east, and a long passage through the stone leads west.

Once used by the Jhaltero quarry overseer when the quarry was in full operations, this high vantage position provides a good view of the entire quarry pit and the rise between the pit and the quarry path. The room contains a very old and unused desk along with a few rolled pallets and personal equipment belonging to the two snipers stationed here.

The passage to the north collapsed long ago and is impassible. The chamber to the east (area **J12a**) is used for storage. The passage to the west leads several hundred feet to the poisoners' chamber (area **J8**). The opening to the quarry pit (area **J2**) has a 30 foot drop and requires a successful DC 25 Athletics check to Climb. A rolled-up rope ladder is anchored to the floor near the overlook. With a kick (an Interact action), the ladder unrolls down the side and makes ascending to the pit easy. However, the snipers don't unroll the ladder unless specifically commanded by Laslunn.

Creatures: Two trained Scarlet Triad snipers, half-elf sisters named Iavva and Lemma, keep watch over the quarry from this high vantage point. Generally, one of them rests near the rear of the cave while the other keeps watch on the quarry pit below, but the watchful sibling is quick to rouse the other and sound the general alarm upon the first sign of trouble.

Although these snipers prefer to attack with their composite longbows from above their enemies, they fight in melee if necessary. As they hope to rise higher within the Scarlet Triad, both show significant devotion to Laslunn and fight to the death to defend the quarry from intruders.

SCARLET TRIAD SNIPERS (2)

LEVEL 11

RARE **NE** **MEDIUM** **ELF** **HUMAN** **HUMANOID**

Perception +23; low-light vision

Languages Common, Elven

Skills Acrobatics +22, Athletics +19, Stealth +23, Thievery +21


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

Items +1 *striking composite longbow* (40 arrows), keys to manacles, +1 *leather armor*, good manacles, +1 *pick*


Scarlet Triad Sniper


AC 32; Fort +20, Ref +22, Will +21



HP 195

Backshot  **Trigger** A creature the sniper can see misses it with a ranged weapon Strike. **Effect** The sniper attempts a ranged Strike against the triggering creature with a -2 penalty.

Speed 30 feet; swiftness

Melee  *pick* +22 (fatal d10, magical), **Damage** 1d6+10 piercing

Ranged  *composite longbow* +23 (deadly 1d10, magical, range increment 100 feet, reload 0, volley 30 feet), **Damage** 2d8+8 piercing

Rain of Arrows   The sniper fires one arrow at each creature they choose within a 15-foot burst. The center of the burst must be within 100 feet of the sniper, but can't be within 30 feet. The sniper makes each attack roll separately. All attacks count toward the sniper's multiple attack penalty, but the penalty increases only after all the attacks are made.

Sneak Attack 2d6

Swiftness The sniper's movement doesn't trigger reactions.

Treasure: Most of the supplies in the storeroom at area **J12a** aren't valuable, but one crate contains 20 sets of manacles, each marked with the symbol of the Scarlet Triad, and another crate contains two dozen bottles of hard liquor worth 300 gp in total.

Concluding the Adventure

When Laslunn has been killed or driven off, any Scarlet Triad slavers remaining in Ravounel quickly scatter, seeing the writing on the wall. With their attentions increasingly focused elsewhere, the Scarlet Triad is forced to let go of its ambitions in the region, at least for the short term, but the organization increasingly turns to the emerging threat posed by the PCs. At your option, any significant agents of the Triad who survived this adventure may well show up later, and they may have an axe to grind with the PCs who defeated them before—make sure to increase their levels a bit to model the fact that they've been training and planning for their revenge against the party.

Securing the *Eye of the Wise* is all that's really needed to progress on to the next adventure in the Age of Ashes Adventure Path, but for the moment, the PCs should be given a chance to rest, relax, and catch their breath. Now that they've got a quick and easy link between their home and the city of Kintargo, shopping and training opportunities should be wide open.

The Bellflower Network is extremely grateful for the rescues the PCs performed during this adventure, as are their allies at Lady Docur's School for Girls.

As word spreads of the heroics the PCs performed, the leaders of Kintargo—the Silver Council—approach the PCs with thanks. If the PCs hand over Barushak's notes from area **H3**, the Silver Council is particularly thankful to know that the recent troubles involving Nidal and the haunting presence of Barzillai were both fabrications of the Scarlet Triad. Furthermore, if the PCs were particularly vocal in defending Nidal (such as if they exonerated them at Kite Hill), the diplomats from the Umbral Court show their thanks as well. All of these grateful agencies provide rewards to the PCs, as summarized below.

Bellflower Network: Nolly Peltry speaks for the Bellflower Network when she thanks the PCs. For their aid in helping to defeat the slavers and rescuing her friends, she's been given permission to offer a magic item to each PC. Each PC should be given a single item of 9th level or lower of your choice as a reward—see the Adventure Toolbox for details on a few items unique to the Bellflower Network that could make for excellent rewards. In addition, Nolly offers to help teach any PC who wishes to train further in the arts of the Bellflower Network; this grants access to the Bellflower tiller archetype, as detailed in the Adventure Toolbox.

Mialari Docur: For helping to protect the city, Mialari offers the PCs access to her school's secretive techniques. This grants access to the Lacunafex feats detailed in the Adventure Toolbox.

Silver Council: The Silver Council is quite pleased with the PCs' aid and offers each of the party members a reward of 100 gp—this reward is increased to 200 gp per PC if the party turned over Barushak's notes.

Umbral Court: If the PCs took additional steps toward defending the honor of Nidal and helped to protect their interests and intentions, an agent of the Umbral Court (Halleka, if he still lives) gives the party a single powerful magic item of level 12 or thereabouts—you should choose an item that the PCs can use, but that also fits with Nidal's shadowy themes. A suit of +1 *resilient shadow armor* might be a good choice, as would a +1 *axiomatic* or *grievous weapon* or any wand of a 5th-level shadow-themed or illusion spell.

XP Award: You should also award the PCs additional XP for their good work in this adventure at this point—an award of 80 XP should do the trick, but you can increase this award as you see fit so that the characters get enough XP to reach 12th level—they'll need all the experience they can get if they're to endure the dangers that will face them soon amid the "Fires of the Haunted City"!

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RAVOUNEL GAZETTEER

“The reason Ravounel never felt much like Cheliox, we all learned that day, is because it wasn’t part of Cheliox, not really. Some sort of legal loophole I don’t pretend to understand—likely the same exploit Cheliox used to place countless other ‘colonies’ under its thumb. But Ravounel was always the one part of the old empire that House Thrune didn’t clutch as tightly in its claws. The Silver Road along the wide, deep river echoed with the songs of dust-shrouded quarriers and lively barge hands. The people of Kintargo talked liberty as they haggled over fruit. Fisherfolk looked west, to the water, for their livelihoods and rarely cared about what happened in distant courts. The halflings of the North Plains breathed easier than most, quietly shuttling their kin off to freedom. Nobody ever stopped my own prayers to Desna. When they declared Ravounel an independent nation and said, ‘We aren’t part of Cheliox any longer!’ I asked, ‘Were we ever?’”

—Kelziah Abbredar, tinker

The nation of Ravounel is at once very old and very new, a nation on the cusp of an unknown future. Formerly Cheliox's northwesternmost province and dominated by House Thrune, the Archduchy of Ravounel earned its independence through the daring of a group of revolutionary heroes and an oversight in a decades-old legal document. The people of Ravounel are now unexpectedly free to chart their own course without the overt influence of Cheliox, and most are optimistic about the future and eager to tame the wild portions of their nation. Yet diabolic influence can be subtle at times, and the people of Ravounel are not quite as free of House Thrune as they believe.

Ravounel has a pleasant climate; its summers are warm and humid, and its winters are chilly, rainy, and often foggy. Most of Ravounel's population is concentrated in the cities of Kintargo and Vyre. The two cities are incredibly different: Kintargo, also called the Silver City, is an open city of people eager to take the reins of their nation, while the ancient city of Vyre festers in iniquities and conducts its business behind closed doors and elaborate masks. Smaller towns, such as Whiterock and Cypress Point, provide a more relaxed, rural life and access to the networks of farms, ranches, mines, and quarries where many people in Ravounel live and work. Ravounel is not entirely tame: the nation's hinterlands are full of danger, from the orc-infested Menador Mountains to the strix-haunted Ravounel Forest and the dangerous creatures lurking beneath the waves off Ravounel's coast. But overall, its people are forthright, hopeful, and proud of their newfound independence.

History

The oldest settlement in the Ravounel region is the city of Vyre, founded in 1673 AR, more than a millennium before the nation of Cheliox was established. Official records recognize the city of Kintargo's founding in 3213 AR, although settlements certainly stood upon Argo Isle at the wide mouth of the Yolubilis River long before then. Kintargo achieved some national prominence in 4337 AR as the military staging point for a pending invasion of Nidal. When Nidal capitulated in 4338 AR, allowing Cheliox to claim a "diplomatic conquest" of the shadow-bound nation, the navy remained in Kintargo to establish a stronger presence in the Silver City while its officers enjoyed nearby Vyre's exotic delights.

When House Thrune seized control of Cheliox in the wake of Aroden's death in 4606 AR, it was quick to bring its enemies to heel. Many of these enemies had been in Ravounel; Ravounel was anti-Thrune, but it had insisted on independence during the upheavals, and that insistence, to House Thrune's eyes, was tantamount to treason. The region's leaders and Kintargo's champions,

a group called the Silver Ravens, were eventually forced to cede control to House Thrune. In the decades that followed, the people of Ravounel presented themselves as loyal on the surface but remained rebellious at heart.

House Thrune continued to keep a shrewd eye on the province. In 4715 AR, an overzealous group of Iomedean knights called the Glorious Reclamation compelled House Thrune to put its largest cities under martial law. Paracount Barzillai Thrune took direct control of Kintargo, driving out Lord-Mayor Jilia Bainilus and enacting a series of draconian edicts. In a brutal night of attacks on suspected dissidents, Thrune forces burned buildings and killed Kintargans indiscriminately. Called the Night of Ashes, this atrocity drove Kintargans to outright rebellion against House Thrune.

The long-simmering revolution ignited in 4717 AR when a group of heroes, styling themselves after the vanished Silver Ravens of Kintargan history, began solidifying revolutionary sentiment. This group drew together allies, organized strikes against House Thrune, and performed acts of sabotage such as collapsing the Menador Gap connecting the Archduchy of Ravounel to Cheliox's heartland. These events culminated with the discovery of the long-forgotten Kintargo Contract, a legal document that placed Ravounel outside of House Thrune's infernal authority. With House Thrune unable to legally act against Ravounel, Cheliox had no choice but to recognize Ravounel's independence. Since then, however, Chelaxian spies and infernal agents have been hell-bent on finding the best way to bring the wayward province back under House Thrune's control.

Government

Ravounel's former governor—Paracount Barzillai Thrune—proved to be a traitor to House Thrune and was consigned to Hell. Now the region is ruled by the former lord-mayor of Kintargo, Jilia Bainilus, who took command when the Kintargo Contract was revealed. When she expanded her role from mayor of Kintargo to leader of Ravounel, Bainilus claimed the title of Domina, an ancient Chelaxian rank that demonstrated her commitment to old Chelaxian values but separated her from the infernal hierarchy of Cheliox's government. Domina Bainilus is forthright and a good negotiator, well aware of her nation's strengths and limitations.

Domina Bainilus is aided by the Silver Council, a loose association of Ravounel's noble houses and the wealthiest power brokers in Kintargo. This group was assembled during the rebellion that created Ravounel, replacing the city's former Court of Coin, and many people serving upon it consider their position to be a reward for backing the correct side. Certainly, those houses and organizations that maintained an allegiance

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to House Thrune have seen their fortunes and political influence ebb substantially.

The so-called Kings and Queens of Vyre have publicly supported Domina Bainilus, although they aren't members of the Silver Council and the practical import of their endorsement is minimal. The leaders of Vyre support Bainilus because she seems to have agreed to leave their independent city—including its Chelaxian tourists and questionable shipments—entirely alone.

Notable Sites

The following are some of Ravounel's more notable locations, although many more sites of interest exist in the nation.

Acisazi: The half-submerged city of Acisazi is populated almost entirely by aquatic half-elves who straddle two terrains and two cultures: one above the waves, and one below it. The reclusive and independent people of Acisazi don't generally consider themselves a part of Ravounel, instead seeing themselves as part of a vast network of aquatic elf cities and towns farther out in Nisroch Bay and the Arcadian Ocean.

Cape Dis: A craggy cape that protrudes into the Arcadian Ocean, Cape Dis has several distinctive rock configurations that make it a common marker for ships sailing Ravounel's coast. Many caves along Cape Dis are home to the Saltstink goblin tribe, who are unimpressive fisherfolk and enthusiastic cliff-divers.

Cypress Point: This small coastal town, about 40 miles north of Kintargo along the Night Road, has long been the home of sturdy fisherfolk. The town's fortunes had waned under the neglect of Chelaxian rulers, but since the rebellion, the citizens of Cypress Point have revitalized their increasingly vibrant settlement. An elderly, outspoken cleric of Desna named Xerelilah has shepherded the city through many hard times.

Deepmar: This small island was the site of a long-established Chelaxian penal colony where the prisoners mined crystals useful as arcane reagents. Recent visits have revealed the prison camps to be entirely abandoned, except for the occasional survivor muttering about "the lights from below." Indeed, on the darkest nights, eerie lights originating from a network of underground passages crisscross the island.

Dismal Nitch: This section of mist-shrouded coastline has always been considered haunted. Shipwrecks are common here, as are rumors of flesh-eating merfolk, sea serpents, and ghost ships.

Menador Gap: Once the only easy mountain route between Ravounel and the Cheliox heartlands, this pass was collapsed to deny House Thrune a critical dwarf-built fortress at the pass's narrowest point. Ravounel work crews labor to reopen this pass from the north, just as Chelaxian slave crews work from the south, but efforts require careful timing and heavy guard in the event Cheliox decides to take sudden military advantage of the fort's unearthing.

North Plains: Farms dot the rolling plains that lie between Ravounel and Nidal. The predominantly human and halfling farmers here supply much of Kintargo's food and generally enjoy a peaceful life despite the constant unease of being on Nidal's doorstep and the villagers' lively tales of hungry ghosts in wintertime.

Oakrib Inn: The site where the Silver Ravens negotiated the details of Ravounel's nonaggression pact with Cheliox, this large inn was once a popular stopping point for those traveling through the Menador Gap. The owner has since reinvented the Oakrib Inn as a luxury tourist destination and historical heritage site, complete with dramatic reenactments of the tense negotiations.

Ravounel Forest: The dense Ravounel Forest covers much of the nation's western territory. The forest contains untapped resources of fir, oak, and pine, and the limited settlement of the forest consists of a few small villages between the woodland and the Yolubilis River. Hunting and trapping are more common here than logging, although a few lumber companies have recently established operations in the villages. Rumors of malevolent fey, hags, and evil cultists keep the increasing number of foresters wary, but the most prevalent danger is a diplomatic incident with the insular strix of Tastikka, who do not appreciate accidental human contact.

Revousa Ditches: The Katharevousa River meets the Yolubilis River in a region scored by deep rents in the earth, as if some titanic creature had clawed at the ground. This region is known as the Revousa Ditches. The grooves are prone to flooding and breed prodigious mosquitoes, but the site is so well traveled by riverboats that temporary shops set up on anchored, floating platforms at all times except during the rainy season.

Tastikka: This small village of strix is the only sizable settlement within the Ravounel Forest. The strix of the



Rarmir

DENIZENS OF RAVOUNEL

Like many nations of Avistan, Ravounel's population is predominantly human. Most humans are of Taldan ethnicity, although Varisians aren't uncommon. Halflings make up about 10 percent of the population; many newly emancipated halfling slaves seek to forge new destinies here. A noticeable percentage of Ravounel's population consists of tieflings, including a significant number of refugees from Cheliox. Orcs are common in the Menador Mountains, and half-orcs are most common in the remote mining and ranching communities abutting these mountains. While elves, half-elves, dwarves, gnomes, and goblins are all present in Ravounel, none reside here in significant numbers.

The Ravounel Forest is dense and mostly uncharted, containing isolationist strix as well as fey, hags, and changelings. The wild portions of Ravounel's coasts harbor aquatic elves and half-elves who war against sea devils, skum, and other oceanic horrors lurking out of sight. Giants, drakes, and other creatures hunt in the Menador Mountains, particularly as Cheliox steps up its patrols to drive such creatures over the border into Ravounel. The North Plains have long been a neutral zone between Cheliox and Nidal, but dangerous creatures such as shadow giants and velstracs range across this region with imperious disregard of national borders.

Kitkasiticka tribe have long kept themselves isolated from human contact, but a recent victory over the hags that have bedeviled their tribe for two centuries has encouraged the strix to pursue careful and cautious negotiations. The tribe's leader, Rarmir, has met with representatives of the Silver Council, but skilled negotiators are badly needed to secure a lasting agreement between the reclusive strix and the growing settlements along the forest border.

The Terapasillion: This ancient stone ziggurat marks the site of a tenuous connection between Golarion and the Plane of Shadow. Although not formally controlled by Nidal, the Terapasillion is protected by shadowy creatures such as umbral dragons and shadow giants, so Ravounel citizens give the region a wide berth.

Vyre: Ravounel's oldest and largest city is also one of its most insular. Vyre leveraged its distant position

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as a place where Chelaxian nobles—and later, Thrune aristocrats—could go to unwind, away from the intrigues and pressures of court. A city of drugs, blood sports, gambling, and other hedonistic pleasures, Vyre maintains its position as a place for the dissolute or desperate by keeping its dealings scrupulously private. Even the identities of its leaders—the masked Kings and Queens of Vyre—are unknown to the general public. For such a notoriously lawless city, Vyre has a surprisingly high number of Hellknight armigers who patrol the streets at no cost to the city, as many Hellknight orders send armigers to the City of Masks to gain valuable practice in urban patrols. Although the city certainly houses many secrets, among its greatest is a large cult of Norgorber firmly entrenched in its seedy underbelly.

Vyre Island: Vyre is the only settlement of note on the large island that bears its name. The rest of the island consists of hardscrabble farms, depleted mines, and barren stretches of scrubland. Native kobolds, bugbears, and worse make travel across Vyre Island difficult, but adventurers often make the journey anyway, tempted as they are by persistent rumors of Chelax-backed pirates lurking along the isle's western shores.

Whiterock: A city long maintained by the wealthy Jhaltero family, Whiterock was originally nothing more than a stop where the great slabs of granite and limestone pulled from Jhaltero quarries were smoothed and catalogued for shipment downriver to Kintargo, about 50 miles away. Whiterock has grown to be the market headquarters for farmers and ranchers in the area who prefer to avoid the long trek to Kintargo. Canton Jhaltero, the Baron of Whiterock, is a casual and disinterested ruler who considers himself due a life of ease after securing his family's place on the Silver Council.

Yolubilis River: The largest river in Ravounel, the Yolubilis flows across the nation's heartland. From the Menador Mountains to the south, the river meanders north through fertile lands and empties into Nisroch Bay at Kintargo. Fiercely independent and notoriously superstitious riverboat captains ply their trade up and down the Yolubilis at all times of the year.

Kintargo

Officially recognized in 3213 AR, when the Taldan “Red General” Cherletra Andos declared herself lord-mayor, Kintargo quickly developed from a quaint fishing town into a wealthy trading center. The city covers Argo Isle and the north shore of the Yolubilis River, where the river meets Nisroch Bay. With its population of nearly 12,000, Kintargo is nicknamed the Silver City for three reasons: the silver salmon that make a run up the Yolubilis River annually, the silver sheen of the silty river water at dusk and dawn, and the unique silver-streaked

white stone from which many of Kintargo's buildings are constructed. In addition to abundant fishing, Kintargo draws its wealth from local silver and salt mines as well as trade with cities along Conquerer's Bay. Both its wealth and its physical isolation from Chelax have fueled the long-standing sense of independence—recently made official—shared by the Silver City's citizens.

KINTARGO AT A GLANCE

Kintargo consists of the following eight districts. The first three are on the north shore of the Yolubilis, while the last five are on Argo Isle.

Villegre: The city's westernmost neighborhood features Alabaster Academy and other schools, all of whose enrollments have recently fallen. The former student quarter, with low rents and empty storefronts ready for businesses, now attracts mostly newcomers to the city.

The Greens: The northeast quadrant of the city is the noble district, demarcated by its own additional wall to further protect the houses and estates of Kintargo's aristocratic families and other wealthy citizens.

Yolubilis Harbor: Initially, Kintargo's docks were situated in the bay, near Old Kintargo, but that harbor was soon too small. The deep waters along the north shore of the river proved more useful, and nowadays Yolubilis Harbor is constantly filled with the bustle of sailors, laborers, and tavern-goers.

Castle District: The northwest section of Argo Isle stands on a high bluff dominated by the ancient fortress of Castle Kintargo. It serves as the administrative and military headquarters of the Silver City.

Jarvis End: Just east of the Castle District, Jarvis End is the city's arts and entertainment center, with theaters, dance halls, casinos, and restaurants.

Old Kintargo: Along the island's coast south of the Castle District, old buildings and older feuds make up a largely industrial area of warehouses, fisheries, tenements, and walled compounds.

Temple Hill: East of Jarvis End, Argo Isle rises to its highest point, a hill crowned by an impressive building that was once the city's Temple to Aroden but now serves as Ravounel's governmental center. The sides of the hill hold temples and shrines to other deities.

Redroof: The eastern section of Argo Isle features small shops and comfortable homes made from red bricks, housing much of Kintargo's middle and lower classes.

NOTABLE KINTARGO LOCATIONS

Among the many historic, artistic, cultural, and interesting sites in the Silver City, the following are prominent. The following locations correspond to the city map of Kintargo that appears on the inside cover of this volume.

1. Alabaster Academy: Once the region's preeminent university, attracting students from across Cheliax, the centuries-old academy still anchors the Villegre district but has been in decline for decades.

2. Lady Docur's School for Girls: Founded two centuries ago in the Villegre district by the Forlorn elf Lady Mialari Docur, this elite boarding school for girls is also the headquarters of the secret spy network called the Lacunafex.

3. Long Roads Coffeehouse: This unassuming brick storefront in the Villegre district is an unofficial shrine to the rebellion and is well on its way to becoming a tourist attraction. Its offerings remain justifiably famous under its proprietor, Laria Longroad.

4. The Newt Market: Villegre's quirky public market offers unusual and rare goods. The organizer of the market carries the title "The Newt," although who exactly carries the title has varied through the years.

5. The Counting House: A squat stone building amid the finery of the noble district, this unassuming structure housed the Court of Coin for generations. It now serves as the meeting place for the Silver Council until the renovations to the People's Temple are completed.

6. The War Cage: This tengu-owned weapons shop claims to be "Haunted by Quality" and features a courtyard where customers are invited to try out wares. The proprietor, Chuko, is a former adventurer who offers a 5% discount to adventurers and explorers.

7. Sunset Imports: This luxury-goods business, profitably run by the Vashnarstill family for decades, has recently fallen on hard times.

8. Vashnarstill Shipyard: The preeminent shipyard in the region has surpassed its competition for 10 generations, paying good wages for quality work from its loyal and talented workers.

9. Bleakbridge: This bridge connects two thriving markets, although the numerous small shops along the bridge make it a bustling market of its own. Following House Thrune's ill-advised tax on bridge traffic, large signs at each end now proclaim that there is no toll on the bridge—and that anyone caught collecting a toll is subject to prosecution.

10. Castle Kintargo: This ancient fortress's imposing edifice houses Kintargo's civic offices, city watch, and prison. Following the ousting of the Order of the Rack (whose overt loyalty to House Thrune makes it unwelcome in Ravounel), Kintargo's own small group

of Hellknights, the Order of the Torrent, stationed itself here, where its members can be called upon to help keep the peace whenever necessary.

11. The People's Temple: Originally the Temple to Aroden, this massive structure sits higher than any other on Argo Isle. Under the auspices of House Thrune, the temple was transformed into a temple to Asmodeus.

Following Ravounel's independence, the Silver Council voted to turn the reclaimed temple into the government capitol. Officially renamed the Administrative and Civic Center of Ravounel, the building is colloquially called the People's Temple. Progress on the building's transformation has been slow, as squabbling stakeholders have yet to agree on the ultimate site and configuration of the building.

12. Kintargo Opera House: This enormous theater in Jarvis End has long

been the heart of Kintargo's robust arts scene. Temporarily closed by House Thrune during Barzillai's rule, the theater is now reopened and busier than ever, with performances nearly every night. The rebels known as the Silver Ravens, led by the opera house's most infamous star, Shensen, use the site as a base of operations as they continue to watch over the city's interests. Currently, Shensen and the more powerful Silver Ravens are embroiled in a long-term and mysterious mission in the Darklands below Kintargo—a fact that played into the Scarlet Triad's timing of their attack on the region. With Kintargo's most powerful defenders otherwise occupied, it now falls to the PCs to stand against the slavers!

13. Little Miss Drurie's: Among the bevy of dance halls in Jarvis End—which are often some combination of tavern, brothel, and music venue—this new establishment prides itself on drawing crowds to its dance contests and performances of experimental music.

14. The Old Harbor: Kintargo's original harbor remains in use, mostly for local fishing boats and river barges. Salt, salmon, and other raw materials are the most common commodities loaded and unloaded here.

15. House of Truth and Clarity: This sprawling building in Old Kintargo served as the city's courthouse for centuries. House Thrune didn't simply close the courts—it sealed the building, even boarding up the doors and windows. The reopening of the House of Truth and Clarity, one of the first public acts undertaken by the Silver Council following Ravounel's independence, was thus hugely symbolic as well as practical.



Chuko

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HERE THERE BE DRAGONS

“For generations, we’ve lived in the shadow of the dragon’s mountain. We pay our tribute in gold, and in the blood of sheep and fools who stray too far into its territory. We pay in the cold sweat borne of our nightmares, and in the whimpers of our children when they hear the distant roars from the mountain. We pay all this, and in return, the dragon sleeps.”

“But then you arrived, with the arrogance to think you might succeed where the heroes of old have failed. You woke the beast, and in mere moments you undid everything that we and our forebears have done to placate our ancestral foe. Now our town lies in ash, our fields burned and kinfolk slaughtered—all because you wanted to call yourself ‘dragonslayer.’”

“People of the jury, I ask now: Who is the real monster?”

—testimony from the trial of Jenali Dragonsbane

Few creatures inspire fear like a dragon. Massive and ancient, the dreaded wyrms wrack nations and leave scars upon history. Yet for all that the Inner Sea's legends speak of them as villainous beasts or living disasters, draconic culture is in fact highly nuanced, and these ancient beings are as varied in their motives as any other intelligent creatures.

According to draconic myth, the first of their kind was Apsu, a benevolent god who gave birth to a variety of divine children. Strongest of these was Dahak, who saw in his father's laws an unbearable prison and a denial of his deific birthright. Rageful Dahak remade himself as a god of destruction, determined to unmake all existence in order to own it in its purest state, one unmarred by the flaws of other minds. He slew his divine siblings, carrying their tattered fragments to the Material Plane where they bound with soul energy to become the first mortal dragons. Some were devoted to Dahak, who they saw as their creator; these became the first chromatic dragons. Others remained faithful to father Apsu's wisdom and became the first metallic dragons, who became hunted across existence by Dahak and his minions. Still others fled the conflict altogether, scattering to the far corners of the multiverse and founding other draconic families. Unable to reason with Dahak's fury, Apsu swore to end his child, and their war has raged ever since, defining draconic culture and, if the stories are to be believed, building to a final battle that will see reality either returned to a state of grace or destroyed completely.

Though all true dragons recognize a certain degree of kinship, the biological and cultural lines between the various types are surprisingly rigid, and species almost never interbreed. Individual species of dragon are determined by scale color, habitat, breath weapon, and other such criteria. These species are, in turn, lumped into traditional "families"—such as metallic dragons or chromatic dragons—whose divisions can be traced back to the dragons' creation myth. Most interestingly, each species also has a predominant moral alignment: while this emotional hard-wiring isn't as extreme as that of outsiders like angels or demons, all dragons naturally feel a strong pull toward a particular mind-set and personality type, dispositions that build and are in turn strengthened by their species' predominant culture. When forced to question this urge, most dragons don't see their inborn alignment as a limitation, but rather as further evidence that they carry a spark of the divine, and thus charged to maintain cosmic balance.

Despite their differences, certain personality traits bind all true dragons and help distinguish them from their lesser kin. As apex predators, dragons consider themselves one step below the gods, and one step above everyone else. This arrogance extends even to others of

their kind—while mated pairs or parents with clutches of hatchlings may temporarily share a lair, most dragons are most comfortable on their own or ruling bands of weaker creatures unlikely to challenge their authority. Covetousness and greed are equally etched on the draconic soul, even for good-aligned dragons, though these latter may strive to find moral ways to scratch the itch. True dragons also continue to grow in size, power, and intelligence as they age, and thus many hide themselves away with their hoards and hibernate for long stretches of time, growing ever stronger even as they sleep away the centuries.

Given their obvious advantages, it would be reasonable to expect dragons to rule the world. And indeed, in some places they do—the nations of Tian Xia on Golarion are shaped by the claws of imperial dragons, and on Golarion's sister world of Triaxus, dragons govern entire continents. Yet in the Inner Sea region, dragons often play a surprisingly small role in guiding civilization.

This was not always the case. During the Age of Serpents, many reptilian cultures allied closely with the great dragons. As humanity gained power, however, dragons found themselves in the same boat as elves: cunning and powerful, yet unable to compete with the tides of relatively weak but fast-breeding humanoids spreading like ants across the globe. Worse still, magical artifacts like the hated *orbs of dragonkind* allowed humanoids to enslave dragons outright—most recently in the Dragon Plague, the aftermath of which saw dragons of all sorts scoured from Taldor. Unwilling or unable to challenge humanoid society as a whole, dragons have faded out to its fringes, retreating into the wilderness. Those few who choose to engage directly with the upstart mammals tend to be viewed with skepticism and suspicion by their brethren; these include not only the leader Mengkare and the warlord Kazavon, but also especially those rare deviants who use shapeshifting magic to live as humanoids. Yet recent cataclysmic events, most notably the death of Aroden and the chaos of the Worldwound, have begun to convince many dragons that simply ceding the field to humanoids may no longer be an option, and that the time for dragonkind to reassert itself may be close at hand.

Hoards

Other peoples have long noted dragons' desire to amass enormous treasure hoards. The wealth of these troves is legendary, as is dragons' encyclopedic knowledge of their contents—not to mention their rage should even one coin go missing. Yet few ever bother to ask why dragons collect these hoards. Most assume it's sheer greed, and indeed, innate covetousness does lead dragons to try and collect the rarest and most valuable treasures.

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Dracologists sometimes theorize that collecting wealth is a way for dragons to display reproductive fitness to potential mates, similar to bowerbirds building nests or humans constructing palaces. While all of these factors play a role, however, the truth is far subtler: a dragon's hoard acts as an external memory.

As near-ageless creatures, many dragons have a deep-seated anxiety about the passage of time, knowing that while their mental capacities are immense, they are not infinite. Although dragons grow more knowledgeable and cunning as they age, it can become increasingly difficult to pull up particular memories or place them in chronological order over a thousand years. Hoards offer a mechanical solution: each individual piece carries an association for the dragon regarding the events surrounding its acquisition, and its placement in relation to other items records the order of events. In this way, dragons can use the power of association to compress their memories and feel more comfortable with the inevitable process of old memories fading into the subconscious to make room for new ones.

This, then, is why a dragon's rage at being robbed may seem out of proportion to the value of the object stolen, for the thief has also literally stolen years of the dragon's life. It's also why most dragons view spending hoard treasure as grotesque, preferring to reward followers with protection, knowledge, and favor. If expendable wealth becomes necessary, dragons generally prefer to acquire and spend it through third parties so that this so-called "dirt wealth" never contaminates their hoards.

Chromatic Dragons

Ravenous and evil, chromatic dragons are the most common true dragons. Arrogant even by draconic standards, they see the world and its creatures as a feast laid before them, and they feel no qualms about taking what they want, when they want it.

Fiercely independent, chromatic dragons rarely ally with other creatures, or even with each other, and those few who serve—such as the red dragons who aided Choral the Conqueror in claiming Brevoy—are looked upon with disdain by their kin. In the chromatic mind, a dragon's role is to rule undisputed, and thus it's better to claim a smaller territory on the outskirts of civilization than to waste time fighting or cutting deals with the teeming masses of humanoids. Yet this reclusive nature should never be mistaken for cowardice, for once roused, a chromatic dragon will stop at nothing to take revenge.

Below are the five species of chromatic dragons.

Black Dragons: With personalities as caustic as their acidic breath, black dragons are unrepentant sadists driven to destroy and torture. Their hatred of all intelligent life includes other black dragons; for them,

even mating is a temporary alliance that quickly reverts to territorial battles as soon as their lust has been sated. Some say this hatred extends even to themselves, as evidenced by their tendency to give in to self-destructive compulsions, such as breaking off their own curling horns or destroying their own lairs in fits of rage. Still, if black dragons hate themselves, they hate everything else more, and thus make every effort to indulge their vices at the expense of those around them.

Black dragons are fully amphibious, with internal gills that allow them to breathe both air and water, as well as frills and fins that let them swim swiftly and sinuously through the fetid swamps where they make their homes. They often lair beneath the water in submerged caves and sinkholes, or else among the twisted roots of massive trees. Their domains tend to be remote and lifeless, due both to their predation and to their magical ability to corrupt their swamp's water into hypoxic muck. While this might seem counterproductive, their unique acidic digestion allows them to eat nearly anything, and many black dragons find the solitude a worthwhile trade-off. Nevertheless, some manage to quell their hatred just enough to rule capriciously over fearful tribes of boggards and lizardfolk, who bring the dragons sentient sacrifices, along with gems and other treasures that won't degrade in the dragons' rotting lairs.

Blue Dragons: Brilliant and obsessive, blue dragons share many traits with green dragons, yet where a green dragon's need for control is focused inward, blue dragons focus outward, seeking to bend civilization to their will. As master manipulators, they assemble vast cadres of lesser creatures as servants, and respectful humanoids with something to offer find blue dragons surprisingly willing to cooperate. More often, however, a blue dragon keeps its identity secret, believing that power exerted invisibly is the highest art form. They prefer to have their servants build them palatial lairs near the humanoids they control, often secretly ensconcing themselves in or near cities. To the dragons' credit, these communities—or at least those elements under the dragon's control—often flourish and grow wealthy as long as they obey the dragon absolutely. Blue dragons take pride in this, seeing those they rule as a sort of living hoard. Yet this affection is still proprietary, that of a proud master, not a loving parent.

Green Dragons: Green dragons are the scholars of the chromatic family, focused on power gained not just through domination of others but also through rigid mastery of the self. Though their innate magical influence over their forest lairs leads some to druidism, they're just as likely to pursue wizardry, alchemy, monastic traditions, occultism, or whatever increases their personal abilities. They tend to dwell in natural caves that they expand

using their acidic breath, or else stands of trees magically woven into watertight palaces. Unique among their chromatic kin, green dragons work to improve their environments, seeing the health of their forest homes as a reflection of their own prestige, so the area around their lairs is often unusually lush and verdant.

Though ruthless in their pursuits, green dragons are the easiest of the chromatic dragons to deal with diplomatically. While blue dragons are more receptive and persuasive, they're also more manipulative, whereas green dragons' forthright obsession with their esoteric projects means petitioners usually know where they stand. Their thirst for knowledge often leads them to deal with lesser creatures as a means of expanding their hoards, which resemble libraries full of magical artifacts and the lost writings of ancient cultures. Still, even the most respected scholars must bargain with care, for while green dragons rarely break their word, they're devilishly clever at twisting contracts and happily enslave creatures they find stimulating.

Red Dragons: Largest and most powerful of the chromatic dragons, red dragons are the undisputed monarchs of their family, a truth echoed in their bristling spike-crowns and ever-present aura of blistering heat. This emphasis on strength and dominance characterizes a red dragon from the moment it hatches. Red dragons don't scheme; they assault. They do not ally; they enslave. In the minds of red dragons, the world exists for their pleasure, and to deny themselves something they desire would be tantamount to heresy. While they enjoy ruling vast communities of slaves or terrified supplicants and demanding tribute in flesh and gold, their refusal to rein in their chaotic emotions means they're just as likely to slake their violent desires on their own subjects as on their enemies. Yet for all their refusal to restrain themselves, red dragons are still surprisingly cunning. They excel at magic, especially spells manipulating fire and minds, and their hoards are guarded by mazes of intricate traps. Of all dragons, red dragons are most likely to seek out and ravage humanoid settlements, if only to take their rightful place in the history books.

White Dragons: Viewed by other chromatic dragons as half-feral, white dragons are the weakest and least intelligent members of their family—yet they are all the more dangerous as a result. The only thing more terrifying than

a dragon is a dragon with something to prove, and white dragons are quick to take offense at the slightest opportunity so they can prove their might in revenge.

Crossing through a white dragon's icy territory inevitably results in confrontation, and thus white dragons are statistically the most dangerous draconic ancestry, with only their relative rarity and isolation keeping them from wreaking havoc en masse. Ironically, their brutish natures and tendency to use force in all situations means that white dragons are—comparatively—easily dominated by those creatures they can't destroy outright, and several white dragons reluctantly serve the lich Krimhilde and the Witch Queen Anastasia in icy Irrisen.

Metallic Dragons

While just as arrogant as their chromatic kin, metallic dragons interpret their strength differently. Where chromatic dragons see evidence of a right to rule, metallic dragons see a responsibility. Where chromatic dragons see a world created for their use and abuse, metallic dragons see themselves as stewards and protectors of weaker races. This idealism may not completely overwhelm their baser instincts—even metallic dragons tend to be vain, covetous, and quick to

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punish insults—yet most are fundamentally good. Unfortunately, millennia of dealing with the fear and prejudice of humanoid civilizations has made most metallic dragons cautious and apt to live in solitude or small communities in the far corners of the world.

Below are the five species of metallic dragons.

Brass Dragons: The friendliest and chattiest of the metallic dragons, brass dragons can seem downright frivolous, obsessed as they are with learning the latest news and gossip from other races. Yet this dedication to conversation conceals a secret savviness, as they

use their interactions to keep watch on the politics and conflicts of nearby societies, the better to subtly manipulate situations and catch brewing trouble before it comes to a boil. In many ways, brass dragons are the opposite of scheming blue dragons; they organize similarly vast networks of informants, but with the ultimate goal of organizing and enabling those who strive for equality and justice. Brass dragons are naturally carefree and independent, and they believe others should have the option to live the same way.

Rather than change the world for the better themselves, brass dragons prefer to convince others into doing the work for them. Highly emotional and prone to outbursts of laughter or grief, with constantly shifting attentions that can make them highly unreliable, brass dragons are nevertheless pure of heart, and their cave lairs are inevitably defended by a variety of long-term guests. In addition to guests, they often keep pets and houseplants, though humanoids may sometimes be shocked by the size and ferocity of a brass dragon's cherished "pet."

Bronze Dragons: Bronze dragons are notoriously aloof and stoic. They are meticulous scholars happy to while away the centuries studying esoteric topics in their seaside lairs. At the same time, they're also fiercely principled and protective of those things they value, and this combination makes them perfect preservationists who guard precious lore and righteous communities alike. Bronze dragons can often be persuaded to live within humanoid settlements if it means lairing in a library, temple, or other important site in need of protection and study, especially if the request comes with gifts of rare texts or obscure knowledge.

Equally comfortable on land or in water, frilled bronze dragons tend to establish half-flooded lairs along shorelines. Their hoards are vast libraries, filled above the waterline with tomes and below with aquatic records like whalehide scrolls, scrimshaw talking-bones, and hallucinogenic dream-corals. Bronze dragons make excellent practitioners of both monastic and magical traditions. They are particularly fascinated by divination and electricity, and may craft ingenious machines powered by their electric breath.



Copper Dragons: Draconic anarchists, copper dragons hold personal freedom as the highest ideal. On the plus side, this makes them the most sympathetic of dragons, slow to pass judgment and quick to see things from all perspectives, to the point that they understand and forgive even their chromatic cousins. At the same time, it also makes them the most easily manipulated or swayed toward evil, and the least likely to restrain themselves when their ire is roused. Even those who claim to staunchly battle slavery and always hold true to the righteous path are fickle and easily distracted hedonists at heart, uninterested in truly disciplining or committing themselves.

Copper dragons are often happy to live among other races—especially dwarves—so long as no one makes demands of them or attempts to infringe on their independence. They excel at trickery and illusion, making them capricious but effective advisors as well as guardians who use these skills to complement brute force. Many worship Cayden Cailean, seeing in his love of freedom and inebriation a perfect reflection of the copper dragon mind-set. Naturally transitory, copper dragons rarely stay in a single lair for more than a few years, and they are happy to trade their dry hillside caves for cathedrals or castles if the opportunity arises.

Gold Dragons: Though more powerful than even the brutal red dragons, gold dragons are nevertheless known primarily for their wisdom. They act as advisors and mentors to heroes of all species, from humanoids and dragons to the very angels of Heaven. This advice often comes in the form of dialectics or questions designed to lead the asker to wisdom in their own time, and most gold dragons feel that to rule outright or intercede directly in the affairs of other creatures is to rob everyone involved of their potential—a fact that makes them look askance at their famous (and controversial) cousin, Mengkare. Gold dragons believe in the redemptive power of discourse and will speak with nearly any creature without rancor, including even the despicable chromatic dragons. This generosity is no excuse for weakness, however, and once convinced of the need for action, a gold dragon's wrath is an apocalypse of flame and fang.

Massive and fearless, gold dragons prefer to sleep out in the open on the warm savannas and grasslands where they hunt, resting atop their beloved hoards of coins. While some gold dragons carry this wealth with them in extradimensional spaces, others store it in secure tower vaults or artificial hills constructed by grateful petitioners, with reinforced roofs upon which the dragons can perch to survey their domains. These buildings are generally defended by powerful but nonlethal traps or volunteer guardians sworn to the dragons' service.

Silver Dragons: Often called the paladins of dragonkind, silver dragons are uniquely altruistic. They live by codes of honor that drive them to vanquish evil, protect the weak, and keep their promises. These codes are passed down from parent to hatchling, but they are also modified as a dragon ages to incorporate the dragon's own insights or ideas from the cultures they defend. More than any other dragons, silver dragons see themselves as the guardians of weaker folk, and they strive to be shining examples by leading others in great battles against injustice. Unfortunately, being the dragons most engaged in humanoid conflicts also makes them some of the rarest dragons, and the least likely to live to old age.

Fundamentally creatures of the sky, silver dragons live atop mountains, sharing space with cliffside monasteries of elven warriors or cavern cities of dwarven defenders. Drawn to the strictures of deific traditions, they are highly likely to be religious, flocking to Iomedae, Sarenrae, and other righteous redeemers who align with the dragons' mission to provide mercy and salvation to those who seek it (and retribution to those who don't). Ironically, while silver dragons never willingly sacrifice honor and nobility, their draconic confidence and desire to make the world adhere to constant rules can lead to problems, and they are the metallic dragons most likely to fall from grace, usually through allowing noble goals to justify increasingly harsh and authoritarian tactics.

Other Dragons

While chromatic and metallic dragons are the most common true dragons in the Inner Sea region, they are not alone. The following are other true dragon families, distinguished from lesser members of the draconic type—such as wyverns, drakes, and linnorms—by their similar physiologies, intelligence, and magic.

Esoteric Dragons: Creatures of dream and nightmare, these dragons travel the planes in search of occult secrets.

Imperial Dragons: Most common in Tian Xia, these serpentine dragons strive to protect the land and maintain cosmic balance by taking an active role in humanoid societies.

Outer Dragons: These powerful dragons live in the void of outer space and in the places between the stars, sometimes acting as interplanetary messengers.

Planar Dragons: Planar dragons are native to the Outer Sphere and often act as divine agents or attempt to reshape the Material Plane in the image of their homes.

Primal Dragons: The primal dragons are native to the Elemental Planes or the Plane of Shadow, and their appearances, powers, and attitudes reflect their homes' unique properties.

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“Tomorrow Must Burn” brings the PCs to the new nation of Ravounel in pursuit of the Scarlet Triad. As they track down these insidious slavers, they’ll forge new alliances with groups like the Bellflower Network and the Lacunafex, both of which have developed their own techniques for dealing with their enemies. These secret techniques and treasures can be discovered as the PCs play this adventure.

Adventure Treasures

While most of these treasures are discovered during play, two of them (the *Bellflower toolbelt* and the *gourd home*) are instead potential gifts from the Bellflower Network at the end of the adventure, as described on page 57.

ADDLEBRAIN ITEM 7

RARE ALCHEMICAL CONSUMABLE INHALED POISON

Price 58 gp

Usage held in 2 hands; Bulk L

Activate **◆** Interact

Certain Scarlet Triad poisoners use toxins like addlebrain to keep captured prisoners docile and compliant for short periods of time until they can be properly shackled and imprisoned. Addlebrain is distilled from a hallucinogenic lichen that can often be found growing in the sewers below particularly large cities like Katapesh.

Once soaked in special reagents and then dried, a dose of addlebrain must be either lit with flame or tossed into a fire to activate, whereupon it unleashes a cloud of toxin as normal for an inhaled poison.

Saving Throw DC 25 Fortitude; **Onset** 1 minute; **Maximum Duration** 1 day; **Stage 1** enfeebled 1 and stupefied 1 (10 minutes); **Stage 2** enfeebled 2 and stupefied 2 (1 hour); **Stage 3** fatigued, enfeebled 4, and stupefied 4 (1 day)

BELLFLOWER TOOLBELT ITEM 6

RARE INVESTED MAGICAL TRANSMUTATION

Price 220 gp

Usage worn belt; Bulk 1

Different versions of this belt are customized to appear to suit specific trades, so a belt used for carpentry would look somewhat different than a belt for baking.

Activate **◆◆** envision, Interact; **Effect** You place an object of up to 1 Bulk into the belt, transforming that object into a tool befitting the trade for which the belt was created. As long as there are enough transformed items, the belt can be used as artisan's tools for that trade.

Each object remains transformed until it has been removed from the belt for 24 hours or someone uses a single Interact action to return it to its normal form.



BOUNTIFUL CAULDRON ITEM 9

UNCOMMON CONJURATION MAGICAL

Price 680 gp

Bulk 2



This mid-sized, silver cauldron is a boon within areas where access to fresh food is limited, for it can be commanded to fill itself with hearty (and delicious) vegetable stew. It can also be put to a much greater use in the pursuit of crafting certain items. When used to Craft alchemical items, potions, or oils, a *bountiful cauldron* grants a +2 item bonus to the Crafting check.

Activate **◆◆◆** command, Interact;

Frequency once per day; **Effect**

You stir the cauldron, and it casts a 4th-level *create food* spell, filling

itself with enough delicious vegetable stew to feed 12 Medium creatures.

DREAMSTONE ITEM 9

UNCOMMON ENCHANTMENT MAGICAL

Price 700 gp

Usage held in 1 hand; Bulk L

A *dreamstone* is a disc-shaped object carved with imagery or words sacred to Desna—be it her religious symbol, a short prayer, or merely the shape of a single star. When you carry a *dreamstone*, you find it easier to fall asleep, and you gain improved effects from the resulting rest. You always fall asleep within 5 minutes of lying down with the intention of sleeping, and you require only 2 hours of sleep per day to gain the benefits of 8 hours of sleep, provided you have carried the *dreamstone* for at least 24 hours prior to resting. As long as you carry a *dreamstone*, you gain a +2 item bonus to saving throws against sleep effects.

Activate **◆** Interact (metamagic);

Frequency once per day; **Effect** If the next action you use is to Cast a Spell of 4th level or lower that has the sleep trait or is associated with dreams, the spell slot is not expended.

DREAMSTONE, CURSED ITEM 9

RARE CURSED ENCHANTMENT MAGICAL

Usage held in 1 hand; Bulk L

A *dreamstone* can become cursed if left exposed to creatures that corrupt sleep, generate nightmares, or otherwise prey on sleeping or dreaming victims via supernatural methods. A cursed *dreamstone* seems to function as a normal *dreamstone*

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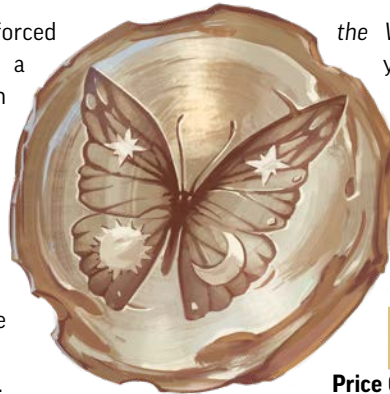
until the bearer falls asleep or is forced to attempt a saving throw against a sleep effect. At this point, the person carrying the *curse dreamstone* must attempt a DC 26 Will save to resist the curse's effects.

Critical Success The character resists the curse entirely and experiences a vivid dream while sleeping that warms them of the nature of the *curse dreamstone*.

Success The character resists the curse.

Failure As long as the cursed character possesses the stone, they are fatigued whenever they wake from sleep, whether natural or magically induced, and they take a -2 item penalty to all saving throws against sleep effects instead of gaining the normal bonus from a *dreamstone*.

Critical Failure As failure, and whenever the bearer attempts a saving throw against a sleep effect, they get the outcome that is one degree worse than the result of their saving throw.



the *Wise* grows transparent and grants you a +2 item bonus to attempts to Decipher Writing, Disable a Device, Identify Magic, Pick a Lock, Seek, or Sense Motive. You can Sustain this activation as long as you hold the gem in place.

GOURD HOME

ITEM 9

RARE	CONJURATION	EXTRADIMENSIONAL
MAGICAL	STRUCTURE	

Price 650 gp

Bulk L (when not activated)

This dried gourd seems entirely nondescript, as it is hollow and has a sturdy cord wrapped around its neck for easy carrying. Closer inspection reveals the gourd has grown in the rough shape of a hut or similar small dwelling.

Activate (1 minute) Interact; **Effect** You place the *gourd home* on the ground (in an open area large enough to contain it) and cause it to expand in size to a 30-foot-square structure with one door. The interior of the gourd is a single large room that can hold 10 Small or Medium creatures with moderate comfort.

Activate ♦ Interact; **Frequency** once per day; **Requirement** The *gourd home* must be expanded into its house form atop earth or soil. **Effect** By rapping on the door from either outside or inside, you cause the *gourd home* to shrink back into its normal size and appear to be a non-magical gourd sitting on the ground. For the following 8 hours, the interior of the *gourd home* becomes an extradimensional space whose size appears unchanged to those within.

If anyone outside picks up or damages the gourd, or if anyone inside the *gourd home* attempts to exit, all creatures within the *gourd home* immediately reappear in the area surrounding the gourd, and the *gourd home* becomes inactive for 24 hours.

EYE OF THE WISE

ITEM 11

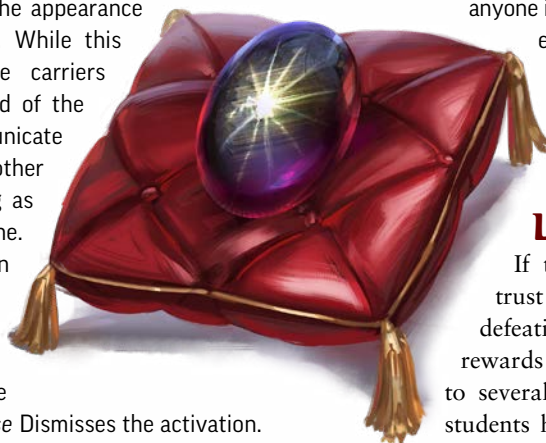
UNIQUE	ARTIFACT	DIVINATION	INVESTED
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Usage held in 1 hand; **Bulk L**

This fist-sized, 12-rayed black star sapphire is sacred to Yueral, the elven goddess of magic and jewels, and most accounts of its creation attribute its crafting to a circle of her worshippers. In addition to the abilities listed below, the gem functions as a portal key for Jewelgate at Alseta's Ring.

Activate ♦ Interact; **Effect** You touch the *Eye of the Wise* to a gem worth at least 10 gp, whereupon the *Eye of the Wise* assumes the appearance of the touched gemstone. While this connection is active, the carriers of the *Eye of the Wise* and of the other gemstone can communicate telepathically with one another over any distance, as long as both are on the same plane. This connection is broken if the other gemstone is damaged, if the *Eye of the Wise* becomes attuned to another gemstone, or if the bearer of the *Eye of the Wise* Dismisses the activation.

Activate ♦ Interact; **Effect** You hold the *Eye of the Wise* up to your own eye and peer through it. The *Eye of*



Lacunafex Lore

If the PCs earn Mialari Docur's trust and prove their worth by defeating the Scarlet Triad, she rewards them by granting them access to several feats and spells she and her students have developed over the years. More about Mialari and her organization, the Lacunafex, can be found on page 88.

LACUNAFEX FEATS

DIFFERENT WORLDS

FEAT 1

UNCOMMON GENERAL

Prerequisites ability to select ancestry feats from multiple ancestries

Your separate experiences in different societies have evolved into entirely separate lives. Create a second identity for yourself with a different name, history, and background. This identity must correspond to one of the ancestries whose ancestry feats you can select. You gain the trained proficiency rank in the Lore skill from the second background you chose (but you don't gain any of the background's other benefits), and you gain a +4 circumstance bonus to Deception checks when making a statement that would be true of your second identity or when disguising yourself as your second identity.

REVEAL MACHINATIONS

FEAT 15

RARE GENERAL SKILL

Prerequisites legendary in Deception

You reveal that you played a minor but recurring role in another humanoid's life—or at least convince them that's the case. Attempt a Deception check against the target's Will DC. On a success, the revelation makes them frightened 2, and on a critical success they are frightened 3. In addition, you gain information about the subject as though you had attempted to Recall Knowledge about them using an appropriate skill and received the same result on your roll. You can't use this ability against the same humanoid again until 1 day has passed and you've also successfully disguised yourself as a different person.

Special At the GM's discretion, this feat can be used against non-humanoids if they have regular contact with humanoids or you are able to disguise yourself as a member of the target's ancestry or type of creature.

SECRET SPEECH

FEAT 1

UNCOMMON GENERAL SKILL

Prerequisites trained in Deception

Choose a secret society (such as the Lacunafex or the Bellflower Network). You've learned that society's secret cant or jargon, enabling you to share hidden messages when signing or speaking with others who've also learned it. If an observer succeeds at a Perception check against your Deception DC when you do this, they realize you are passing a message but fail to discern its content, unless they subsequently succeed at a Society check against your Deception DC. On a critical success, they learn not only the message, but also who you're passing the message to.

Special You can take this feat multiple times. You learn the secret speech of a different society each time.

SILVER'S REFRAIN

FEAT 12

RARE BARD

You learn the *silver's refrain* composition cantrip (page 74), which aids you when fighting devils.

TWEAK APPEARANCES

FEAT 2

UNCOMMON GENERAL SKILL

Prerequisites expert in Crafting

You spend 1 minute making quick adjustments to someone's clothing and appearance, causing their words to carry more weight with an audience of your choice. While speaking to that audience, the target gains a +1 item bonus to Diplomacy and Performance checks. If you have master proficiency in Crafting, the bonus increases to +2; if you have legendary proficiency in Crafting, the bonus increases to +3. This bonus lasts until this ability is used on the target again, the situation they were prepared for ends, or they next change their outfit.

LACUNAFEX SPELLS

EXCHANGE IMAGE

SPELL 1

UNCOMMON ILLUSION VISUAL

Traditions arcane, occult

Cast ◆◆ somatic, verbal; **Requirements** You have the humanoid trait.

Range touch; **Targets** you and 1 other humanoid

Saving Throw Will; **Duration** varies

To mislead pursuers, the Lacunafex developed the means to swap visages. You trade appearances with the target, with the effects depending on the result of the target's Will saving throw. Willing and unconscious targets automatically critically fail this saving throw.

Critical Success No effect.

Success You take on the target's appearance, and they take yours. This has the same effects as a 1st-level *illusory disguise* spell, except that the target can't Dismiss the disguise. The duration is 1 minute or until Dismissed.

Failure As success, but the duration is 1 hour or until Dismissed.

Critical Failure As success, but the duration is 24 hours.

FORGOTTEN LINES

SPELL 4

RARE DIVINATION

Traditions arcane, divine, occult

Cast ◆◆ somatic, verbal

Range touch; **Targets** 1 text or remnants thereof

Members of the Lacunafex and other allies use this spell to restore material that Thrune agents have redacted from historical or otherwise valuable texts. You learn one piece of information that was removed from the target text after its creation. You can instead learn one piece of information from a text that had been destroyed, but you must have a

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fragment of the text, such as a piece of the cover, a page, or even a clasp or metal fittings.

Heightened (6th) The spell reconstructs all missing information regarding a specific topic of your choice.

Heightened (9th) The spell also reveals information the writer self-censored and didn't commit to paper.

IMPRINT MESSAGE

SPELL 1

UNCOMMON DIVINATION

Traditions occult

Cast ⬥ somatic, verbal

Range touch; **Targets** 1 object

You project psychic vibrations onto the target object, imprinting it with a short message or emotional theme of your design. This imprinted sensation is revealed to anyone casting *object reading* (see below) on the target object, replacing any emotional events the item was present for. If the object is in the area of a *retroognition* spell, the imprinted messages appear as major events in the timeline, but they don't interfere with any other visions.

If the object is targeted with *read aura* of a higher spell level than *imprint message*, the caster learns that the object has been modified. When you Cast this Spell, any prior vibrations placed in an object by previous castings of *imprint message* fade.

JOIN PASTS

CANTRIP 1

UNCOMMON DIVINATION MENTAL

Traditions occult

Cast ⬥ somatic

Range touch; **Targets** 2 willing creatures

Duration 1 round

With touches to the targets' foreheads, you bring them into mental communion. The targets can share thoughts and experiences, but not words. When one target attempts to Recall Knowledge, the other can Aid the first target's skill check, using any Lore skill (even if that Lore wouldn't normally apply) without having made any preparations to Aid.

Heightened (+1) You can touch one additional target to include them in the spell's effects. Multiple targets can attempt checks to Aid the target who is attempting to Recall Knowledge.

OBJECT READING

SPELL 1

UNCOMMON DIVINATION

Traditions occult

Cast ⬥ somatic, verbal

Range touch; **Targets** 1 object

You place a hand on an object to learn a piece of information about an emotional event that occurred involving the object within the past week, determined by the GM. If you cast *object reading* on the same item multiple times, you

can either concentrate on a single event to gain additional pieces of information about that event, or you can gain a piece of information about another emotional event in the applicable time frame.

Heightened (2nd) You can learn about an event that occurred within the last month

Heightened (4th) You can learn about an event that occurred within the last year.

Heightened (6th) You can learn about an event that occurred within the last decade.

Heightened (8th) You can learn about an event that occurred within the last century.

Heightened (9th) You can learn about an event that occurred within the entirety of the object's history.

SPIRITUAL ANAMNESIS

SPELL 4

UNCOMMON MENTAL NECROMANCY

Traditions divine, occult

Cast ⬥ somatic, verbal

Range 60 feet; **Targets** 1 creature

Saving Throw Will; **Duration** varies

Memories of a past life that seem incredibly real (and may even be) overwhelm the target's mind. This is especially disorienting for undead and creatures that have lived a previous life (such as celestials, fiends, monitors, and many other extraplanar creatures); if such creatures roll a critical success on their save, they get a success instead, and if they roll a failure, they get a critical failure instead.

Critical Success The creature is unaffected.

Success The creature is slowed 1 for 1 round.

Failure The target is slowed 1 for 1 minute and babbles about the visions, possibly providing information about what they saw.

Critical Failure As failure, but the target is also stunned 3.

LACUNAFEX FOCUS SPELL

SILVER'S REFRAIN

CANTRIP 1

RARE ABJURATION BARD CANTRIP COMPOSITION

Cast ⬥ verbal

Area 60-foot emanation

Duration 1 round

The "Song of Silver" was an enchanted song used by the Silver Ravens to battle diabolic forces. You pull from select verses to temporarily replicate some of the legendary song's benefits, albeit on a much smaller scale.

Weapon and unarmed attacks by allies in the area are treated as silver. In addition, this spell automatically attempts to counteract any *dimension door* cast by a devil within the area or cast by a devil attempting to enter the area using *dimension door*. If a devil attempts to enter the area using *dimension door* and the spell is counteracted, the devil remains where it started.

Bellflower Tiller Archetype

Bellflower tillers handle most of the ground-level efforts of freeing slaves and escorting them to safety. They use farming-related code words to hide their work: a tiller's freed slaves are her "crop," which she moves along secretive paths termed "rows," taking shelter in secret hideouts referred to as "barns."

BELFLOWER DEDICATION FEAT 6

UNCOMMON ARCHETYPE DEDICATION PRESTIGE

Prerequisites Charisma 14, expert in Stealth and Survival, member of the Bellflower Network

You dedicate yourself to freeing slaves and escorting them to freedom. You gain a +5-foot status bonus to your Speed. Choose up to six other people to be your "crop." Members of your crop can use your Speed for overland travel if it's higher than their own. Members more than 60 feet from you lose all benefits (from this or other Bellflower tiller feats) of being part of your crop, but they regain those benefits immediately when they return. You can add or remove someone from your crop by spending 10 minutes in conversation with them.

Special You cannot select another dedication feat until you have gained two other feats from the Bellflower tiller archetype.

SCARECROW FEAT 8

UNCOMMON ARCHETYPE

Prerequisites Bellflower Dedication

You fight fiercely to protect your crop. When you hit a creature that is adjacent to two or more members of your crop with a weapon or unarmed attack, you gain a circumstance bonus to your damage roll equal to the number of weapon damage dice. When you hit a creature who has a member of your crop grabbed, that member can attempt to Escape using a reaction.

GARDEN PATH FEAT 8

UNCOMMON ARCHETYPE

Prerequisites Bellflower Dedication

You can guide your crop to move without notice. When you and any of your crop are Avoiding Notice, you can choose one member of your crop to temporarily gain the benefits of the Quiet Allies skill feat until the group is no longer Avoiding Notice. The group rolls two checks instead of one, using the higher die roll. This is a fortune effect.

PRACTICED GUIDANCE FEAT 8

UNCOMMON ARCHETYPE

Prerequisites Bellflower Dedication

Making one's way to safety can be harrowing, but you have extensive practice at helping others along that path. When you roll a success to Aid a member of your crop, you get a critical success instead.

TILLER'S DRIVE FEAT 10

UNCOMMON ARCHETYPE

Prerequisites Bellflower Dedication

Your Speed bonus from Bellflower Dedication increases to +10 feet. Members of your crop receive a +5-foot circumstance bonus to Speed.

TILLER'S AID FEAT 10

UNCOMMON ARCHETYPE

Prerequisites Bellflower Dedication

You can use the Aid reaction to help a member of your crop even if you haven't prepared to do so.

CUT THE BONDS FEAT 12

UNCOMMON ARCHETYPE ATTACK

Prerequisites Bellflower Dedication, expert in a melee weapon

Select a magical effect that has made an adjacent member of your crop clumsy, grabbed, paralyzed, restrained, or slowed. Attempt a counteract check using your attack modifier (including your multiple attack penalty) with a melee weapon with which you have expert proficiency. Your counteract level is half your level rounded up. On a success, you free that member from the effect; on a failure, you can't attempt to use Cut the Bonds on that effect on that crop member until 24 hours have passed.

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BLOOD BOAR HANDLERS

Few slavers own their own blood boars. The majority are bred and kept by specialized animal handlers.

These enterprises hold close the secrets of breeding blood boars and maintain relatively small populations of the creatures, which they rent out to make a sizable profit. Of course, even setting aside the occasional theft of stock, not all blood boars remain under the control of this small group—some have escaped into the wild and have gone feral.

Blood Boar

Blood boars are fearsome swine bred in Chelax for the singular purpose of hunting down escaped slaves. The species originated from a type of large feral boar native to Nidal's shadowy Uskwood, and blood boars retain their predecessors' gray fur, red eyes, and exceptional senses. The intensive breeding process to produce blood boars—augmented by the selective application of magic—grants the creatures an unparalleled awareness of blood, including the ability to precisely detect a bloodied creature's location and movements, allowing the boars to track their prey from up to a mile away.

Blood boars' keepers groom and mark the animals to enhance their already unsettling appearance. While from a distance, a blood boar might be mistaken for an ordinary pig, up close the differences are stark. Blood-red eyes, ashen fur, and unnaturally sharp tusks frame hundreds of pounds of raw muscle, the veins of which can be seen through the boar's ghastly pale flesh. Chains, manacles, and spikes are typical blood boar accessories, ensuring the boars are as fearsome as possible.

A blood boar's ability to track its quarry using only the scent of the target's blood has been the bane of many thieves, brigands, and the occasional illicit lover, but none have as much cause to fear the beasts as slaves in pursuit of freedom. Even washing off spilled blood does nothing to deter the blood boar's pursuit if it already has the scent. As a result, many halflings in the Bellflower Network zealously practice disarming and nonlethal combat techniques specifically to avoid accidental bloodshed during an escape.

BLOOD BOAR

CREATURE 6

NE MEDIUM ANIMAL

Perception +15; **bloodsense** 60 feet, low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +10, Athletics +15, Survival +15

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

Bloodsense The blood boar can precisely sense bleeding creatures within 60 feet.

Blood Quarry On smelling a creature's blood, the blood boar can designate that creature as its quarry. The blood boar can smell its quarry from up to a mile away. A blood boar can have only one quarry at a time.

AC 23; **Fort** +16, **Ref** +14, **Will** +10

HP 98

Ferocity ⤵

Speed 40 feet

Melee ⬠ jaws +17, **Damage** 2d8+8 piercing

Chase Down ⬠ The blood boar Strides toward its quarry, ignoring difficult terrain and gaining a +10-foot circumstance bonus to its Speed during the movement.

Terrifying Squeal ⬠ (auditory, emotion, fear, mental) The blood boar lets forth a hair-raising squeal. Each creature within 30 feet must succeed at a DC 23 Will save or become frightened 1 (frightened 2 on a critical failure). If the blood boar uses Terrifying Squeal on the same turn after using Chase Down, the Will save DC is instead 25.

Demon, Kalavakus

Kalavakuses work as slavers in the Abyss, earning them the alternate moniker of “slaver demons”; these fiends round up captured victims and sell them to other fiends or unscrupulous mortals. Pleas for freedom or clemency fall on deaf ears, as slaver demons consider anyone they can catch and hold to be their rightful property and theirs to sell. Kalavakuses know more than just physical means of restraining slaves; they also know how to fetter a victim’s soul. The most successful slaver demons have vast slave-pits in the Abyss where they keep stables of imprisoned souls.

KALAVAKUS

CREATURE 10

CE MEDIUM DEMON FIEND

Perception +19; darkvision

Languages Abyssal, Celestial, Draconic; telepathy 100 feet

Skills Acrobatics +15, Athletics +23, Intimidation +22, Religion +17, Stealth +19

Str +7, **Dex** +1, **Con** +5, **Int** +2, **Wis** +3, **Cha** +3

AC 30; **Fort** +21, **Ref** +17, **Will** +19; +1 status to all saves vs. magic

HP 200; **Weaknesses** cold iron 10, good 10, liberation vulnerability

Liberation Vulnerability The first time each round that a creature escapes from the slaver demon’s Enslave Soul or the slaver demon witnesses a creature being freed from captivity or mental enslavement, the demon takes 3d6 mental damage.

Attack of Opportunity ↻

Horn Snare ↻ **Trigger** A creature misses the slaver demon with a melee weapon Strike. **Effect** The slaver demon attempts to Disarm the weapon used in the triggering Strike with a -2 penalty. If it rolls a success, it gets a critical success instead. The demon doesn’t need a free hand to use this ability.

Speed 25 feet

Melee ✦ horns +23 (deadly 1d8), **Damage** 2d10+13 piercing

Melee ✦ claw +23 (agile), **Damage** 2d8+13 slashing

Melee ✦ jaws +23, **Damage** 2d6+13 piercing

Divine Innate Spells DC 27; **5th** *dimension door*; **4th** *air walk* (×2), *dimension door* (at will); **3rd** *haste*; **1st** *command* (at will)

Divine Rituals DC 27; *Abyssal pact*

Enslave Soul ✦✦ (arcane, enchantment, mental)

The demon enslaves the soul of a living creature within 60 feet. The target can attempt to resist this enslavement with a DC 29 Will save. A slaver demon can have only one living soul enslaved with this ability at a time, and no more than one slaver demon can enslave the same soul. If a slaver demon kills a creature whose soul it has enslaved, the demon regains 20 HP and the soul is consigned to an eternity of toil in the Abyss, adding to the slaver demon’s tally of souls and allowing the demon to enslave another.

Success The target avoids being enslaved and is temporarily immune for 24 hours.

Failure The target is enslaved and is enfeebled 2 for 24 hours or until the slaver demon is slain, whichever comes first.

Critical Failure As failure, and the target also suffers the effects of a failed saving throw against *dominate*.



SLAVER’S SINS

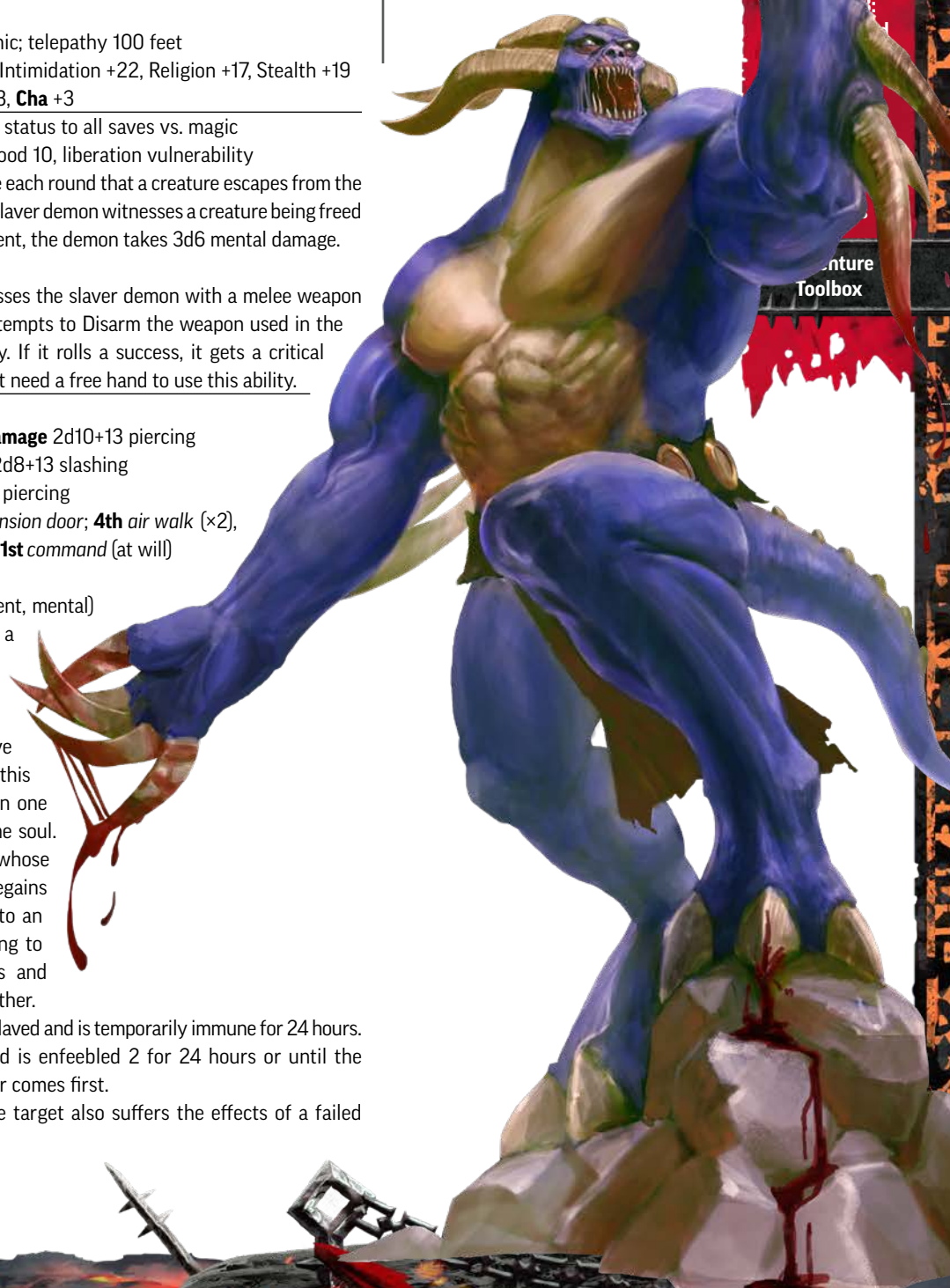
Slaver demons arise from the souls of mortals who worked as slavers, tyrants who encouraged human trafficking in their domains, or bureaucrats who turned a blind eye to illegal slaving activities.

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ARTISTS OF AGONY

An osyluth practices the craft of torture with the passion of an artist. Their skill draws forth all manner of truths and secrets from their victims, which an osyluth can recall with immaculate precision even centuries later. Over time, osyluths amass sizable collections of information, making them particularly valuable resources to diabolists and other evil spellcasters who crave infernal knowledge. Of course, such conjurers also often employ osyluths for the devils' cruel talents of interrogation, perpetuating the cycle of spilled blood and stolen secrets.

Devil, Osyluth

Perhaps more than any other devil, osyluths—also known as bone devils—embrace the torture and sadism for which Hell is so well known. They are exemplary inquisitors with an unwavering devotion to Hell's laws and hierarchy, and they seek out heresies among mortals and devilkind with equal vigor. These devils arise from the Styx-fed swamps of Stygia, Hell's fifth layer, from the stagnant energy of long-dead heresies. Left to their own devices, osyluths build massive, calcified hives in Stygia's remote corners and hunt the infernal swampland for lesser devils and petitioners.

OSYLUTH

CREATURE 9

LE LARGE DEVIL FIEND

Perception +17; greater darkvision

Languages Celestial, Draconic, Infernal; telepathy 100 feet

Skills Arcana +18, Deception +19, Intimidation +21, Religion +15, Stealth +20

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

AC 28; **Fort** +21, **Ref** +18, **Will** +15; +1 status to all saves vs. magic

HP 146; **Immunities** fire; **Weaknesses** good 10; **Resistances** physical 10 (except silver), poison 10

Speed 35 feet, fly 30 feet

Melee ♦ jaws +20, **Damage** 2d10+11 piercing

Melee ♦ claw +20 (agile, reach 10 feet), **Damage** 2d6+11 slashing

Melee ♦ stinger +21 (reach 15 feet), **Damage** 1d10+11 piercing plus bone devil venom

Ranged ♦ bone shard +20 (range increment 30 feet), **Damage** 2d6+8 piercing

Divine Innate Spells DC 25; **5th** *dimension door*, *phantom pain*; **4th** *dimension door* (at will), *dimensional anchor* (×2), *discern lies*; **2nd** *invisibility* (at will; self only)

Divine Rituals DC 25; *infernal pact*

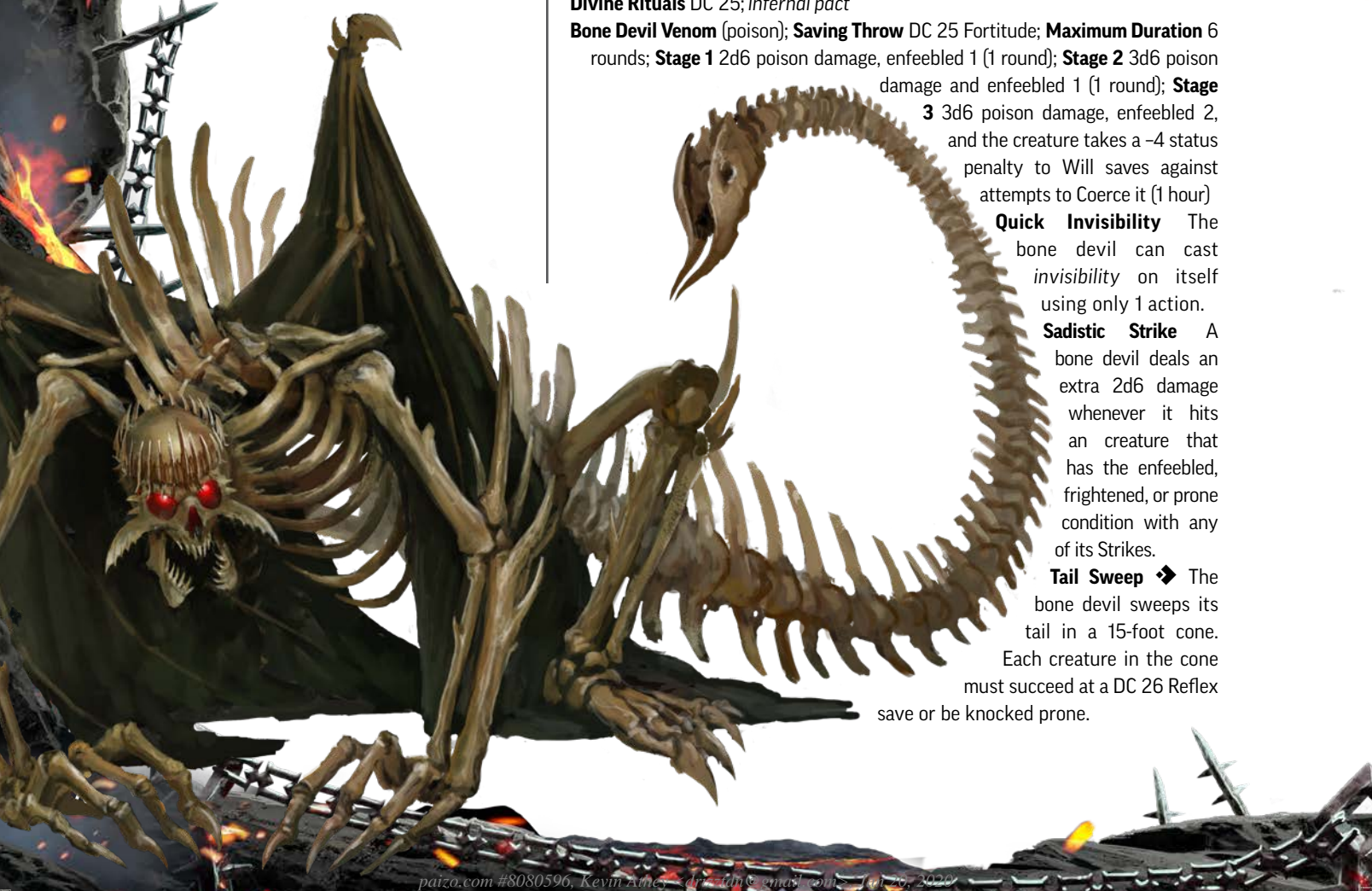
Bone Devil Venom (poison); **Saving Throw** DC 25 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 2d6 poison damage, enfeebled 1 (1 round); **Stage 2** 3d6 poison damage and enfeebled 1 (1 round); **Stage**

3 3d6 poison damage, enfeebled 2, and the creature takes a –4 status penalty to Will saves against attempts to Coerce it (1 hour)

Quick Invisibility The bone devil can cast *invisibility* on itself using only 1 action.

Sadistic Strike A bone devil deals an extra 2d6 damage whenever it hits an creature that has the enfeebled, frightened, or prone condition with any of its Strikes.

Tail Sweep ♦ The bone devil sweeps its tail in a 15-foot cone. Each creature in the cone must succeed at a DC 26 Reflex save or be knocked prone.



Giant, Shadow

Shadow giants are natives of the Plane of Shadow, where they have dwelled in perpetual twilight for millennia. Their cultures vary greatly depending on whether the giants reside in their land of origin or have relocated to the Material Plane. On the Plane of Shadow, they live in familial groups and uphold a nomadic way of life as they roam across vast ancestral lands between forests of shadow and misty chasms. These hunter-gatherers pass their lore down through oral histories, conduct pilgrimages to unholy ziggurats of black stone, and bathe in the blood of their long-standing foes, including rival shadow giant tribes and velstracs intent on enslaving their kind. On the Material Plane, conversely, they are typically secretive and isolationist, keeping apart from other peoples.

Standing 15 feet tall, with gray skin and hair only a shade lighter, shadow giants are fearsome foes with a well-earned reputation as fierce warmongers and ruthless combatants. They rarely interact with outsiders, though they may treat with proven warriors who show the giants the respect and deference they feel they deserve. Only a small subset of shadow giants worship Zon-Kuthon, and most of these Kuthites are so firmly entrenched in the culture of Nidal that their Shadow Plane-dwelling brethren would hardly recognize them. Most shadow giants instead practice an ancient religion that, while unique to their people, many confuse with the faith of Zon-Kuthon, as it has its own bloody themes of sacrifice and self-mutilation.

SHADOW GIANT

CREATURE 13

LE LARGE GIANT HUMANOID

Perception +20; darkvision

Languages Jotun, Shadowtongue

Skills Athletics +27, Intimidation +24, Stealth +21 (+23 to Hide in dim light)

Str +8, **Dex** +2, **Con** +5, **Int** +0, **Wis** +1, **Cha** +3

Items +1 breastplate, sack with 5 rocks, spiked chain

AC 33; **Fort** +25, **Ref** +20, **Will** +23

HP 275

Attack of Opportunity ↻

Catch Rock ↻

Speed 35 feet

Melee ✦ spiked chain +27 (disarm, reach 10 feet, trip), **Damage** 3d8+18 slashing plus pall of shadow

Melee ✦ fist +27 (agile, nonlethal, reach 10 feet), **Damage** 3d8+18 bludgeoning plus pall of shadow

Ranged ✦ rock +27 (brutal, range increment 120 feet), **Damage** 2d8+18 bludgeoning

Pall of Shadow (divine, necromancy) When a shadow giant hits with a melee attack, the target must succeed at a DC 30 Fortitude save or become drained 1 and take a -1 status penalty to Perception checks involving sight as long as they remain drained. On a critical failure, this condition doesn't heal naturally and can be removed only with magic.

Shadowcloak ✦ (divine, illusion) The shadow giant gains the effect of the *blur* spell for 1 minute or until it is exposed to direct sunlight, whichever comes first.

Throw Rock ✦



UMBRAL COURT AGENTS

Some shadow giants travel to the Material Plane specifically to serve as agents in Nidal's Umbral Court. One needs not stalk the streets of Pangolais or Nisroch for long to hear rumors of the massive shock troops deployed by the court's mysterious members.

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BARZILLAI'S LEGACY

The tyrannical inquisitor Barzillai Throne recently held the city of Kintargo in his brutal grip. Full details of his reign and fall are detailed in the Hell's Rebels Adventure Path.

Remnant of Barzillai

Though the Silver Ravens defeated the evil tyrant Barzillai Throne before he could fully realize his goal of becoming a genius loci, remnants of his spirit remain throughout the Ravounel region. On occasion, these scraps of sentience form a vague, Barzillai-shaped body from bits of the nearby terrain, but when near haunted locations, the spectral force can coalesce into a more precise body using ectoplasm siphoned from these haunts. In either form, the remnant carries a form of Barzillai's own burning mace, which dissolves into a thin mist 1 hour after the remnant is destroyed.

Remnants of Barzillai can manifest anywhere throughout Ravounel, and even after one remnant is defeated, another might arise later on. The undead inquisitor can be put to rest permanently only by retrieving his mace before it disappears, then burying it in a location consecrated by good clerics, where it must remain for at least a year undisturbed.

While a remnant of Barzillai can draw power from any haunt it is associated with, remnants tend to do so with specific haunts. The haunts presented on pages 27–28 are commonly associated with remnants of Barzillai. These are far from the only haunts Barzillai can create, however; the Silver Ravens' records mention many phenomena associated with the undead being, some of which deal with themes of various birds, the scents of mint and tea, and ghostly figures in heavy armor.

REMNANT OF BARZILLAI

CREATURE 10

RARE LE MEDIUM INCORPOREAL UNDEAD

Perception +22; darkvision

Languages Aklo, Azlanti, Common, Draconic, Elven, Gnomish, Halfling, Infernal, Jotun, Shadowtongue, Strix, Varisian

Skills Arcana +21, Deception +23, Religion +21, Society +19, Torture Lore +21

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

AC 29; **Fort** +14, **Ref** +21, **Will** +23

HP 135; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 8 (except force, *ghost touch*, or positive; double resistance vs. non-magical), haunted form

Haunted Form (divine, necromancy) The remnant of Barzillai draws on the power of haunts, reinforcing his form when they are nearby. His resistance to all damage increases to 12 while he's within 60 feet of a haunt. When a haunt within 60 feet of Barzillai is disabled, he takes 20 force damage from the backlash.

Speed fly 25 feet

Melee ♦ burning mace +22 (magical, fire, shove), **Damage** 2d6+8 bludgeoning plus 2d6 fire

Create Haunt ♦♦♦
(divine, necromancy)

Frequency three times per day; **Requirements** The remnant of Barzillai is within Ravounel. **Effect** The remnant of Barzillai stirs up and amplifies unsettled spirits in the area to create a single haunt of 6th level or lower at his present location. This haunt is permanent until it is disabled or the remnant of Barzillai is destroyed.

Rusalka

Rusalkas are androgynous, river-dwelling fey who delight in manipulating the emotions of those unfortunate enough to fall into their grasp.

RUSALKA

CREATURE 12

NE MEDIUM AQUATIC FEY

Perception +22; low-light vision

Languages Common, Sylvan

Skills Acrobatics +21, Athletics +22, Deception +25, Diplomacy +21, Nature +21, Performance +23 (+25 to sing), Stealth +25

Str +4, **Dex** +5, **Con** +3, **Int** +1, **Wis** +3, **Cha** +7

AC 33; **Fort** +21, **Ref** +25, **Will** +21

HP 180; **Weaknesses** cold iron 15; **Resistances** fire 10

Blurred Form A rusalka is concealed while underwater.

Speed 25 feet, swim 50 feet; *water walk*

Melee ♦ tresses +24 (agile, finesse, reach 15 feet), **Damage** 3d8+10 bludgeoning plus Improved Grab

Primal Innate Spells DC 35; **5th** *control water* (at will), *summon elemental* (living waterfall only); **3rd** *charm* (at will); **2nd** *invisibility* (at will), *obscuring mist* (at will); **Constant (6th)** *water walk*

Beckoning Call ♦ (auditory, concentrate, enchantment, incapacitation, mental, primal) The rusalka cries out a compelling invitation. Each non-fey creature within a 300-foot emanation must attempt a DC 27 Will save. The effect lasts for 1 round, but if the rusalka uses Beckoning Call again on subsequent rounds, the duration extends by 1 round for all affected creatures. Once a creature succeeds at any save against Beckoning Call, that creature is temporarily immune for 24 hours.

Success The creature is unaffected.

Failure The creature is fascinated and must spend each of its actions to move closer to the rusalka, while avoiding obvious dangers. If a beckoned creature is adjacent to the rusalka, it stays still and doesn't act. If attacked by the rusalka, the creature is freed from captivation at the end of the rusalka's turn.

Critical Failure As failure, but if attacked by the rusalka, the creature can attempt a new save only at the start of its next turn, rather than being freed at the end of the rusalka's turn.

Constrict ♦ 2d8+10 bludgeoning, DC 32

Entangling Tresses A rusalka can have up to eight creatures grabbed within their tresses at a time.

Flowing Hair ♦♦ The rusalka attempts an Athletics check and compares the result to each grabbed creature's Fortitude DC. The rusalka moves each creature they succeed against up to 10 feet and each creature they critically succeed against up to 20 feet. This movement must all be within reach of its tresses.

Shameful Touch ♦ (emotion, enchantment, mental, primal) The rusalka touches a creature within 5 feet using their hand, stirring up memories of regret and shame. The target must attempt a DC 35 Will save.

Critical Success The target is unaffected.

Success The target is sickened 1.

Failure The creature is sickened 1 and stunned 1.

Critical Failure The creature is sickened 1 and stunned 1, and it must use its first action on its next turn to Strike itself, automatically hitting.



BLUE WEEK

Those living in areas where rusalkas dwell know well to avoid the water during the week-long period in early Sarenith when the fey become particularly active, a time known in many regions as Blue Week. Most villages maintain a prohibition on swimming and fishing during this time—though the prohibition is difficult to enforce, as it takes place during the height of good weather—and particularly superstitious folk take care to lock their doors both from within and without.

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VELSTRAC DIVINITIES

The most powerful velstracs are unique divinities known collectively as demagogues—powerful creatures often worshipped by mortals who seek to experience agonizing new revelations and gain power by enhancing the body through pain.

Velstrac

Velstracs are horrific, shadow-dwelling fiends who seek ultimate sensation through self-mutilation. They transcend their stoic detachment only when inflicting pain and terror upon their victims, practicing new forms of debasement and torture before then turning their knives on themselves. Although velstracs consider themselves beyond such limitations as morality or mortal taboos, their victims know them as emotionless tormentors who inflict debased, sadistic suffering. They claim to seek perfection in thought, form, and action, although they don't recognize any refinement that doesn't require the painful excision of the flesh or spirit.

Velstracs manifest from the souls of masochistic or sadistic mortals that are diverted into the Shadow Plane and then forged into forms that suit their vile predilections, ranging from the low-ranking augurs to the aesthetics-obsessed interlocutors.

Some mortals refer to velstracs as "kytons," a misattribution that the velstracs tolerate with cold amusement. The term "kyton" denotes a master or virtuoso among their kind, and these fiends enjoy being labeled masters of their horrid paths to perfection through agony.

AUGUR

These spherical monsters made of sinewy muscle, serrated blades, and bloody metal are the most common velstracs on the Shadow Plane. Each augur has only a single eye, from which it can see the horrors inflicted upon it by other velstracs, who train the augur to expect and appreciate pain. Augurs are 1 foot in diameter and weigh 30 pounds.

AUGUR

CREATURE 1

UNCOMMON LE TINY FIEND VELSTRAC

Perception +8; darkvision, painsight

Languages Common, Infernal, Shadowtongue (can't speak any language)

Skills Acrobatics +8, Deception +6, Intimidation +7, Religion +4, Stealth +8, Torture Lore +7

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

Painsight (divination, divine) A velstrac automatically knows whether a creature it sees has any of the doomed, dying, and wounded conditions, as well as the value of those conditions.

AC 17; **Fort** +4, **Ref** +10, **Will** +7

HP 14, regeneration 2 (deactivated by good or silver); **Immunities** cold; **Weaknesses** good 5, silver 5

Unnerving Gaze (aura, divine, enchantment, fear, mental, visual) 30 feet. When a creature ends its turn in the aura, it feels the sharp barbs of the augur's blades on its skin. The creature must succeed at a DC 17 Will save or become frightened 1 (frightened 2 on a critical failure).

Speed 20 feet, fly 40 feet

Melee ♦ blade +8 (agile, finesse, versatile P), **Damage** 1d4-1 slashing plus 1d4 persistent bleed

Innate Divine Spells DC 17; **4th** *read omens* (once per week); **2nd** *augury* (×2); **1st** *harm* (×3); **Cantrips (1st)** *mage hand*

Focus Gaze ♦ (concentrate, divine, enchantment, fear, mental, visual) The augur stares at a creature it can see within 30 feet. The target must immediately attempt

a Will save against the augur's unnerving gaze. After attempting this save, the creature is then temporarily immune until the start of the augur's next turn.

Whirling Slice ♦♦ The augur Flies or Strides, whirling as it moves. The augur deals the damage of its blade Strike to each creature whose space it enters (DC 16 basic Reflex save). Each creature is affected only once, even if the augur moves through its space multiple times.

EVANGELIST

The velstracs' unofficial ambassadors, evangelists roam the farthest reaches of the planes to spread the word of their kind's abhorrent belief in perfection through pain. They are therefore the most frequently encountered velstracs on the Material Plane, often leading covens of hedonistic mortal flesh-sculptors or serving as wardens of horrific dungeons. In regions ruled by infernal powers, evangelists may serve as lieutenants or advisors, whispering secret paths to power in exchange for mortals' souls or choice mortal flesh.

Evangelists are the same size as humans, although with their heavy chains, they often weigh 350 pounds or more.



DESPICABLE ORIGINS

Velstracs originated with the first debased thoughts of mortals, which the gods found so deplorable that they locked all velstracs away in Hell. It wasn't long, however, before the newly formed race of velstracs escaped their infernal prison to the Shadow Plane.

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EVANGELIST

CREATURE 6

UNCOMMON LE MEDIUM FIEND VELSTRAC

Perception +13; darkvision, painsight

Languages Common, Infernal, Shadowtongue

Skills Acrobatics +13, Athletics +15, Crafting +10, Intimidation +15, Religion +11, Torture Lore +12

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

Painsight (divination, divine) As augur (page 82).

AC 24; **Fort** +15, **Ref** +14, **Will** +11; +1 status to all saves vs. magic

HP 90, regeneration 10 (deactivated by good or silver); **Immunities** cold; **Weaknesses** good 10, silver 10

Unnerving Gaze (aura, divine, enchantment, mental, visual) 30 feet. When a creature ends its turn in the aura, it sees the face of a departed loved one in place of the evangelist's face. The creature must succeed at a DC 21 Will save or become frightened 2 (frightened 3 on a critical failure).

Attack of Opportunity

Speed 25 feet

Melee ♦ chain +17 (disarm, reach 10 feet, trip), **Damage** 2d8+7 piercing plus 1d6 persistent bleed and impaling chain

Animate Chains (divine, transmutation) Chains in the evangelist's vicinity sprout barbs and writhe menacingly. The evangelist can make chain Strikes against any creature that is adjacent to an unattended chain within 20 feet, in addition to within the reach of its own chain Strike.

Focus Gaze ♦ (concentrate, divine, enchantment, fear, mental, visual) As augur (page 82). In addition, if the creature was already frightened, on a failed save, the evangelist is concealed from the creature for as long as the creature remains frightened.

Impaling Chain When the evangelist critically hits with a chain Strike, the target is impaled and anchored in place, becoming grabbed by the chain. It's unable to recover from persistent bleed damage until it gets free (Escape DC 25).





THE SHADOW FORGE

Many velstracs forge their own chains, but others outsource the task to unique velstracs known as almoners. These blind, deaf, and mute velstracs resemble six-armed halflings severed at the waist that toil away endlessly at a great burning foundry called the Shadow Forge. Almoners operate under mysterious strictures, and are just as likely to turn a velstrac away empty-handed as they are to hand one a finely crafted chain before the request has even been uttered.

INTERLOCUTOR

Interlocutors are the most talented surgeon-sculptors of the velstracs, carving away flesh and replacing it with new body parts of muscle, sinew, and metal. Few interlocutors resemble one another, but all are towering, multi-limbed amalgamations of the strongest limbs, densest bone, and sharpest metal they can find. They continually search for new material to graft to their forms, and their slain foes are rarely found intact, as little is more valuable to interlocutors than a powerful opponent's legs, eyes, or even brain.

Interlocutors average 9 feet tall and weigh approximately 800 pounds.

INTERLOCUTOR

CREATURE 12

UNCOMMON LE LARGE FIEND VELSTRAC

Perception +24; darkvision, painsight

Languages Common, Infernal, Shadowtongue

Skills Athletics +25, Crafting +22 (+24 for sculpting flesh), Intimidation +25, Medicine +26, Religion +22, Stealth +19, Torture Lore +20

Str +7, **Dex** +3, **Con** +5, **Int** +2, **Wis** +6, **Cha** +5

Painsight (divination, divine) As augur (page 82).

AC 33; **Fort** +23, **Ref** +21, **Will** +26; +1 status to all saves vs. magic

HP 215, regeneration 20 (deactivated by good or silver);

Immunities cold; **Weaknesses** good 15, silver 15

Unnerving Gaze (aura, divine, enchantment, mental, visual)

30 feet. When a creature ends its turn in the aura, it sees pieces of its own body amid the interlocutor's form. The creature must succeed at a DC 29 Will save or become stunned 1.

Attack of Opportunity ↗

Speed 40 feet

Melee ✦ claw +25 (deadly 2d10, reach 10 feet),

Damage 3d10+13 slashing plus 2d6 persistent bleed

Innate Divine Spells DC 33; **7th plane shift** (self only, to the Material or Shadow Plane only); **5th breath of life**; **4th heal** (×2), **restoration** (×2);

Cantrips (6th) *stabilize*

Focus Gaze ✦ (concentrate, divine, enchantment, mental, visual) As augur (page 82). Also, if the creature was already stunned, on a failed save it feels its muscles and organs twitch and writhe, causing it to be clumsy 2 for 1 minute.

Surgical Rend ✦ This functions as the Rend ability, dealing claw damage. In addition, if the target is a living creature with organs and muscle, the interlocutor opens a precise wound. Until the creature is restored to its maximum Hit Points, closing the wound, Strikes against the creature deal 1d6 extra precision damage.

PRECENTOR

Velstrac storytellers and historians are known as precentors. Trailed by horrific choirs, precentors perform in the courts of the velstrac demagogues.

PRECENTOR

CREATURE 16

UNCOMMON LE MEDIUM FIEND VELSTRAC

Perception +32; darkvision, *detect magic*, *painsight*, *true seeing*

Languages Common, Infernal, Shadowtongue

Skills Acrobatics +27, Athletics +28, Deception +32, Diplomacy +34, Intimidation +32, Performance +34, Religion +30, Stealth +29, Torture Lore +26

Str +6, **Dex** +7, **Con** +3, **Int** +6, **Wis** +6, **Cha** +8

Painsight (divination, divine) As augur (page 82).

AC 39; **Fort** +25, **Ref** +29, **Will** +30; +1 status to all saves vs. magic

HP 295, regeneration 25 (deactivated by good or silver); **Immunities** cold; **Weaknesses** good 20, silver 20

Unnerving Gaze (aura, divine, enchantment, mental, visual) 30 feet. When a creature ends its turn in the aura, it must succeed at a DC 38 Will save or become doomed 1.

Speed 30 feet, fly 30 feet (from fly)

Melee ♦ claw +31 (agile, finesse, reach 10 feet), **Damage** 4d10+6 slashing plus 1d6 persistent bleed

Innate Divine Spells DC 38; **9th** *wail of the banshee*;

8th *harm*, *plane shift* (at will, self only, to the Material or Shadow Plane only); **5th** *sound burst* (at will), *synesthesia* (at will); **Cantrips (8th)** *daze*, *sigil*; **Constant (8th)** *detect magic*, *mind blank*; **(6th)** *fly*, *true seeing*

Assemble Choir ♦♦ The precentor adds a creature that is affected by its Tormenting Touch and is within 100 feet to its choir of screams. A precentor can have any number of creatures in its choir, although a creature no longer affected by Tormenting Touch leaves the choir immediately. Creatures in a precentor's choir of screams are fascinated by each other and the precentor, and they can't use hostile actions toward each other or the precentor. When the precentor casts an innate divine spell, it can cause the effect to originate from any member of its choir instead of itself, using the precentor's saving throw DC and attack bonus.

Focus Gaze ♦ (concentrate, divine, enchantment, mental, visual) As augur (page 82). In addition, if the creature was already doomed, on a failed save it sees the skin of its own body peel back, making it confused for as long as it remains doomed.

Tormenting Touch ♦ (divine, emotion, enchantment, mental) The precentor touches a creature within 10 feet, causing it to constantly scream in agony. The target must attempt a DC 38 Will save. While the target is stupefied by this effect, its continual screams cause it to automatically fail Stealth checks.

Critical Success The target is unaffected.

Success The target is stupefied 1.

Failure The target is stupefied 3.

Critical Failure The target is stupefied 4.

The target can attempt a new Will save at the start of each of its turns, reducing the stupefied condition by 1 on each successful save. If the target reduces its stupefied condition to 0 in this way, the target is no longer affected.



OTHER VELSTRACS

Scholars grimly joke that there are as many different kinds of velstracs as there are ways to skin a cat. The relatively diminutive cantor velstrac poisons the minds of its victims so that they believe they are being clawed from the inside out.

The mighty eremites, on the other hand, seek out the most powerful beings to subsume into their own form and lord over all other velstracs save the demagogues.

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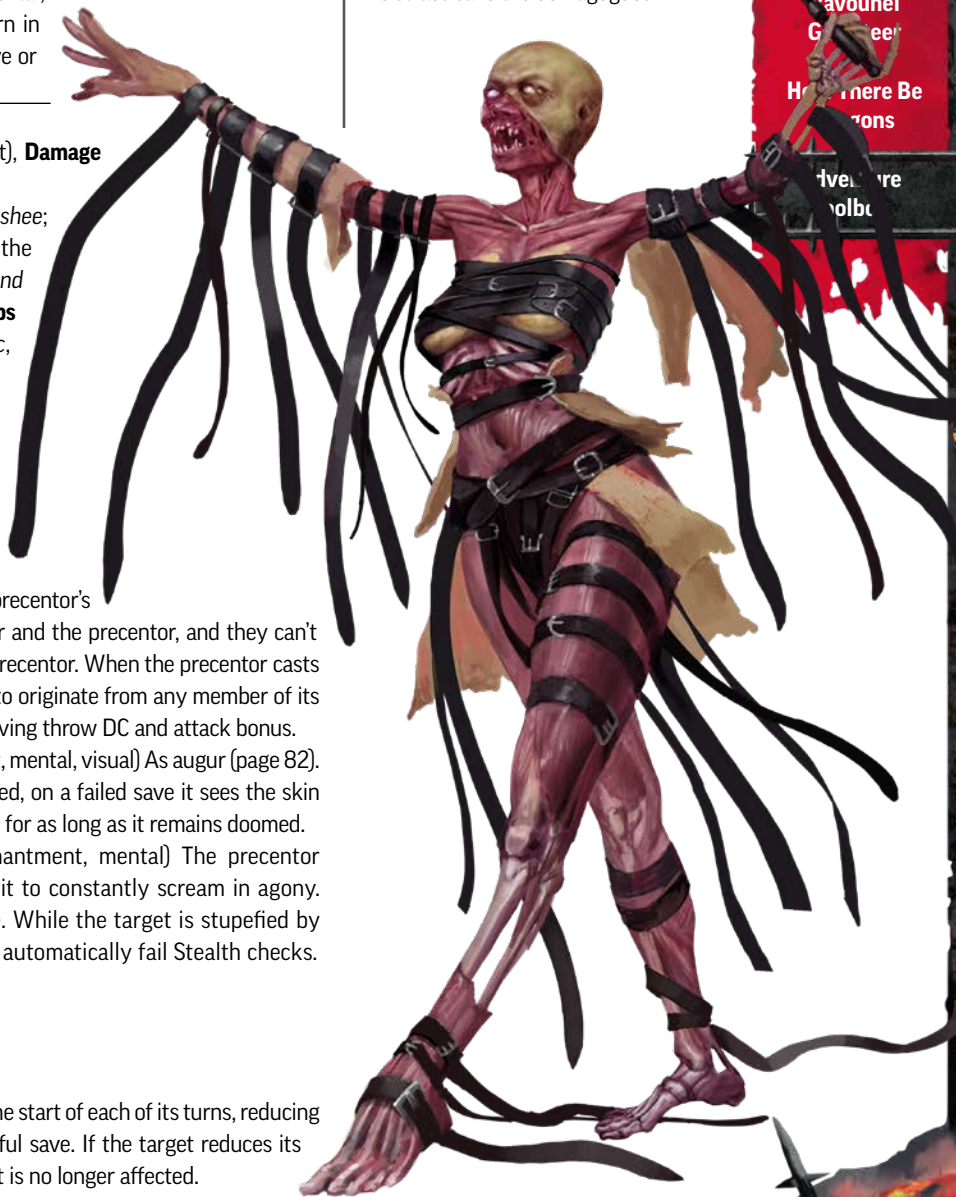
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LASLUNN

A cunning and efficient gnoll slaver from Katapesh, Laslunn has earned her place in the Scarlet Triad with her determination, efficiency, and cruelty.

Born into a small gnoll tribe in the White Canyon of western Katapesh, Laslunn quickly distinguished herself from her littermates with her cunning and patience. While other gnoll youths thrashed each other and howled barking laughs, Laslunn would wait, watchful, for the best time to unleash her fury.

When she was barely grown, Laslunn's tribe joined many others in an ill-fated assault on the city of Solku. Laslunn survived the counterattack from the city's defenders—a testament to her skill at arms—but she was wounded in one eye and across her snout. Her tribe shattered, Laslunn struck out for the cosmopolitan city of Katapesh to start a new life.

Once in Katapesh, Laslunn spent a few days engaging in blood sports for pay before signing on with a larger slave caravan. Over the next few years, she worked with increasingly larger slave operations, even taking to the sea for a time and trading out of Okeno. The Vudrani slave master on Laslunn's last voyage, Setiani, considered herself far too indebted to Laslunn for her comfort. Setiani betrayed the gnoll at sea and threw her overboard to drown, but the gnoll survived yet again, slowly making her way back to the mainland. She surprised Setiani in the town of Driftwood, clapped her in manacles, and sold her for a satisfyingly large price.

The experience made Laslunn more wary of future employers, but she had gained such skill and reputation that she didn't consider another career beyond slave-taking. One of her trips was commanded by a slave trader named Vaklish, an indolent man who lazed in his extravagant wagon, occupying himself with drugs. Laslunn couldn't see how the man had possibly been successful at his trade: his crew was sloppy, and he didn't seem interested in expanding his operation beyond that needed to keep his many vices satisfied. Laslunn realized something was unnatural about Vaklish, and she'd no sooner established the thought than Vaklish invited her into his wagon and revealed himself to be a rakshasa. Mind-reading and virtual immortality had assured Vaklish's wealth and life of ease, but he had few people he respected;

Laslunn had earned her position on his crew with her reputation, and Vaklish wanted to take her under his wing. The pair became close friends despite their extreme differences.

When Laslunn and Vaklish parted many months later, Laslunn was significantly wealthier and far better informed about the business of slave trading. She started her own slaving operation across Katapesh and Osirion. Laslunn was not interested in indulging a crew as slovenly as Vaklish's had been, and she soon learned that making a violent and bloody example of shirkers and malcontents kept her crew in line. Laslunn rapidly gained a reputation as a demanding but high-paying slave master.

In 4704 AR, Laslunn's operation came to the attention of the Scarlet Triad. Its leader, Uri Zandivar, had worked to expand the organization's slave trading and sought to extend his reach by commissioning Laslunn as an independent agent. Laslunn wasn't interested in a one-sided relationship, and over several days of negotiations that surprised and impressed Uri, Laslunn secured a position among the Scarlet Triad's senior leadership. Laslunn has served the Scarlet Triad well, expanding into markets such as Absalom, Chelax, and the Darklands to ensure a steady flow of the highest-quality slaves for Uri's secretive employers. Laslunn doesn't know the details of the Glorious Endeavor or Uri's plan for Alseta's Ring, but she's been patiently and quietly leveraging her contacts to learn more.

In 4717 AR, the city of Absalom outlawed slave trading, but Laslunn had heard rumors of the pending manumission and immediately redirected her efforts. She looked into establishing operations in Ravounel, where she could not only utilize former Chelaxian slavers who'd been disenfranchised by Ravounel's new leadership, but she could also decisively strike at the Bellflower Network, an organization that had been disrupting her Chelaxian operations for years. Once her plans were approved by the other leaders of the Scarlet Triad, Laslunn called on her old friend Vaklish and departed for Ravounel.

CAMPAIGN USE

Laslunn is the main antagonist of “Tomorrow Must Burn.” As she sets into motion several events that force the PCs to act, they should hear a lot about Laslunn before they meet her. Her underlings view her as a coldly efficient manager with a terrible temper, and she viciously executes incompetent followers to set an example.

Laslunn has had to start her life over many times, so she doesn’t hesitate to sacrifice her reserve of slaves at the quarry to ensure her escape. If the PCs have been particularly thorough about dismantling the Scarlet Triad’s operations in Ravounel, Laslunn simply severs her ties with the organization and returns to Katapesh. If so, the PCs might meet her again during the events of “Against the Scarlet Triad.”

or ankles with the manacles. If she succeeds at an attack roll with a +28 modifier against the target’s AC, she applies the manacles to the creature’s wrists or legs.

Superior Pack Attack Laslunn deals an extra 2d8 damage to any creature that’s within reach of at least one of her allies.

Rugged Travel Laslunn ignores the first square of difficult terrain she moves into each time she Steps or Strides.

Twin Shot ♦♦ Laslunn makes two Strikes with her bow using her current multiple attack penalty. If both attacks hit the same creature, combine the damage and apply resistances and weaknesses only once. This counts as two attacks when calculating Laslunn’s multiple attack penalty.

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LASLUNN

CREATURE 13

UNIQUE NE MEDIUM GNOLL HUMANOID

Perception +24; darkvision

Languages Common, Dwarven, Gnoll

Skills Acrobatics +27, Athletics +26, Intimidation +26, Slaver Lore +20, Society +20, Stealth +22, Survival +22, Thievery +22

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

Items +1 flaming striking composite longbow (40 arrows), key ring (opens locks in Summershade Quarry), +1 resilient leather armor, average manacles (3), ring of fire resistance, +1 striking scimitar

AC 35; **Fort** +23, **Ref** +25, **Will** +22

HP 235; **Resistances** fire 5

Attack of Opportunity ◀ Laslunn can use Attack of Opportunity with ranged weapons if the triggering creature is within 5 feet.

Speed 25 feet

Melee ♦ *scimitar* +26 (forceful, magical, sweep),

Damage 2d6+12 slashing

Melee ♦ *bite* +25 (agile), **Damage**

2d6+12 piercing

Ranged ♦ *composite longbow*

+27 (deadly 1d10, magical, range increment 100 feet, volley 30 feet), **Damage**

2d8+10 piercing plus 1d6 fire

Archery Expertise Laslunn doesn’t take the penalty from the volley trait, and her ranged Strikes don’t trigger reactions.

Bark Orders ♦ (auditory, linguistic) Laslunn issues a command to reposition her allies. Allies who hear and understand this order can use a reaction to Step.

Efficient Capture ♦♦♦ (attack, manipulate);

Requirements Laslunn has manacles in hand

and is adjacent to a creature. **Effect** Laslunn

attempts to bind the creature’s wrists



MIALARI DOCUR

The epitome of elven grace and mistress of a school that secretly teaches young spies, Lady Docur is a Kintargan patriot to the core.

Mialari remembers her father signing on as a bodyguard for House Drovenge, and she remembers arriving in Kintargo in 4455 AR as the Droveniges attempted to establish a branch of the family there. Having already lost her mother, the young girl was unprepared for the news, soon after, that her father had been killed—the enemies of House Drovenge were not to be outwitted so easily. Lady Eleria Drovenge responded to the girl's grief with deep empathy, and she and Lord Placus Drovenge adopted Mialari into their sprawling family. As a scion of House Drovenge, Mialari received the broad education of a Chelaxian aristocrat; in addition, Lady Eleria worked hard to connect Mialari to her elven culture, hiring tutors to teach her the language, history, and manners of Kyonin. Although Mialari was an eager student, she was much more drawn to Chelaxian art and theater than to her ancestral culture. She made friends easily and spent countless hours with them at operas, banquets, hunts, and other diversions. She rarely even thought of herself as an elf, so little did it matter.

Thus, when Mialari fell in love with Maris Docur, the youngest son of a Kintargan noble house, there was no obstacle to their marrying. Their relationship bloomed, and their townhouse became the meeting place for new artists, singers, and composers. But in time, age claimed Maris's life, and Mialari was devastated. She fully realized, for the first time, how her natural longevity was a curse.

For several years, Mialari isolated herself, refusing to join her relatives when House Drovenge retreated to Westcrown. As House Docur dissolved, she found herself inheriting aging buildings and properties. She decided to start a school, as a tribute to her adoptive parents and, hopefully, as a way to create meaning and purpose for herself. Selling everything except an old building in the Villegre District, she transformed the edifice into a boarding school. Mialari styled the curriculum around elven culture and adopted Kyonin fashion and manners for herself, then reached out to her network. When Lady Docur's School for Girls opened

in 4510 AR, her first 20 students came from the foremost aristocratic houses across Cheliax. Mialari found the tasks of developing her students' talents and worldview rewarding, but she avoided forming close relationships.

As the years wore on, changes in the political landscape made Mialari's school less appealing to aristocrats. Mialari began reaching out to more marginalized half-elf girls, offering scholarships and expanding her reach to Isgar and Molthune. She found that half-elves needed a more a practical education, and she shifted her curriculum accordingly.

When House Thrune won the Chelish Civil War, Lady Docur's School proved a target for both their revisionist historians and agents of the church of Asmodeus. They first demanded that Mialari turn over all her records, then later insisted she incorporate their tenets into her lessons. The headmistress did her best to appear to acquiesce—while quietly defying both mandates. Mialari formed a spy network she named the Lacunafex and began training chosen students in stealth and espionage. Her goals were to develop a network capable of evading and keeping one step ahead of the new regime, to preserve some of the Kintargo she had known, and to prepare for whatever political upheavals might follow.

When the rebellion for Ravounel's freedom began, decades later, Mialari was more inclined and better prepared to act, and the arrival of Barzillai Thrune galvanized her will. Mialari allied with the new Silver Ravens, directing the Lacunafex to share information and perform other covert actions to aid the rebels, while always giving the Silver Ravens the credit. In part, Mialari wanted to ensure that the rebels didn't also resurrect the Gray Spiders, Kintargo's former thieves' guild, as she didn't want any competition recruiting Kintargo's most talented young thieves and spies. Mostly, however, she wanted freedom for Kintargo. As open fighting broke out, she was key in forming the Silver Council, which served to coordinate the rebellion. While no longer officially on the council, she remains quietly influential behind the scenes.

CAMPAIGN USE

Mialari's dedication to freedom and self-determination makes her a natural enemy of the Scarlet Triad. Thus she is already inclined to help the PCs, and provided they don't offend her, she becomes a strong ally. If the PCs are injured, she can aid them or provide room to rest and heal in the safety of her school. If necessary, she interfaces with the Silver Council on the PCs' behalf. At the GM's discretion, any of the PCs with the discretion and stealth she values might be invited to join the Lacunafex as members, or even as adjunct professors—while the overwhelming majority of Lacunafex members are female, there is no gender requirement.

MIALARI DOCUR

CREATURE 10

UNIQUE CN MEDIUM ELF HUMANOID

Perception +20; low-light vision

Languages Common, Draconic, Elven, Halfling, Infernal, Shadowtongue

Skills Arcana +18, Acrobatics +17, Deception +22, Diplomacy +21, Intimidation +18, Kintargo Lore +16, Occultism +16, Society +20, Stealth +19, Thievery +22

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

Items +1 hand crossbow (20 bolts), +1 leather armor, +1 striking rapier, infiltrator thieves' tools

AC 30; **Fort** +17, **Ref** +21, **Will** +19

HP 160

Deny Advantage Mialari isn't flat-footed to flanking creatures of 10th level or lower, or creatures of 10th level or lower using surprise attack.

Nimble Dodge **Trigger** Mialari is targeted with a melee or ranged attack by an attacker she can see. **Effect** Mialari gains a +2 circumstance bonus to AC against the triggering attack.

Speed 30 feet

Melee **◆** rapier +22 (deadly 1d8, disarm, magical, finesse), **Damage** 2d6+11 piercing

Ranged **◆** hand crossbow +22 (magical), **Damage** 1d6+6 piercing

Occult Spontaneous Spells DC 29, attack +23; **3rd** (3 slots) *enthrall*, *haste*, *mind reading*; **2nd** (3 slots) *calm emotions*, *mirror image*, *telekinetic maneuver*; **1st** (3 slots) *charm*, *soothe*, *true strike*; **Cantrips (3rd)** *detect magic*, *mage hand*, *shield*, *telekinetic projectile*

Ranged Legerdemain Mialari can use telekinesis to perform manipulate actions that use the Thievery skill at a range of 30 feet, but she takes a -2 circumstance penalty to her check when doing so.

Sneak Attack (precision) Mialari deals an extra 2d6 precision damage to flat-footed creatures.

Steady Spellcasting When a reaction would disrupt

Mialari's spell, she can attempt a DC 15 flat check, avoiding the disruption on a success.

Surprise Attack On the first round of combat, creatures that haven't acted yet are flat-footed to Mialari.

Unbalancing Blow Creatures Mialari hits with a critical hit are flat-footed against her attacks until the end of her next turn.



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NOLLY PELTRY

With a twinkle in her eye and a laugh always at the ready, this middle-aged halfling typifies a happy-go-lucky attitude. Yet the deep lines in her face and the rough callouses on her hands and feet indicate a life of unceasing effort in the service of ending slavery.

As a child growing up in Magnimar, Corra Dianthe rushed to defend any halfling in need, coaxing her family to help. Often, such halflings were refugees from Cheliox, former slaves newly rescued by the Bellflower Network. Proud of Corra's kind nature, her large family did what they could, sharing meals and helping to find shelter and work for the refugees. Corra's family always had enough to share, and Corra didn't realize how much wealthier her family was than others. As she reached adolescence, Corra increasingly felt that despite their efforts, her family was not doing enough. She had fine food and excellent schooling, but these luxuries made Corra feel guilty, not glad. She knew of the brutal realities of slavery as well as the harrowing path to freedom that the refugees had endured, and she resolved to join the Bellflower Network.

Corra told her parents of her decision, but frightened for her safety, they insisted that Corra learn the family textile trade, emphasizing how much the business needed her and that she should put off leaving for just another year or two. She acquiesced for a few years, spending her spare time training with weapons and learning cat burglary from secret ne'er-do-well friends. Corra spent nights creeping across roofs and picking locks on sheds just to develop her skills, and when her unscrupulous companions stole valuables from others, Corra stole them back and replaced them as often as she could. All the while, she continued to help refugees with food, shelter, and a listening ear.

As Corra approached her twenty-first birthday, she grew impatient with her parents' limited views. They, in turn, felt that their daughter had become dangerously radicalized. Why couldn't she settle down and prosper in the family business? They had no opposition to charity—and remained very giving people—but they felt charity began and ended at home. Corra's parents planned an enormous birthday party for her, trying to convince her that she had a good life and that she had already helped many. On that evening, as dozens of family and friends waited to celebrate, Corra arrived late, dressed in leather armor and carrying a backpack

and sling staff. "When every halfling on Golarion is free to celebrate, then I will celebrate," she announced. "Until then, I'll work for that freedom!" Then, Corra turned around and disappeared into the night.

Corra became a Bellflower tiller, leading halflings to safe houses in Kintargo. After each mission, she'd push herself to be back on the road as soon as possible, but Corra savored her moments of downtime in the Silver City, enjoying its comforts. She became particularly fond of Long Roads Coffeehouse, enjoying the baked goods and the company of the coffeehouse's proprietor, Laria Longroad. Over late-night pastries one night, she and the other Bellflower agents fell to reminiscing about childhood tales of the folk hero Nolly Peltry. "If only our dangers were merely troublesome raccoons and giant bears," sighed Corra. "Just start thinking of them that way," Laria suggested with a grin. "I'm sure it'll make everything turn to the luck, just as Nolly says!"

Corra realized that there was a great deal of wisdom behind Laria's jest. She began to do just that, easing her crop's fears on their journey with comparisons to *The Peltry Fables*, or telling a tall tale or two to soothe anxious hearts on a long, cold night. Soon, other Bellflower Network agents began referring to Corra as Nolly Peltry, and the name stuck. Becoming legendary as a tiller in her own right, Nolly continued to journey each year, bringing crop after crop of freed slaves to safety. Nolly's failures were few, but they haunted her nights and strengthened her resolve.

As rebellion seized Ravounel, followed by the reprisals and crackdowns of House Thrune, Nolly became concerned that her long, arduous journeys would end only in capture at Kintargo's port. The Night of Ashes, when Barzillai Thrune seized power in the city and Nolly saw many of the safe houses and allies that she had relied on over the years destroyed, was the turning point for her. She decided to remain in the Silver City, allying with the Silver Ravens and orchestrating the aid of other Bellflower Network agents, even developing a language of kite messaging as a means of communicating with allies throughout Kintargo. When

fighting erupted in the streets, she grabbed her iconic sling staff and joined in.

As soon as Thruve was defeated, Nolly turned her attention to reestablishing routes of safe passage and rebuilding relationships with ship's captains and smugglers. So many Bellflower agents had come to rely on her in Kintargo that she stayed in that city, becoming their leader as well as their inspiration. She continues to direct their efforts and coordinate with tillers and others throughout northern Cheliox, Nidal, Molthune, and Isgar.

CAMPAIGN USE

As the head of the Bellflower Network in Kintargo, Nolly Peltry is deeply concerned about the Scarlet Triad. In the short time that the slavers have begun operating in Kintargo, she has tried to flush out their agents, to no avail. When the PCs encounter Nolly on Kite Hill, she is an immediate ally against the Scarlet Triad, particularly if the PCs are willing to help her in sending messages. She is willing and able to fight with the PCs and, at the GM's discretion, might accompany them in this and future adventures.

NOLLY PELTRY

CREATURE 11

UNIQUE CG SMALL HALFLING HUMANOID

Perception +21

Languages Common, Elven, Infernal, Halfling

Skills Acrobatics +22, Athletics +19, Deception +20, Diplomacy +18, Society +22, Stealth +22, Thievery +20

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

Items dagger (2), +1 leather armor, Nolly's hoe (+1 anarchic striking halfling sling staff; 10 bullets), infiltrator thieves' tools

AC 31; **Fort** +18, **Ref** +24, **Will** +21

HP 185

Inspiring Presence (aura, emotion, mental) Allies within 30 feet of Nolly gain a +2 circumstance bonus to saves against fear effects.

Halfling Luck ◆ (fortune) **Frequency** once per day; **Trigger** Nolly fails a skill check or a saving throw. **Effect** Nolly rerolls the triggering check, but she must use the new result, even if it's worse.

Speed 25 feet; quick movements

Melee ◆ dagger +22 (agile, finesse, versatile S), **Damage** 1d4+8 piercing

Ranged ◆ Nolly's hoe +23 (magical, propulsive, range increment 80 feet, reload 1), **Damage** 2d10+7 bludgeoning plus 1d6 chaotic

Ranged ◆ dagger +22 (agile, thrown 10 feet, versatile S), **Damage** 1d4+8 piercing

Designate Bellflower Crop ◆◆◆ Nolly designates

an ally within 30 feet as a member of her Bellflower crop. Nolly can have up to 10 members in her crop at once; any member added in excess of this number automatically removes a crop member of Nolly's choice. When Nolly or a member of her crop Aids a crop member and rolls a success, they get a critical success to Aid instead.

When a crop member within 60 feet of Nolly fails a saving throw against an effect that would impose the confused or paralyzed condition, the crop member can use a reaction to reroll the saving throw and use the better of the two results. This is a fortune effect.

Liberating Trick ◆◆ Nolly frees herself or a creature within her reach from the grabbed condition.

Quick Movements Nolly doesn't trigger reactions with her movement or with any use of the Thievery skill.

Sneak Attack (precision) Nolly deals an extra 3d6 precision damage to flat-footed creatures.



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FIRES OF THE HAUNTED CITY

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The dwarven city of Saggorak has been plagued by undead for ages, but recently something worse than ghosts has risen to power in this haunted settlement!

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This onetime district of the larger city of Saggorak has been reclaimed by the living, but life in Kovlar is anything but safe!

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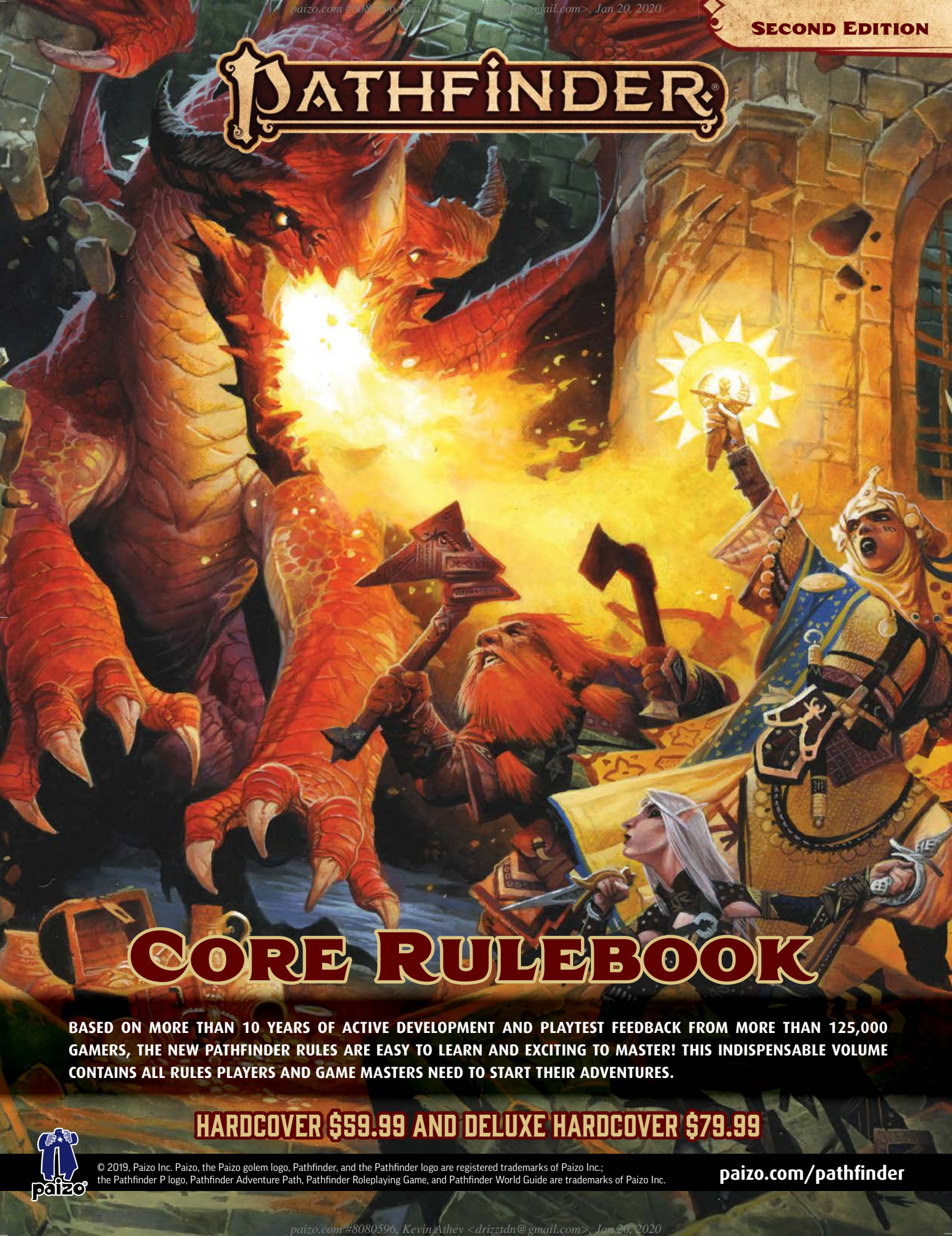
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Fadelby Vusker

Fadelby isn't one of Breachill's movers and shakers, nor does he have a particularly impressive lineage, but none of this prevented him from drawing upon his wits and passion to transform his parents' small store into a thriving business called "Vusker's Carts & Wheels." Today, he provides repair work for all the wagons, carts, and other wheeled contrivances in town. His contacts with frequent travelers make him a hub for local rumors—often, Fadelby's the first to learn of emerging threats to the region. The PCs may have hired him to help with carpentry and woodworking, as his skills in that arena are impressive indeed.



Nolly Peltry

Nolly Peltry is a middle-aged halfling with a wide smile, blonde hair, and nimble fingers. She prefers functional clothing, including pocketed pants and blouse with a leather apron to conceal a variety of tools and small weapons. Like most halflings, Nolly eschews boots, and her tufted feet are calloused from her years on the road. While Nolly's not a local to the small town of Breachill, nor is she particularly interested in relocating there, if the PCs impress her during this adventure, she'll be willing to spend more time there if they request her assistance. Nolly can grant access to the Bellflower Tiller archetype and provide access to specialized magic items (see the Adventure Toolbox in this book). She can also serve well in the role of Acrobatics trainer for the PCs, should they seek such an advisor for Citadel Altaerein.



Dreamgate

The stone arch of Dreamgate appears at first to be built of solid stone, yet closer inspection reveals something strange—the slabs of marble seem to shift and shimmer, as if they were made of not-quite solidified clouds. Images of stars and butterflies adorn this *aiudara* portal—icons sacred to the goddess Desna, for Dreamgate was crafted in her honor. The way station within was once used as a place for travelers to rest and enjoy pleasant or even prophetic dreams. However, a powerful night hag from the far side of reality on the Ethereal Plane noticed this magic and took up residence in the way station. The chambers within soon became corrupted, the once-benign magics within now twisted into nightmarish mockeries. No such warning of this corruption exists outside the portal, though, for the coven of hags that now dwells in the way station has no capacity to exit without traveling to the Ethereal Plane. A PC who succeeds at a DC 15 Religion check confirms the portal's association with Desna, yet the carvings give no hint of the portal's destination: the coastline of Ravounel. Long ago, elven explorers used this portal to travel to the shores of the Arcadian Ocean, and in time these elves took to the waters to become Golarion's first aquatic elves.



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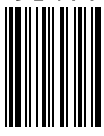
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