



ADVENTURE TOOLBOX

RUINS OF GAUNTLIGHT

Chapter 1:
A Light in
the Fog

Chapter 2:
The Forgotten
Dungeon

Chapter 3:
Cult of
the Canker

Chapter 4:
Long Dream
the Dead

Otari
Gazetteer

Adventure
Toolbox

The ghost sorcerer Belcorra Haruvex is the primary villain of the Abomination Vaults Adventure Path. The story behind her spiteful rage is one of exile and loss.

Belcorra's History

The Haruvex family tree both sprawls and surges with sorcery. The family's strongest bloodlines have an aberrant strain, which provides family prestige as well as sorcerous power. Generations of Haruvexes married within the family to strengthen this lineage, and the most powerful Haruvexes lived in Absalom 500 years ago. These Absalom Haruvexes made secret obeisance to the Outer Gods for great wealth and greater power. But none in the family approached the power of their youngest scion, Belcorra Haruvex. Belcorra had been told, every day for as long as she could remember, that she was the harbinger of Nhimbalothe, the Eyes of Empty Death, and that she was her family's greatest hope for power and prosperity.

The Haruvexes enacted abhorrent rites in their worship, including bloody sacrifices, and the authorities eventually caught wind of their crimes. The Haruvexes were finally driven from the Isle of Kortos in 4219 AR, forced to leave their estates and luxuries behind. Belcorra was only 6 years old at the time, but as she grew, her rage at losing her home solidified into an overwhelming hatred of Absalom and everyone in it.

Most of the exiled Haruvexes died in poverty, but Belcorra grew strong and proud. At 17, she interpreted visions from Nhimbalothe that led her back to the Isle of Kortos to plan her revenge. Far above a subterranean shrine to Nhimbalothe called the Empty Vault, in a lonely stretch of wooded coast a few dozen miles from Absalom, Belcorra erected a magical lighthouse and called it *Gauntlight*. She dug deep beneath it to reach the shrine she had seen in her visions, and while she worked, she began to plan her revenge. She would draw subterranean monsters and

violent beasts into her secret dungeons—which she called the Abomination Vaults—and use *Gauntlight's* magic to send them into Absalom to wreak havoc. She enacted the first part of her plan, expanding the Abomination Vaults and raising a defensible keep around the lighthouse. She leveraged family acquaintances to acquire powerful retainers and champions to lead her monstrous forces.

Belcorra was still stocking her Abomination Vaults with aberrations when rumors of her villainy reached Absalom. The Roseguard, a group of heroes headquartered in Absalom, set out from the city to confront and vanquish her. The Roseguard faced Belcorra within Gauntlight Keep and killed her there. One of the four members of the Roseguard, a rogue named Otari Ilvashti, died in this fight. Grieving their lost friend, the Roseguard left, sealed up the keep, founded what would become the town of Otari, and retired there. They never knew of the keep's lower levels or the many creatures still remaining within them.

A DUNGEON FULL OF MONSTERS

The horrors trapped in the Abomination Vaults developed some measure of ecosystem in the following centuries. While many monsters beneath the citadel died, others have prospered, and now several communities of morlocks, urdefhans, ghouls, and stranger creatures call the dungeons home. Only the longest-lived remember any life other than the dungeons. Belcorra had bound several devils to serve her as overseers and administrators, and many of these still maintain order. Apart from the regions maintained by these devils and a drow outpost in one of the lowest levels, the Abomination Vaults are lawless and dangerous.

The Abomination Vaults consist of 10 levels, including the ruins around *Gauntlight* on the surface. They are, from top to bottom, the ruins of Gauntlight Keep, the servant's quarters, the library, Belcorra's former living chambers, the arena, the laboratories, the

prison, the farm caverns, the hunting cavern, and the temple level, which holds the Empty Vault. Each level has its own character, and the levels are progressively more dangerous the deeper the heroes venture.

BELCORRA'S RISE

Belcorra's spirit didn't rest peacefully. Consumed by rage and empowered by Nhimbalo, she arose as a powerful ghost 500 years after her family's exile from Absalom, the event that so dramatically altered her life. Belcorra now lurks in the deepest levels of the Abomination Vaults, plotting her revenge

against Absalom and the heroes who vanquished her. The Roseguard are long dead, but the town they founded remains, and the icons representing their adventuring careers (page 88) now have the power to penetrate Belcorra's protections.

At first, no one in Otari realizes the danger Belcorra poses. Her machinations and her monsters are well out of sight. But before she moves against Absalom, she intends to use her *Gauntlight* against Otari—the town built by the adventurers who killed her five centuries before. Only Otari's newest heroes can prevent Belcorra's vengeance and put her spirit to rest.

Campaign Timeline

The following is a rough history of significant events relevant to this Adventure Path.

Date	Event
Age of Darkness	Serpentfolk construct the Empty Vault, a shrine to Nhimbalo far beneath the surface of Golarion. When Aroden raises the Starstone Isles from the Inner Sea, the Empty Vault ascends with it, ending up several hundred feet below the Isle of Kortos.
Unknown	The neutral drow of a subterranean city construct an outpost closer to the surface called Yldaris. These drow are unconsciously drawn to the Empty Vault but don't know of its presence.
4213 AR	Belcorra Haruvex is born to the wealthy Haruvex family in Absalom. Unknown to anyone outside the family, the Haruvexes have a strong aberrant bloodline and a familial devotion to the Outer God Nhimbalo.
4219 AR	The Haruvex family is ejected from Absalom when their secret sacrifices are discovered. They flee to Andoran, where they live in poverty. This is particularly hard on 6-year-old Belcorra, the family's youngest scion. The Haruvexes instill in Belcorra a hatred of Absalom and impress upon the child her role as Nhimbalo's chosen one.
4230 AR	Belcorra, the last exiled Haruvex, has become a powerful sorcerer. She secretly relocates to the Isle of Kortos, where she begins work on a magical lighthouse called <i>Gauntlight</i> , situated directly above the Empty Vault. She magically opens passages through the earth to reach the shrine and begins to collect an army of aberrations to attack Absalom.
4234 AR	Belcorra completes <i>Gauntlight</i> and begins work on its dungeons, the Abomination Vaults. She uses will-o'-wisps and bound devils to enforce her will on the rapidly expanding hordes within. She meets the drow and urdefhans who dwell in the area and demands their fealty in exchange for their lives.
4244 AR	One of Absalom's "hunting lodges" (a sanctioned group of adventurers) called the Roseguard hear of Belcorra's presence and come to investigate her lighthouse. They kill her but never learn of the existence of the expansive Abomination Vaults beneath <i>Gauntlight</i> ; Belcorra kills the rogue Otari Ilvashti in this battle. The victorious Roseguard construct a small port community and retire there, naming it Otari after their fallen friend.
4290 AR	The last Roseguard passes away, and Otari begins to fall into decline.
4294 AR	Otari is abandoned.
4300 AR	Stonescale kobolds colonize Otari.
4310 AR	Yarlaip seals his tribe's fate by luring ships to their doom; the Stonescale kobolds are soon thereafter defeated by adventurers. Maklanni Menhemes leads the resettlement of Otari.
4323 AR	Construction of the Otari Mill and log flume is completed.
4719 AR	Belcorra awakens as a ghost and begins work to reactivate <i>Gauntlight</i> . Its dungeons have been populated with generations of infighting creatures since her death, and she seeks to bring them under her control once more.
4721 AR	The current year. <i>Gauntlight</i> becomes infested with a band of mitflits, who are displaced by morlocks pushing upwards at the urging of their "ghost queen." <i>Gauntlight</i> is ready for a test to demonstrate its power.

Abomination Vaults Summary

A summary of the Adventure Path's adventures follows.

RUINS OF GAUNTLIGHT

By James Jacobs

Pathfinder Adventure Path #163, Levels 1–4

When the mysterious *Gauntlight*, an eerie lighthouse located inland from Otari, glows with baleful light, the people of Otari suspect trouble. The town's newest heroes must venture into the ruins around the lighthouse—and delve into the dungeon levels far beneath it—to discover the evil that *Gauntlight* holds. Hideous monsters, deadly traps, and mysterious ghosts await the heroes.

HANDS OF THE DEVIL

By Vanessa Hoskins

Pathfinder Adventure Path #164, Levels 5–7

The Abomination Vaults sprawl far beneath *Gauntlight*, and it's time to take weapons, torches,

and wits into the deeper dungeons. Here, vile fleshwarpers labor to create perfect specimens for their long-dead leader, and a powerful devil still labors to raise an army of the dungeons' feral and fractious monsters. An unlikely ally can reveal the secrets of the Abomination Vaults, but his price is steep and must be paid in blood.

EYES OF EMPTY DEATH

By Stephen Radney-MacFarland

Pathfinder Adventure Path #165, Levels 8–10

The deepest levels of the Abomination Vaults contain massive caverns and a relic left behind by one of the Outer Gods. The heroes must negotiate the ruthless politics of insular drow, undead gnomes, vampiric urdefhans, and stranger creatures to gain the tools they need to vanquish Belcorra Haruvex. Yet the undead sorcerer grows in power, and the heroes must put her to rest before she claims the full might of her malevolent patron.

RUINS OF GAUNTLIGHT

Chapter 1:
A Light in the Fog

Chapter 2:
The Forgotten Dungeon

Chapter 3:
Cult of the Canker

Chapter 4:
Long Dream the Dead

Otari Gazetteer

Adventure Toolbox

Artifacts and Items

The following new items appear in “Ruins of Gauntlight” and impact the entire Adventure Path.

GAUNTLIGHT

ITEM 20

UNIQUE ARTIFACT MAGICAL NECROMANCY

Gauntlight is much more than a 115-foot-tall lighthouse rising from the heart of an old ruin in Fogfen—its pale stone walls extend far below the ruins, passing through eight different dungeon levels and finally terminating at the ninth level below the surface, where its deep foundation centers on an ominous chamber where, long ago, Nhimbaloth herself once physically brushed against this world. Once she finished its physical construction, the sorcerer Belcorra Haruvex used this spot as a source of power to infuse the walls, floors, and ceilings of each of *Gauntlight*'s levels with eldritch power. The lens at the apex of the lighthouse would have, in time, been able to focus this lingering eldritch energy into a powerful beam, but Belcorra's plans were cut short before she could replace the mundane lenses with dangerous magical ones.

As an artifact, *Gauntlight* can't be damaged by normal means. Its walls are impenetrable and impervious to any attempt to breach them by anybody except for followers of Nhimbaloth. They block effects that allow temporary passage, such as *passwall*, and also create a barrier against dimensional travel. The walls attempt to counteract teleportation effects and planar travel into or out of areas within *Gauntlight* and efforts to summon creatures into

the area (using a +37 counteract modifier); this effect does not stop a summoned creature from departing when the summoning ends.

In *Gauntlight*'s current state of diminished functionality, it can be activated only in the two ways below. By swapping in a series of magical lighthouse lenses that focus Nhimbaloth's baleful gaze—lenses so powerful that even Belcorra takes special care with them—the artifact gains significantly greater power, including the ability to reach all the way to Absalom and to activate its effects every minute. These lenses are described in “Eyes of Empty Death,” the third adventure in the Abomination Vaults Adventure Path.

To activate *Gauntlight*, a creature must be in the deepest portion of the artifact (this chamber is in the Temple level and is presented in “Eyes of Empty Death”). From this point, a creature can observe the world outside remotely through *Gauntlight*'s lens, including any area *Gauntlight*'s beam can reach.

Activate ◆◆◆ Interact; **Frequency** once per month; **Effect**

A pale blue beam shines from *Gauntlight*'s lens and illuminates a 30-foot-radius burst centered on any point within 1 mile. The light saturates the region, causing any corpses in the area or within 10 feet of the surface of the illuminated area to animate as level –1 undead (typically as skeleton guards or zombie shamblers). Once animated, the undead remain active until slain. Until then, they remain uncontrolled and are driven only by the desire to slaughter the living. If *Gauntlight* is fully

restored, the undead instead animate as any Common undead of 15th level or less, as the user wishes.

Activate **◆◆◆** Interact; **Frequency** once per month; **Effect** A pale blue beam shines from *Gauntlight's* lens and illuminates a 30-foot-radius burst centered on any point within 1 mile. The user chooses one creature of 4th level or less that is physically located within *Gauntlight*; this creature is then teleported to any point within this illumination radius. If *Gauntlight* is fully restored, any number of creatures within *Gauntlight* of 15th level or lower can be transported. This is a teleportation effect.

Destruction If Belcorra's ghost is permanently destroyed, *Gauntlight* loses all of its magical properties and collapses in on itself all the way down to its base, leaving an incredibly deep pit in the Fogfen.

LANTERN OF EMPTY LIGHT

RARE **ENCHANTMENT** **MAGICAL**

Price 240 gp

Usage held in 1 hand; **Bulk** 1

It's said that the pale blue light of this eldritch lantern shines from another dimension or even is linked, somehow, to the glow of a ghost when it is consumed by the Outer Goddess Nhimbaloth. A *lantern of empty light* is not intrinsically an evil item, though it remains a favored tool of those who would manipulate the minds of others for sinister reasons. It can be used as a normal bull's-eye lantern, but prolonged use tends to instill in the user a vague sense of being watched by unseen eyes.

Activate **◆◆** Interact (emotion, visual); **Frequency** once per day; **Effect** You direct the lantern's light upon a single living creature within 60 feet. That creature must attempt a DC 20 Will save to resist the light's effects.

Critical Success The creature is unaffected and realizes that you attempted to mentally influence them with the light.

Success The creature is unaffected but thinks the light was harmless, unless it knows the true nature of the lantern already.

Failure The creature becomes fascinated by the lantern's light, and remains fascinated as long as you Sustain the Activation, up to 10 minutes.

Critical Failure As failure, but you can Sustain the Activation for up to 1 hour. When the effect ends, the fascinated creature remembers any events that took place while fascinated only as indistinct, dream-like memories.

Activate **◆◆** Interact; **Frequency** once per day; **Effect** You direct the lantern's light upon a single incorporeal

ITEM 6



SKEPTIC'S ELIXIR

ITEM 1+

UNCOMMON **ALCHEMICAL** **CONSUMABLE** **ELIXIR**

Usage held in 1 hand; **Bulk** L

Activate **◆** Interact

This elixir sharpens your mind and allows you to see through lies, falsehoods, and magical trickery. You gain an item bonus to Perception checks and Perception DCs to notice falsehoods, whether they're spoken lies or written deceit. You gain this same item bonus to Will saves.

Type lesser; **Level** 1; **Price** 4 gp

The bonus is +1, and the duration is 1 minute.

Type moderate; **Level** 6; **Price** 50 gp

The bonus is +2, and the duration is 10 minutes.

Type greater; **Level** 11; **Price** 300 gp

The bonus is +3, and the duration is 1 hour.

THE WHISPERING REEDS

ITEM 10

RARE **ARTIFACT** **DIVINATION** **OCCULT**

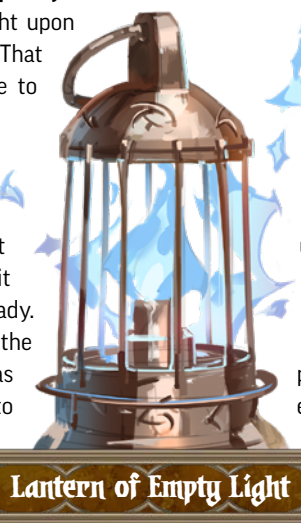
Usage held in 2 hands; **Bulk** 2

This hefty tome was compiled centuries ago by an anonymous author who sought to collect all parables, myths, stories, and encounters with the Outer Goddess Nhimbaloth. According to the introduction, the author's original intent was to create a work that foes of the Empty Death could use to fight against her influence, but as

one reads through the book, it becomes apparent that the opposite effect has been achieved—by compiling these stories, the author inadvertently generated a work that made it easier for Nhimbaloth to influence the world. Those who venerate the Empty Death seek copies of this book to use as a guide and religious text, while those who don't know better and peruse the book as though it were merely an anthology of stories find themselves unwittingly falling prey to Nhimbaloth's cult or agents of the entity herself. Those who study from *The Whispering Reeds* for too long are often cursed to rise as ghosts after death—though their existence never lasts for long, as they are inevitably consumed

by Nhimbaloth.

If a character understands the dangers of this book, however, moderated use can stall or even prevent such a fate from befalling them. If a character takes special



Lantern of Empty Light

care, they can even potentially use *The Whispering Reeds* for its original purpose—as a weapon against the cult of Nhimbaloth. Using the text too often or leveraging some of its more powerful effects, however, causes the user to feel an ominous chill. In these cases, the user is exposed to the tome's curse, Empty Death (see below).

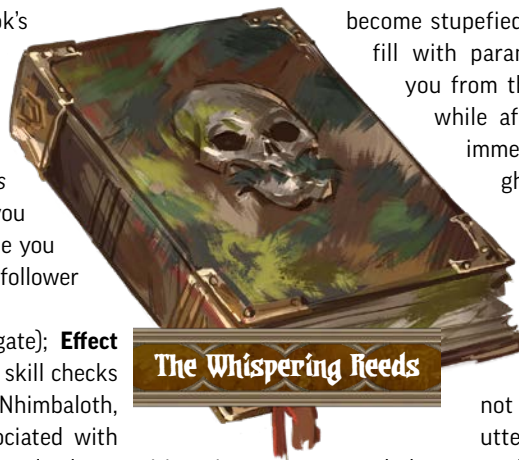
The anonymous compiler wanted to produce an enormous print run of *The Whispering Reeds*, but after the initial run they realized the danger and scuttled those plans, instead attempting to destroy those copies already created. This crusade caught the attention of Nhimbaloth's cult, who swiftly assassinated the compiler. Fewer than two dozen copies of this rare tome are believed to still exist. The book's sinister nature causes all attempts to transcribe it to fail, resulting in bodies of gibberish, nonsense text.

The Whispering Reeds provides several abilities, but you can't activate any of them while you are stupefied unless you are a follower of Nhimbaloth.

Activate 10 minutes (Investigate); **Effect** You gain a +2 item bonus to skill checks to Recall Knowledge about Nhimbaloth, her faith, or creatures associated with her (such as incorporeal undead, vampiric mists, wisps, and other incorporeal creatures associated with death). Each time you use this ability after the first in a 24-hour period, you are exposed to the Empty Death.

Activate **◆◆** command, Interact; **Frequency** once per hour; **Effect** You read aloud a phrase from the book and target a single incorporeal undead creature within 30 feet. That undead creature takes 5d6 positive damage (DC 27 basic Will save) as portions of their incorporeal being are consumed in patches of seven equally spaced holes. Each time you use this ability after the first in a 24-hour period, you are exposed to the Empty Death.

Activate **◆◆** command, Interact; **Frequency** once per day; **Effect** You invoke a tale from *The Whispering Reeds* that parallels the situation, environment, or creatures nearby. Eerie mists and indistinct whispers rise in a 20-foot emanation around you, and clusters of seven perfectly spaced divots manifest in the ground, vegetation, and flesh of creatures in the emanation other than yourself and up to three creatures you designate at the time of activation. Creatures afflicted with these divots suffer from agonizing mental anguish in the form of crippling despair and take 4d6 mental damage (DC 27 basic Will save). The mists, whispers, and strange divots fade away at the end of the round, but any creature that takes mental damage from the



The Whispering Reeds

effect also takes a -1 penalty to saving throws against effects with the emotion trait for 1 minute. You are exposed to the Empty Death each time you use this ability.

Activate Cast a Spell; **Frequency** three times per day; **Effect** You cast one of the following spells at the lowest level possible (unless otherwise specified): *crushing despair* (one target within 30 feet only), *fear* (3rd), *paranoia*, or *phantasmal killer*. You are exposed to the Empty Death each time you use this ability.

Empty Death (curse, necromancy, occult) **Saving Throw** DC 27 Will; **Effect** If you activate *The Whispering Reeds* and are not a worshipper of Nhimbaloth, you become stupefied 2 for 24 hours as your thoughts fill with paranoia that something is watching you from the other side of death. If you die while affected by the Empty Death, you immediately become a chaotic evil ghost. Every 7 days that pass after you become a ghost, you must succeed at a DC 2 flat check—failure indicates that you are consumed by Nhimbaloth. A creature whose ghost is consumed in this way does not travel to the River of Souls and is utterly annihilated; this creature can only be restored to life via a 10th-level spell effect or ritual like *wish*.

Destruction Copies of *The Whispering Reeds* have no special protections and can be destroyed like any regular book, but doing so exposes the one who destroyed the book to the Empty Death.

Rituals and Spells

The heroes may find the following new ritual and spell useful in the Abomination Vaults.

AWAKEN PORTAL

RITUAL 3

RARE **CONJURATION**

Cast 1 hour; **Secondary Casters** up to 5

Primary Check Arcana or Occultism (trained); **Secondary Checks** Arcana or Occultism (whichever is used for the primary check)

Range 10 feet; **Target** 1 portal

You attempt to reactivate a dormant gate, portal, or *teleportation circle* (*Advanced Player's Guide* 244) by infusing it with magical energies. This ritual must be successfully performed twice, once at each location the portal connects. While the *teleportation circles* and portals found in the Abomination Vaults require no additional cost to awaken, other portals might require rare items or specific materials as a cost for this ritual

RUINS OF GAUNTLIGHT

Chapter 1:
A Light in the Fog

Chapter 2:
The Forgotten Dungeon

Chapter 3:
Cult of the Canker

Chapter 4:
Long Dream the Dead

Otari Gazetteer

Adventure Toolbox

at the GM's discretion—some portals might even be so powerful that this ritual cannot awaken them at all.

The DC required to successfully awaken a portal varies based on the strength and distance between its end points. For the portals found in the Abomination Vaults Adventure Path, the DC varies according to the dungeon level on which it is located. Use the DCs by Spell Level section of Table 10-5 on page 503 of the *Core Rulebook* to determine the DC for a portal, using the dungeon level in place of spell level. Thus, activating the portal on the first level of the Abomination Vaults requires a successful DC 15 check, while activating the portal on the fourth level requires a successful DC 23 check.

Critical Success You awaken the portal. If its other side is awakened, the portal can be used normally and won't

deactivate naturally. If its other side is not awakened, this side remains awakened for 1 year, possibly allowing you enough time to find and awaken the connecting portal.

Success As critical success, but if the portal's other side is not awakened, this side remains awakened for only 1d6 days before it fades and falls dormant again.

Failure You fail to activate the portal, and magical backlash leaves you stupefied 1 for 24 hours.

Critical Failure As failure, but in addition, a hostile creature is drawn through the portal and immediately attacks anyone present. The creature drawn through the portal varies, according to the portal's nature; in the Abomination Vaults, the creature conjured depends on the dungeon level where the ritual was attempted, as listed below.

First Level vampiric mist (*Pathfinder Bestiary* 2 278)

Second Level scalathrax (page 86)

Third Level gibbering moulder (*Pathfinder Bestiary* 176)

Fourth Level will-o'-wisp (*Bestiary* 333)

Fifth Level soul eater (*Bestiary* 2 247)

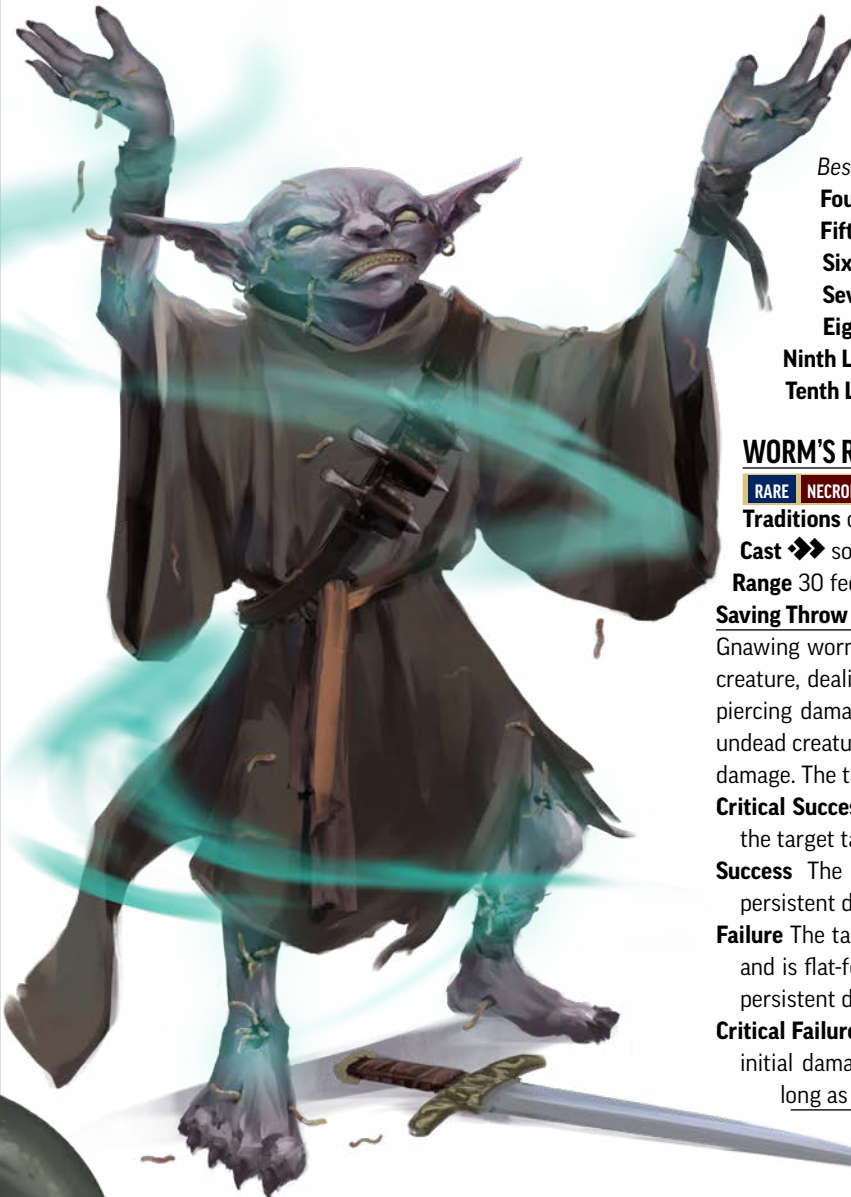
Sixth Level voidglutton (page 87)

Seventh Level dread wraith (*Bestiary* 2 298)

Eighth Level ghost mage (*Bestiary* 167)

Ninth Level gosreg (*Bestiary* 2 133)

Tenth Level shining child (*Bestiary* 292)



WORM'S REPAST

SPELL 2

RARE **NECROMANCY**

Traditions occult, primal

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 corporeal creature

Saving Throw Fortitude; **Duration** see below

Gnawing worms materialize within the flesh of the target creature, dealing 4d6 piercing damage and 1d6 persistent piercing damage. If the target is a non-skeletal corporeal undead creature, you deal an extra 2d6 persistent piercing damage. The target must attempt a Fortitude save.

Critical Success The worms writhe away harmlessly and the target takes no damage.

Success The target takes full initial damage but no persistent damage, and the spell ends immediately.

Failure The target takes full initial and persistent damage and is flat-footed due to the pain for as long as it takes persistent damage.

Critical Failure As failure, but the target takes double the initial damage and is also slowed 1 by the pain for as long as it takes persistent damage.

Heightened (+2): The initial and persistent damage increase by 2d6 and 1d6, respectively.

Ghost Hunter Archetype

Ghosts have a wide range of capabilities and features—no two ghosts are exactly alike, as the nature of their abilities depends as much upon who they were in life as on how they died. Haunts, the spectral phenomena remaining in a site of death or powerful emotions, are related to but distinct from ghosts.

The ghost hunter knows that ghosts and haunts share many features. By focusing on these similarities, they can track down, confront, and defeat all manner of unquiet souls, helping them to find peace and move on to the afterlife.

GHOSH HUNTER DEDICATION FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites Trained in Occultism or Religion

You have focused your training on hunting and defeating ghosts, spirits, and all manner of haunts. Pick Spirit Lore or Haunt Lore; you become trained in this skill. If you were already trained in both skills, you become trained in a new Lore skill of your choice.

Choose two cantrips from the occult spell list. Each cantrip must have the divination, enchantment, or necromancy trait. You can cast these spells as innate occult spells. You gain access to the Cast a Spell activity if you didn't have it already. You're trained in occult spell attack rolls and spell DCs. You can usually replace material components with somatic components, so you don't need a spell component pouch. Your key spellcasting ability for these spells is Charisma.

Special You can't select another dedication feat until you have gained two other feats from the ghost hunter archetype.

GRAVE'S VOICE FEAT 4

ARCHETYPE

Prerequisites Ghost Hunter Dedication

You can use your choice of Spirit Lore or Haunt Lore to Make an Impression or Request things of incorporeal creatures. At the GM's discretion, an incorporeal spirit might be willing to hear you out.

INVESTIGATE HAUNTING FEAT 4

ARCHETYPE

Prerequisites Ghost Hunter Dedication

You are skilled at noticing the telltale signs of ghosts and hauntings. Even when you aren't Investigating in exploration mode, you get a check to Recall Knowledge about incorporeal undead and haunts active in the area. You also gain a +2 circumstance bonus to skill checks to disable haunts.

SPIRIT SPELLS FEAT 4

ARCHETYPE

Prerequisites Ghost Hunter Dedication

Your ability to confront incorporeal menaces develops into full-fledged spellcasting. Choose a 1st-level occult spell. You can Cast this Spell as an innate occult spell. At 6th level, you gain a 2nd-level occult spell, and at 8th level, you gain a 3rd-level occult spell. Each of these spells must have the divination, enchantment, or necromancy trait. You can cast each of these spells once per day.

GHOSH STRIKE ◆◆ FEAT 6

ARCHETYPE

Prerequisites Ghost Hunter Dedication

Once per day, you can infuse a weapon you are carrying with magical energies that allow it to strike true against incorporeal undead. The weapon gains the effects of the *ghost touch* property rune for 10 minutes.

At 10th level, you can apply this effect to two weapons instead of one.

PEER BEYOND FEAT 8

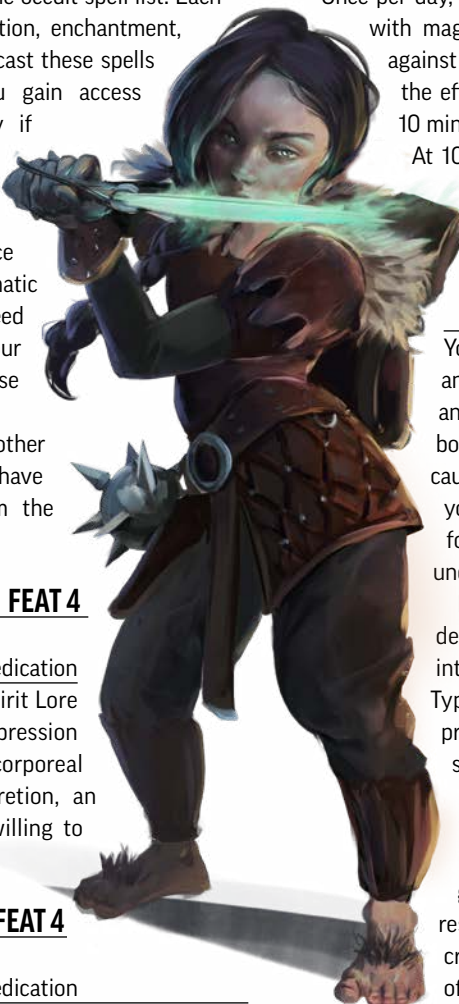
ARCHETYPE

Prerequisites Ghost Hunter Dedication

You have uncanny insight into the way ghosts and haunts manifest, manipulate the mind, and rejuvenate. You gain a +2 circumstance bonus to saving throws against mental effects caused by incorporeal undead and haunts, and you can roll a Spirit Lore or Haunt Lore check for initiative if you know that an incorporeal undead or a haunt is present.

If you are present when a spirit or haunt is defeated, you instantly gain a flash of insight into how it can be permanently put to rest. Typically, this flash manifests as a vision that presents a quick scene closely linked to the source of the spirit or haunt's creation.

Attempt a Spirit Lore or Haunt Lore check, respectively, with a DC appropriate for the spirit or haunt's level. On a success, you gain a hint about how to put the spirit to rest or permanently disable the haunt; on a critical success, you learn the exact method of doing so.



RUINS OF GAUNTLIGHT

Chapter 1:
A Light in the Fog

Chapter 2:
The Forgotten Dungeon

Chapter 3:
Cult of the Canker

Chapter 4:
Long Dream the Dead

Otari Gazetteer

Adventure Toolbox



LARGER CORPSELIGHTS

A typical corpselight can animate only a Small or Medium corpse, but particularly powerful corpselights can inhabit larger bodies. Their basic abilities remain the same, but the damage they deal and the DC of their Death Light increase as appropriate for their increased level.

Corpselight

A will-o'-wisp that starves to death might rise as a cold, blue, glowing sphere of spongy wetness—a corpselight. A corpselight instinctively seeks out a host corpse to dwell within, as its physical form quickly deteriorates if not hidden within a dead creature.

CORPSELIGHT

CREATURE 2

RARE CE MEDIUM UNDEAD

Perception +7; corpse sense (precise) 30 feet, darkvision

Languages Common, Necril

Skills Athletics +7, Intimidation +8, Stealth +8

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

Corpse Sense A corpselight can sense dead bodies within range. This is a precise sense that functions through solid barriers less than 5 feet thick.

AC 17; **Fort** +5, **Ref** +10, **Will** +7

HP 40, negative healing; **Immunities** death effects, disease, fear, paralyzed, poison, precision, unconscious; **Weaknesses** bludgeoning 5 (in skeletal corpses) or slashing 5 (in fleshy corpses)

Sunlight Powerlessness A corpselight exposed to sunlight is stunned 2 and clumsy 2, and cannot Claim a Corpse.

Wisp Form When a corpselight is reduced to 0 Hit Points while merged with a corpse, it is instead reduced to 1 Hit Point as the corpse collapses to the ground and the corpselight emerges in its wisp form. While in wisp form, a corpselight is Tiny and can take no actions other than Claim Corpse or Fly. A corpselight that starts its turn in wisp form must attempt a DC 16 flat check at the end of its turn; if it fails, it loses 1 Hit Point. A corpselight reduced to 0 Hit Points while in wisp form is destroyed.

Speed 25 feet, fly 25 feet (wisp form only)

Melee ✦ jaws +10, **Damage** 1d8+6 piercing

Melee ✦ claw +10 (agile), **Damage** 1d6+6 slashing

Claim Corpse ✦ (necromancy) **Prerequisites** The corpselight is in wisp form and is adjacent to a Medium or Small corpse that hasn't been claimed by a corpselight in the past 24 hours; **Effect** The corpselight merges with the corpse, causes the corpse to Stand, and regains 3d6 Hit Points.

Death Light ✦✦✦ (emotion, fear, mental, necromancy, occult)

Prerequisites The corpselight is in a corpse; **Effect** The corpselight emits a sickly blue beam of light from its mouth and eyes in a 20-foot cone. All living creatures in this area must attempt a DC 18 Fortitude saving throw. If at least 1 creature fails its save, the corpselight regains 2d6 Hit Points, gaining any that exceed its maximum as temporary Hit Points that last for 1 minute. The corpselight can't use Death Light again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes 1d6 negative damage.

Failure The creature takes 2d6 negative damage and is frightened 1.

Critical Failure The creature takes 4d6 negative damage and is frightened 3.



Flickerwisp

The dancing, twisting flickerwisp is a less powerful but no less malevolent type of will-o'-wisp. Like their more dangerous kin, flickerwisps prefer to haunt lonely swamps or stretches of lonely rivers or creeks, particularly near the shorelines where they can pass themselves off as nothing more than a small gathering of fireflies. A flickerwisp's body is a 3-foot-long length of hair-like fibers that flashes and pulses with ribbons and points of eerie yellow light as the creature flits through the air.

While a flickerwisp can taste fear, and finds the flavor delectable, it does not feed on this emotion. Instead, flickerwisps subsist on confusion and doubt. The sense of unease a traveler exudes when they become lost in the woods is flickerwisps' favorite repast. They can sip from this sense of disorientation without betraying their presence or harming their prey. Eventually, the flickerwisps grow too hungry and are compelled to flit closer, confuse their prey, and glut on the raw emotions. Flickerwisps do their best to swoop away before death occurs, and the most skilled of these tormentors can keep a chosen meal alive for days, sipping from confusion in small doses.

FLICKERWISP

CREATURE 2

UNCOMMON CE SMALL ABERRATION AIR

Perception +9; darkvision

Languages Aklo, Common

Skills Acrobatics +8, Deception +7, Intimidation +5, Stealth +8

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

AC 20; **Fort** +6, **Ref** +10, **Will** +7

HP 18; **Immunities** magic

Glow (aura, light) 5 feet. A flickerwisp is itself naturally invisible, but glows with pale yellow light, casting bright light in the aura and making it visible.

Innocuous A flickerwisp's appearance registers strangely in the minds of creatures who are confused. A creature with the confused condition never targets a flickerwisp with attacks unless the creature has been damaged by the flickerwisp's shock ability within the last 24 hours.

Magic Immunity A flickerwisp is immune to all spells except *faerie fire*, *gust of wind*, *magic missile*, and *maze*.

Speed fly 25 feet

Melee ✦ shock +11 (magical), **Damage** 1d8+2 electricity

Consume Confusion ✦ (concentrate) **Frequency** once per round; **Requirement** A creature within 15 feet of the flickerwisp is confused; **Effect** The flickerwisp feeds on the creature's confusion, even as its flashing body and disjointed gyrations cause existing confusion effects to persist. It regains 1d4 Hit Points, and if the creature's confused condition has a limited duration, it lasts 1 additional round.

Flicker ✦✦ (emotion, enchantment, mental, visual) The flickerwisp churns and flits in the air around an adjacent creature's head, and its length flashes and sparkles in a bewildering array of distracting pulsations. The creature must succeed at a DC 18 Will save or become confused for 1 round (2 rounds on a critical failure). On a critical success, the creature is temporarily immune to Flicker for 24 hours.



EMPTY CARESSES

Just as the cult of Nhimbaloth regards will-o'-wisps as their goddess's eyes, their teachings hold that flickerwisps are the gentle caress of her touch. To them, the confusion imposed by a flickerwisp is akin to opening the mind to the goddess's presence, and many cultists of the faith keep flickerwisps around to use in much the same way other faiths use incense or intoxicants to achieve deeper religious ecstasies.

RUINS OF GAUNTLIGHT

Chapter 1:
A Light in the Fog

Chapter 2:
The Forgotten Dungeon

Chapter 3:
Cult of the Canker

Chapter 4:
Long Dream the Dead

Otari Gazetteer

Adventure Toolbox



MORLOCK MACHINES

Morlock engineers are talented at figuring out ancient machinery or damaged constructs, but don't keep notes or record their techniques. As a result, a morlock enclave might well be defended by strange, ancient mechanical hazards or constructs that treat morlocks as allies, even though none of the morlocks can say who built the machines they use.



Morlock

Morlocks originate from humans long lost to the surface world. They have an affinity for machinery, scavenging, and strange occult behaviors.

MORLOCK SCAVENGER

The morlock scavenger is a lankier, smaller version of a typical morlock. Their stature allows them to wriggle into areas other morlocks can't access.

MORLOCK SCAVENGER

CREATURE 1

CE SMALL HUMANOID MORLOCK

Perception +6; darkvision

Languages Undercommon

Skills Acrobatics +7, Athletics +5 (+7 Climbing), Stealth +7

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

Items dagger

Light Blindness

AC 16; **Fort** +4, **Ref** +9, **Will** +6; +2 status to all saves vs. disease and poison

HP 20

Speed 30 feet, climb 20 feet

Melee ✦ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

Melee ✦ jaws +7 (agile), **Damage** 1d4+2 piercing

Ranged ✦ dagger +9 (agile, thrown 10 ft., versatile S), **Damage** 1d4+2 piercing

Scuttling Attack ✦✦ The morlock scavenger Strides twice, ignoring difficult terrain caused by natural cavern features like rubble or stalagmites. At any point during its movement, the morlock can make a melee Strike against an enemy in its reach.

Sneak Attack The morlock deals an extra 1d6 precision damage to flat-footed creatures.

Swarming Stance A morlock can share the same space as another morlock, but no more than two morlocks can occupy the same space. When morlocks share the same space, they gain a +1 circumstance bonus to attack rolls.

MORLOCK ENGINEER

Most morlocks have little talent for crafting, but a rare few have an uncanny knack for tinkering.

MORLOCK ENGINEER

CREATURE 3

UNCOMMON CE MEDIUM HUMANOID MORLOCK

Perception +8; darkvision

Languages Undercommon

Skills Acrobatics +8, Athletics +9 (+11 Climbing), Crafting +10, Stealth +10

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

Items projectile launcher (5 handfuls of junk), warhammer

Light Blindness

AC 18; **Fort** +7, **Ref** +12, **Will** +10; +2 status to all saves vs. disease and poison

HP 46

Speed 30 feet, climb 20 feet

Melee ✦ warhammer +11 (shove), **Damage** 1d8+6 bludgeoning

Melee ✦ jaws +11 (agile), **Damage** 1d4+6 piercing

Ranged ✦ projectile launcher +10 (deadly d8, range increment 50 feet, versatile P), **Damage** 1d6+6 bludgeoning

Improvised Projectile ✦ The morlock engineer quickly crafts an improvised

projectile from objects it carries or that are readily accessible in adjacent squares. Where unusual materials are available, an improvised projectile might deal damage other than bludgeoning or piercing—for example, a morlock engineer by a campfire could build a projectile that deals fire damage.

Sneak Attack The morlock deals an extra 1d6 precision damage to flat-footed creatures.

Swarming Stance As morlock scavenger.

Uncanny Tinker **◆◆** The morlock engineer tinkers with an adjacent construct or mechanical hazard. They attempt a Crafting check against the construct's or hazard's Fortitude DC. The morlock can't get an outcome better than failure if the target's level is more than double the morlock's. This ability reflects hasty battlefield repairs; once a construct or hazard regains Hit Points from this ability, it can't do so again until it's been Repaired.

Critical Success The target regains 8d6 Hit Points and a +1 circumstance bonus to attack rolls for 1 minute. Alternately, the morlock can deal 8d6 damage (bludgeoning, piercing, or slashing, as chosen by the morlock engineer) to the construct or hazard.

Success As critical success, but the target regains 4d6 Hit Points or the morlock deals 4d6 damage.

Critical Failure The morlock injures themselves, taking 3d6 damage (typically bludgeoning, piercing, or slashing, but potentially a different type at the GM's discretion).

MORLOCK CULTIST

Morlocks who serve as priests in their conclaves usually dabble in eerie occult magic.

MORLOCK CULTIST CREATURE 4

UNCOMMON CE MEDIUM HUMANOID MORLOCK

Perception +11; darkvision

Languages Aklo, Undercommon

Skills Acrobatics +10, Athletics +11 (+13 Climbing), Crafting +11 (Repair only), Occultism +13, Stealth +11

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

Items club

Light Blindness

AC 21; **Fort** +9, **Ref** +11, **Will** +11; +2 status to all saves vs. disease and poison

HP 58

Speed 30 feet, climb 20 feet

Melee **◆** club +11, **Damage** 1d6+5 bludgeoning

Melee **◆** jaws +11 (agile), **Damage** 1d4+5 piercing

Ranged **◆** club +13 (range increment 10 feet), **Damage** 1d6+5 bludgeoning

Occult Innate Spells DC 21, attack +13; **2nd** *mirror image*, *phantom pain*, *telekinetic maneuver*; **1st** *bane*, *grim tendrils*, *ray of enfeeblement*; **Cantrips** *daze*, *ghost sound*, *shield*, *telekinetic projectile*

Occult Attack **◆◆** The morlock cultist Strides up to half its speed, ignoring difficult terrain caused by natural cavern features like rubble or stalagmites. At any point during its movement, the morlock cultist can Cast a Spell that normally takes two actions or fewer to cast.

Sneak Attack The morlock deals an extra 1d6 precision damage to flat-footed creatures.



MORLOCK CULTS

Morlocks led by cultists don't always follow an established religion, in part because their insular background limits contact with the rest of the world. In many cases, a morlock cult worships some figure from the group's past, be it a revered (or more often, feared) ancestor, or even the strange machines or statues left behind from a mysterious civilization that once ruled the place where the morlocks now live.



RUINS OF GAUNTLIGHT

Chapter 1:
A Light in the Fog

Chapter 2:
The Forgotten Dungeon

Chapter 3:
Cult of the Canker

Chapter 4:
Long Dream the Dead

Otari Gazetteer

Adventure Toolbox



SCALATHRAX OIL

Scalathrax oil is a valuable alchemical component, but it's difficult to harvest and preserve. By spending 10 minutes and succeeding at a DC 21 Crafting check, a character can extract 1 Bulk of scalathrax oil worth 20 gp from a recently killed scalathrax. If scalathrax oil is used to Craft an alchemical item that deals fire damage or would benefit from the slippery quality of the oil, the crafter gains a +1 item bonus to their Crafting check. Scalathrax oil can be used as lantern oil, though it's often considered too valuable for such a mundane use.

Scalathrax

These slippery, scaly horrors dwell in remote cave networks in the Darklands, preferring to nest in narrow fissures. When on the hunt, they flick barbs from their long legs, or spray down their foes with a clear, toxic oil. The same oil coats the scalathrax's body, all of which is quite flammable—whether it's coating a victim or the scalathrax itself.

While a scalathrax appears feral, it's more intelligent than it seems and is capable of speaking in a wet, slithery voice. The vast majority of scalathraxes are foul-tempered and quick to anger, and most of them enjoy killing. It's possible to forge an alliance with a scalathrax, but doing so requires either constant bribes of new creatures to kill or a particularly intimidating personality—scalathraxes often respect bullies, seeing in them a mirror of their own cruel values.

SCALATHRAX

CREATURE 4

UNCOMMON NE MEDIUM ABERRATION

Perception +11, darkvision

Languages Undercommon

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

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

AC 21; **Fort** +11, **Ref** +13, **Will** +9

HP 60; **Weaknesses** fire 5; **Resistances** poison 5

Oily Scales A scalathrax constantly sweats a glistening oil that makes it exceptionally slick. It treats the results of Acrobatics checks to Squeeze or of any skill check to Escape as one degree of success greater than the rolled result. A scalathrax loses this benefit for 1 minute after it takes any amount of fire damage.

Speed 25 feet, climb 25 feet

Melee ♦ jaws +13 (finesse), **Damage** 2d8+5 piercing plus scalathrax venom

Ranged ♦ leg quill +13 (range increment 20 feet), **Damage** 2d4+5 piercing

Scalathrax Venom (poison) **Saving Throw** Fortitude DC 21;

Maximum Duration 6 rounds; **Stage 1** clumsy 1 (1 round); **Stage 2** clumsy 1 and slowed 1 (1 round); **Stage 3** clumsy 1 and slowed 2 (1 round)

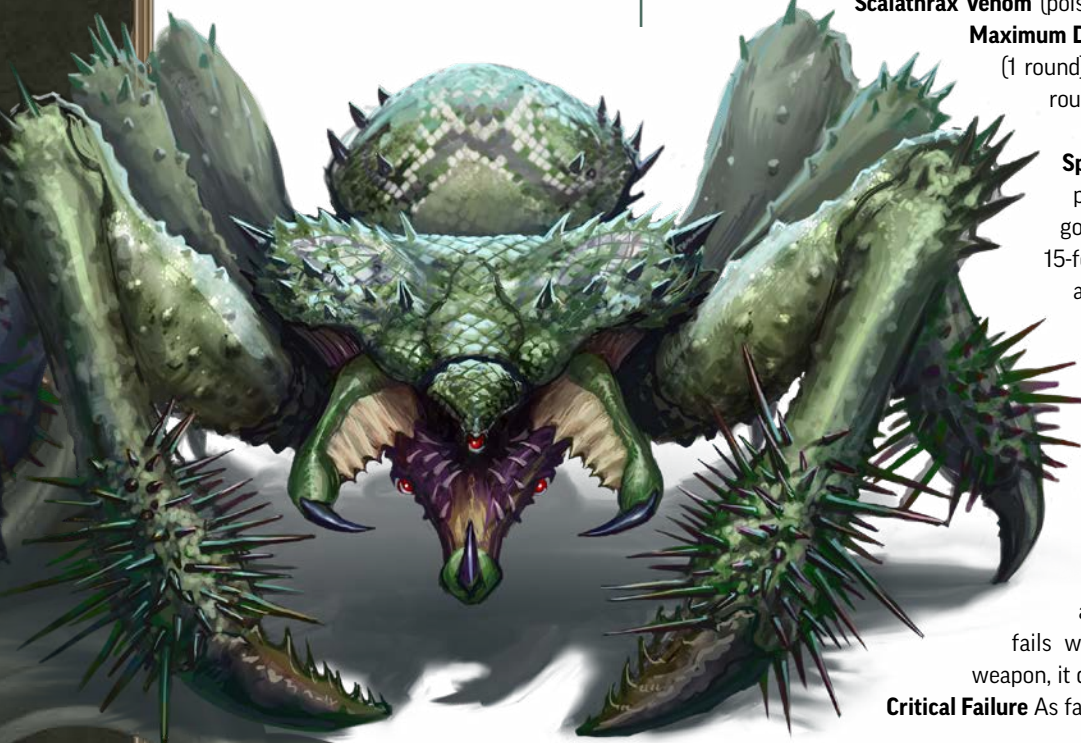
Spray Toxic Oil ♦♦ (conjunction, primal) The scalathrax disgorges a gout of toxic oil from its mouth in a 15-foot cone. Creatures in the area must attempt a DC 21 Reflex save. The scalathrax can't use Toxic Oil Spray again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature takes 1d8 poison damage.

Failure The creature takes 2d8 poison damage. For 1 minute, the creature gains weakness to fire 5, and whenever the creature critically fails with an attack roll with a wielded weapon, it drops the weapon.

Critical Failure As failure, but 4d8 poison damage.



Voidglutton

A voidglutton is a powerful type of will-o'-wisp that haunts a site where misery dwells—such as a graveyard, prison camp, or recent battlefield. A voidglutton appears as a seething sphere of glowing eyes swirling around an empty black vortex 4 feet wide. From within this vortex extend long, semi-transparent tendrils that end in seven-fingered, needled hands.

VOIDGLUTTON

CREATURE 8

RARE CE MEDIUM ABERRATION AIR

Perception +18, darkvision

Languages Aklo, Common

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

Str +0, **Dex** +6, **Con** +3, **Int** +6, **Wis** +4, **Cha** +3

AC 30; **Fort** +13, **Ref** +18, **Will** +16

HP 90; **Immunities** magic

Glow (aura, light) 30 feet. The tips of a voidglutton's fingers and its seven eyes glow, casting bright light in the area and making it visible if it was invisible.

Magic Immunity A voidglutton is immune to all spells except *faerie fire*, *glitterdust*, *magic missile*, *maze*, and spells with the light trait.

Speed fly 40 feet

Melee ♦ claw +20 (agile, finesse), **Damage** 1d6+2 piercing plus 4d6 force and fearful strike

Ranged ♦ ectoplasmic web +20 (range increment 10 feet), **Effect** ectoplasmic web trap

Occult Innate Spells DC 26; **4th** *darkness* (at will)

Consume Light ♦ (darkness, evocation, occult)

Trigger The voidglutton casts *darkness*;

Effect The voidglutton extinguishes its Glow as part of Casting the Spell. It becomes invisible as long as it remains in the area of *darkness*. If the voidglutton uses a hostile action, its invisibility ends as soon as the hostile action is completed.

Ectoplasmic Web Trap (conjuraton, occult)

A creature hit by the voidglutton's ectoplasmic web trap is immobilized and stuck to the nearest surface until it succeeds at a DC 26 check to Escape. Ectoplasmic Web Trap can immobilize incorporeal creatures.

Fearful Strike (emotion, fear, mental, occult)

When the voidglutton damages a creature with its claw Strike, the creature must succeed at a DC 26 Will save or become frightened 1 (frightened 2 on a critical failure).

Feed on Fear ♦ (concentrate) **Frequency** once

per round; **Requirement** An enemy is affected by a fear effect or has the frightened or dying condition, and is within 25 feet of the voidglutton;

Effect The voidglutton feeds on the creature's terror.

It regains 3d4 Hit Points and its Glow reignites if it had been extinguished. It cannot use Consume Light again for 1d4 rounds, as it is too glutted on fear to suppress its Glow.



AGENTS OF EMPTY DEATH

As with will-o'-wisps and their less powerful kin, flickerwisps, voidgluttons are associated with the Outer Goddess Nhimbaloth. Her cultists see voidgluttons as roving incarnations of her hunger and have been known to offer themselves up to voidgluttons as prey in order to achieve religious insights. Most who attempt this get a closer look at death than they intended.

RUINS OF GAUNTLIGHT

Chapter 1:
A Light in the Fog

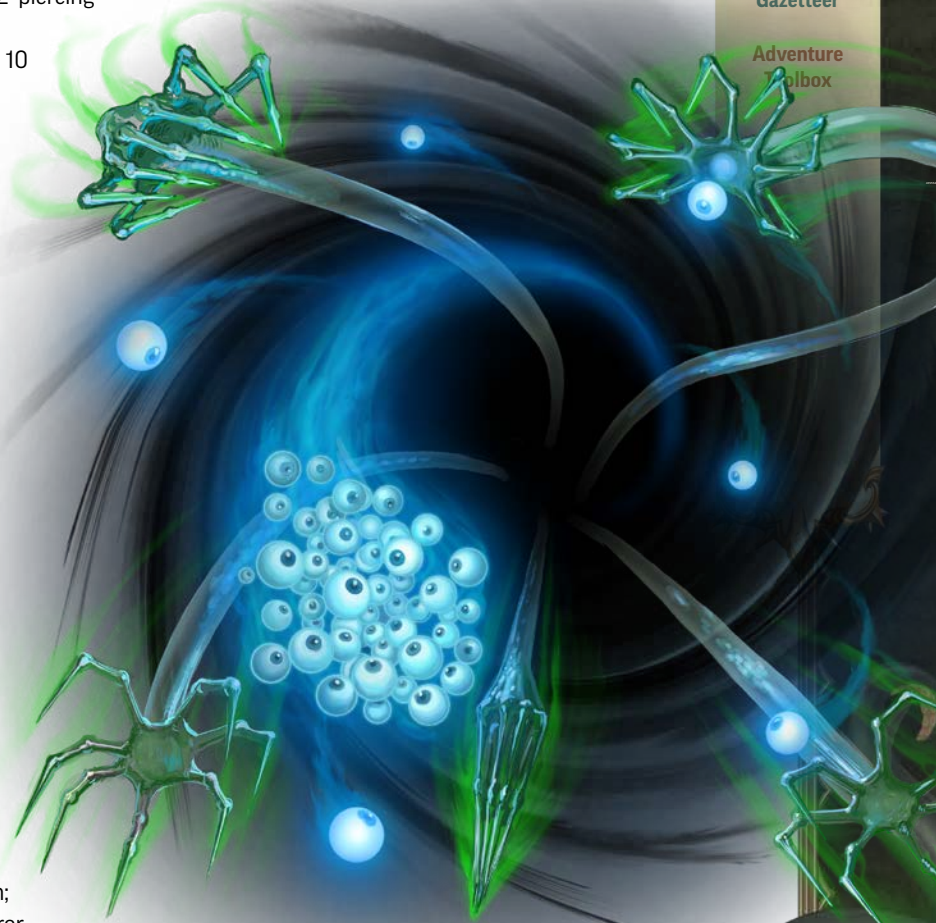
Chapter 2:
The Forgotten Dungeon

Chapter 3:
Cult of the Canker

Chapter 4:
Long Dream the Dead

Otari Gazetteer

Adventure Toolbox



Otari Ilvashti

Restless Spirit with Valuable Clues

Otari Ilvashti recalls little of his life. His time as a child growing up in Absalom and his adventures with the other members of the Roseguard have dwindled to distant but pleasant memories. His fear of the devastation Belcorra plans to unleash upon Absalom is what keeps him shackled to this world as a ghost.

When the Roseguard fought Belcorra in Gauntlight Keep, she unleashed a powerful magical explosion that collapsed the room where the fight took place. Belcorra and three heroes avoided the collapse and fought on—to Belcorra’s ultimate defeat—but the rogue Otari was caught beneath the collapse. His companions assumed he was pulverized, but Otari had fallen into a level beneath Gauntlight Keep that none of the Roseguard knew existed. Otari desperately wanted to escape to the surface and share his discovery, but Belcorra’s minions forced him to flee ever deeper into the vaults, until finally he was cornered in a dead-end cave by an immense otyugh that left him trapped and suffering from filth fever. Otari died in that deep cave, but his ghost lingers on.

Campaign Role

Otari’s role is to present the tasks necessary to reach the lower levels of the Abomination Vaults described in *Pathfinder Adventure Path #164: Hands of the Devil*. Once the heroes encounter Otari’s ghost and drive off the wisps that torment him, he relates his tale of woe. He has difficulty remembering much of his life, but becomes very emotional if he learns that the Roseguard survived and named their town after him.

While Otari’s information about the dungeon is centuries out of date, his supernatural link to the Abomination Vaults affords him glimpses into the inner workings of the dungeon and its key players. As Otari speaks to the heroes, make sure he conveys the following key points of information to them, either in the form of answers to questions or volunteered information.

- Belcorra harbored a grudge against Absalom and intended to use her sinister lighthouse,

Gauntlight, as a weapon against the city. The Roseguard never discovered its actual use, other than that it had something to do with the ability to transport creatures across significant distances and could animate the dead with its light. None of the other Roseguard members knew about the Abomination Vaults beneath *Gauntlight*. Otari learned about them only in his last few days alive.

- Some property of the Abomination Vaults increases the manifestation of ghosts, spectral undead, and haunts within their domain. Otari initially believed this was a side effect from *Gauntlight*, but has now come to suspect a link to a much more ancient and ominous source deep below this level. He knows nothing of Nhimbaloth, but if the heroes tell him of the Outer God, he suspects her influence is the source.
- Belcorra herself is now a ghost, although she cannot move far from the site to which she is anchored. Otari can sense her somewhere deep underground and is also aware that the range of her movements is slowly expanding.
- Otari suspects Belcorra intends to fully reactivate *Gauntlight* and use it to begin her long-delayed attack on Absalom. She must be put to rest before she can finish this task. Otari isn’t sure how to stop her, but believes that clues await discovery in the deeper levels of the Abomination Vaults.
- Finally, Otari feels the barrier in area **D12** blocking progress deeper into the Abomination Vaults. He understands that it is powered by the souls of Belcorra’s defeated enemies. Fortunately, he also understands how to take the barrier down. The Roseguard were the adventurers who finally killed her, and their psychic resonance can drop the barrier. The heroes must find and place four icons the Roseguard once held dear onto the altar in area **D13** to do this. Otari’s thieves’ tools are here with his bones and serve as his icon. The other icons are the brooch belonging

to the cleric Aesephna Menhemes (which bears the religious symbol of her god, Erastil), the spellbook belonging to the wizard Zarmavdian, and the trusty longsword of the fighter Vol Rajani.

Once the heroes take on the burden of facing and defeating Belcorra and open the way to the deeper levels of the Abomination Vaults, Otari's soul is free to travel to its final reward. You should ensure he has imparted all of the above information to the heroes before he fades away.

If you wish, though, you can put a darker spin on things—rather than have Otari's spirit achieve freedom, it could instead be captured by the temple of Nhimbaloth at the bottom of the Abomination Vaults. In this case, the heroes should learn about Otari's fate through a vision or nightmare, or perhaps even see his tormented ghost pulled downward against his will. Otari's ghost remains trapped until the heroes finally defeat Belcorra.

OTARI ILVASHTI CREATURE 9

UNIQUE CG MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

Male ghost adventurer (*Pathfinder Bestiary* 166)

Perception +18; darkvision

Languages Common, Elven, Gnomish

Skills Acrobatics +18, Society +18, Stealth +20, Thievery +20

Str -5, **Dex** +6, **Con** +0, **Int** +4, **Wis** +3, **Cha** +4

Site Bound (area D18)

AC 25; **Fort** +16, **Ref** +20, **Will** +17

HP 120, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistance** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Rejuvenation Securing the four icons of the Roseguard and placing them on the altar in area D13 allows Otari to move on to the afterlife.

Speed fly 25 feet

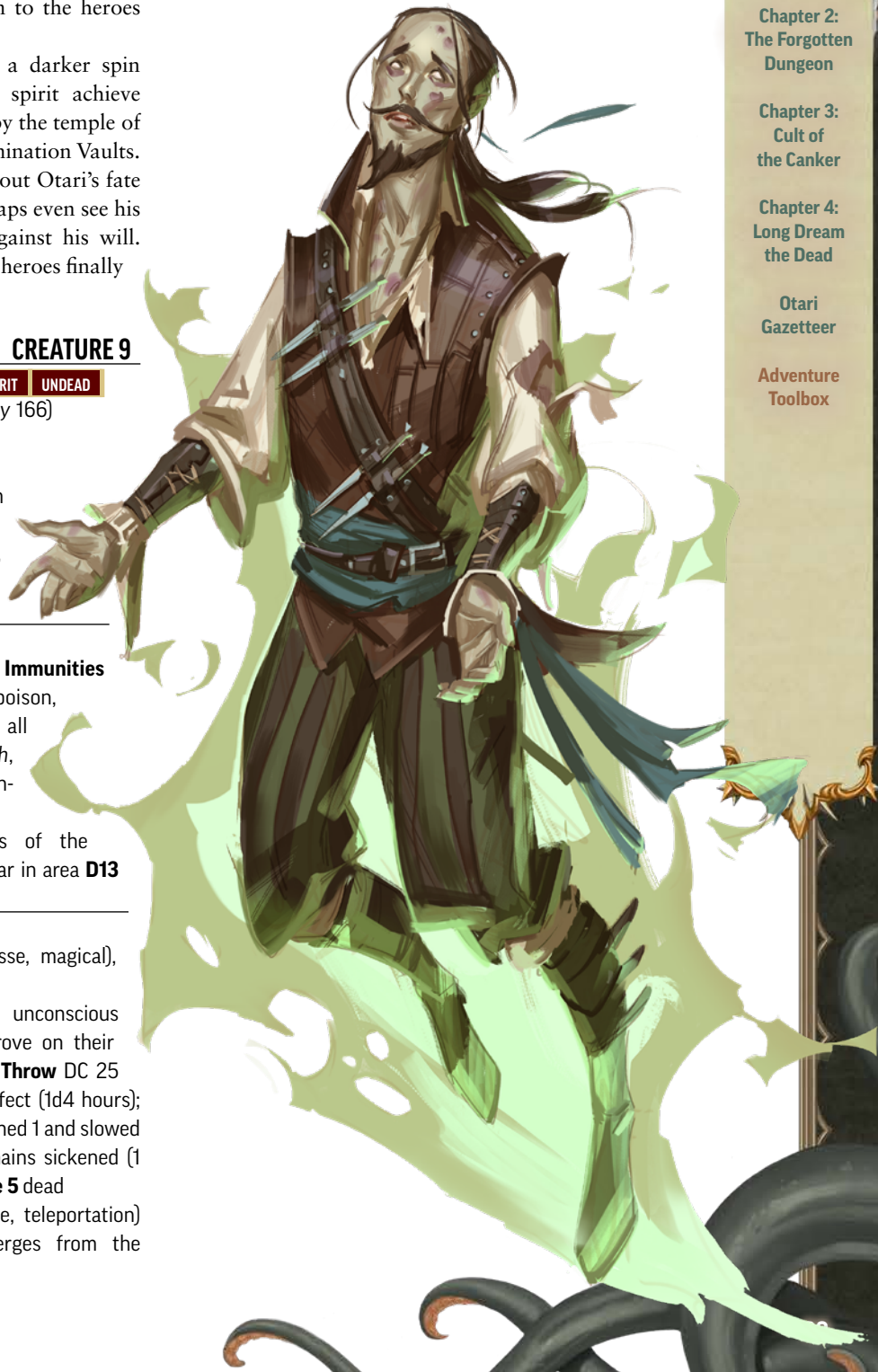
Melee ♦ ghostly hand +19 (agile, finesse, magical), **Damage** 3d6+6 negative

Filth Fever (disease) The sickened and unconscious conditions from filth fever don't improve on their own until the disease is cured. **Saving Throw** DC 25 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours); **Stage 2** sickened 1 (1 day); **Stage 3** sickened 1 and slowed 1 as long as the affected creature remains sickened (1 day); **Stage 4** unconscious (1 day); **Stage 5** dead

Infested Shadow ♦♦ (conjuration, divine, teleportation) Otari fades away, momentarily emerges from the

shadow of another creature within 30 feet, and makes a ghostly hand Strike against a single target within reach of this creature (but not against the creature whose shadow he infests). On a successful Strike, the target is also flat-footed until the start of Otari's next turn. Otari then reappears at his starting point. The creature whose shadow Otari infests is exposed to filth fever.

Sneak Attack Otari deals 2d6 extra precision damage to flat-footed creatures.



RUINS OF GAUNTLIGHT

Chapter 1:
A Light in the Fog

Chapter 2:
The Forgotten Dungeon

Chapter 3:
Cult of the Canker

Chapter 4:
Long Dream the Dead

Otari
Gazetteer

Adventure
Toolbox

Wrin Sivinxí

Helpful Patron Haunted by Spectral Visions

Wrin Sivinxí grew up in the small village of Glitterbough in Kyonin, but a traveler wouldn't find her hometown if they were to visit that nation today, for Glitterbough was destroyed 10 years ago by demons in the service of Treerazer. Despite the loss of her hometown, Wrin feels no sadness or despair about the event, for none perished in Glitterbough's fall. In the days before the demon army's attack, Wrin had a vision of the disaster. She warned her parents and neighbors, and their trust in her visions gave the town the time it needed to relocate everyone in the village to safety. When the demons came, they found Glitterbough deserted, and when they burned it in frustration, they suffered greatly from the magical traps the elves had left behind to greet them.

When she came of age a few years later, Wrin left her parents and friends, eager to find her own place in the world. As she traveled, she trusted in her visions and her unusual faith in a pantheon of deities associated with space and time she refers to as the Cosmic Caravan, looking to the nightly stars to make decisions for tomorrow. Her knack for finding lost things and gathering strange treasures made establishing her own curio shop an obvious choice, and it wasn't by chance that she decided to set up that shop in Otari—it was simply the port she'd arrived at when her capacity to carry her collection finally outweighed its portability.

She opened her shop, Wrin's Wonders, 4 years ago. In that time, she's become part of the community, even if many of its citizens regard her as a good-natured eccentric. Sales of the strange and bizarre aren't brisk in the small town, but that's no matter to Wrin—she's patient and has enjoyed her time in Otari so far. One day, she hopes to make enough money to fund a trip west, for she's heard tell of an abandoned observatory in the small town of Crookcove on Ravounel's southwestern coast that she hopes to purchase and transform into a temple devoted to the Cosmic Caravan. But for the time being, she's content to stay in Otari and sleep under the stars.

Wrin's tiefling ancestry is impossible to miss, and it's something she long ago decided to embrace. Eyes devoid of pupils, small ram horns curling around her elven ears, a thin tail, and fingertips that sparkle with motes of glittering lights leave no doubt that she is touched by supernatural forces. Yet her quick smile and welcoming attitude have always helped her to secure friendships during her travels.

Campaign Use

Wrin's primary purpose is to motivate the heroes' initial explorations and to give them a focal point to gather around. The *Abomination Vaults Player's Guide* assumes that Wrin is a contact the heroes share in common, so when she notices a strange buildup of eerie light atop distant *Gauntlight*, it's natural for her to confide her fears in the heroes.

As the campaign progresses, Wrin can help the heroes in other ways, such as by performing astrology readings for the heroes to aid them in their explorations. While she won't give her store's wares away for free, her establishment is the best place to buy and sell the odd magical treasures heroes tend to find and crave. Wrin can also introduce the heroes to the wonders of the spirit world—her tutelage unlocks the ghost hunter archetype (page 81). Despite the claustrophobia she suffers, if the heroes find themselves in over their head in the Abomination Vaults, you can have Wrin face her fears to brave the dungeon and mount a rescue. Of course, you shouldn't use Wrin in this capacity except as a last resort to keep the campaign from reaching an untimely end!

WRIN SIVINXI

CREATURE 5

UNIQUE CG MEDIUM ELF HUMANOID TIEFLING

Female tiefling elf oddities merchant (*Pathfinder Bestiary* 262)

Perception +12; low-light vision, spirit sight (precise)
30 feet

Languages Aklo, Common, Elven, Sylvan, Varisian

Skills Acrobatics +12, Astrology Lore +12, Nature +12, Occultism +12, Performance +10, Religion +13, Spirit Lore +16

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

Claustrophobia Wrin becomes overwhelmed when she's underground, or when she's in an indoor space that's smaller than 10 feet in diameter. At these times, she is sickened 2 and cannot reduce her sickened condition until she's outside of the enclosed area.

Spirit Sight Wrin can see creatures with the spirit trait within 30 feet, regardless of whether they are visible to the naked eye. This ability sometimes allows Wrin to notice other supernatural auras, such as the buildup of spiritual energy atop *Gauntlight*.

Items harrow fortune-telling deck, silver religious symbol, +1 *starknife*, violin

AC 20; **Fort** +9, **Ref** +15, **Will** +12

HP 75

Speed 25 feet

Melee ♦ *starknife* +12 (agile, deadly d6, finesse, magical, versatile S), **Damage** 1d4 piercing

Melee ♦ tail +10 (agile, finesse, unarmed), **Damage** 1d4 bludgeoning

Ranged ♦ *starknife* +12 (agile, deadly d6, magical, thrown 20 feet, versatile S), **Damage** 1d4 piercing

Primal Spontaneous Spells DC 22, attack +14; **3rd** (3 slots) *enthrall*, *heal*, *remove disease*; **2nd** (4 slots) *glitterdust*, *hideous laughter*, *restoration*, *web*; **1st** (4 slots) *charm*, *feather fall*, *gust of wind*, *pest form*; **Cantrips (3rd)** *dancing lights*, *disrupt undead*, *ghost sound*, *ray of frost*, *stabilize*

Bloodline Spells 1 Focus Point, DC 22; **3rd** *faerie dust* (*Core Rulebook* 404)

Blood Magic When Wrin casts *charm*, *enthrall*, *faerie dust*, *ghost sound*, or *hideous laughter*, fey glamours dance around Wrin or one target of the spell, causing them to be concealed for 1 round. Such obvious concealment can't be used to Hide.

Read the Stars (divination, exploration, prediction, primal)

Frequency once per day; **Effect** Wrin attempts to read the future in the stars by spending an hour studying the night sky—she can't use this ability during the day, on an overcast night, or when she can't otherwise study the stars. Although Wrin usually performs this reading for an individual person or to answer a pressing question she has, for the purposes of this campaign she reads the stars for the party as a whole. She attempts an Astrology Lore check, using the DC appropriate for the heroes' current level (see Table 10-5: DCs by Level, *Core Rulebook* 503).

Critical Success The results of Wrin's astrological readings have the effects of *read omens*, and the

heroes gain a +1 circumstance bonus to saving throws for 24 hours.

Success The results of Wrin's astrological readings have the effects of *augury*, but can predict results up to 24 hours into the future.

Failure No reading.

Critical Failure Wrin brushes against hostile spiritual forces, and cannot Read the Stars for 1 week.



RUINS OF GAUNTLIGHT

Chapter 1:
A Light in the Fog

Chapter 2:
The Forgotten Dungeon

Chapter 3:
Cult of the Canker

Chapter 4:
Long Dream the Dead

Otari
Gazetteer

Adventure
Toolbox