





# ADVENTURE TOOLBOX

## EYES OF EMPTY DEATH

Chapter 1:  
Decaying Gardens

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To Draw the Baleful Glare

Nhimbaloth

Ghosts of the Inner Sea

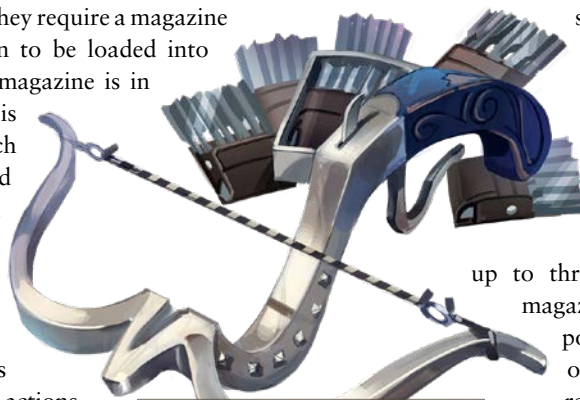
Adventure Toolbox

## Weapons and Adventuring Gear

Creatures the heroes encounter in this adventure use the following weapons and equipment. Urdefhans use shauth weapons in addition to their iconic rhoka swords, while drow of Yldaris use repeating hand crossbows.

### NEW WEAPON TRAITS

**Repeating:** A repeating weapon is typically a type of crossbow that has a shorter reload time. These weapons can't be loaded with individual bolts like other crossbows; instead, they require a magazine of specialized ammunition to be loaded into a special slot. Once that magazine is in place, the ammunition is automatically loaded each time the weapon is cocked to fire, reducing its reload to the value in its reload entry (typically 0). When the ammunition runs out, a new magazine must be loaded, which requires a free hand and 3 Interact actions (to remove the old magazine, retrieve the new magazine, and slot the new magazine in place). These actions don't need to be consecutive.



Repeating Hand Crossbow and Magazines

### WEAPON DESCRIPTIONS

**Repeating Hand Crossbow:** This weapon features an ingeniously designed catch mechanism at the top of the flight grove, just in front of the latch, which automatically loads a bolt from a magazine and resets the string each time the weapon is fired. A typical repeating hand crossbow magazine holds five bolts.

**Rhoka Sword:** These dual-bladed swords are commonly used by urdefhan warriors.

**Shauth Blade:** These strange curved blades are

jagged and deadly weapons made from the alchemically strengthened teeth of dead urdefhans. Each weapon is typically named for the urdefhan whose teeth were forged into the weapon, which are often carried (and revered) by that urdefhan's descendants. Magical shauth blades allow an urdefhan wielder to channel their Wicked Bite ability through shauth blade Strikes.

**Shauth Lash:** This metal chain bears hook-like barbs made of alchemically strengthened urdefhan teeth. Magical shauth lashes have the same ability to channel an urdefhan wielder's Wicked Bite as magical shauth blades, and urdefhans hold these weapons with the same reverence as they do shauth blades.

### GEAR DESCRIPTIONS

**Shootist Bandolier:** This leather bandolier holds up to three repeating hand crossbow magazines in leather pockets that pop open with the quick flick of a thumb. You reduce the reload time for a repeating hand crossbow magazine from the bandolier by 1, to a total of 2 actions. You can wear only one shootist bandolier at a time.

## Alchemical Items

The following alchemical items can be found in this adventure.

### ALCHEMICAL BOMB

Alchemical bombs are martial thrown weapons with a range increment of 20 feet. Like all alchemical bombs, necrotic bombs combine volatile alchemical components that explode when the bomb hits a creature or object.

**TABLE 1: MELEE WEAPONS**

Uncommon Martial Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Shaalth blade	2 gp	1d4 S	L	1	Knife	Agile, deadly d8, finesse, versatile P
Uncommon Advanced Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Rhoka sword	4 gp	1d8 S	2	1	Sword	Deadly d8, two-hand d10
Shaalth lash	8 gp	1d6 S	1	2	Flail	Deadly d10, finesse, trip

**TABLE 2: RANGED WEAPONS**

Uncommon Advanced Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Repeating hand crossbow	10 gp	1d6 P	60 ft.	0	L	1	Bow	Repeating
Magazine with 5 bolts	9 sp							

**TABLE 3: UNCOMMON ADVENTURING GEAR**

Item	Price	Bulk	Hands
Shootist bandolier	1 gp	–	–

**TABLE 4: ALCHEMICAL GEAR**

Alchemical Bombs	Price	Bulk	Hands
Necrotic bomb	varies	L	1
Alchemical Poisons	Price	Bulk	Hands
Stupor poison	20 gp	L	2
Alchemical Tools	Price	Bulk	Hands
Fungal walk musk	21 gp	L	2

**NECROTIC BOMB**

**ITEM 1+**

ALCHEMICAL BOMB CONSUMABLE NEGATIVE SPLASH

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

**Activate** ⚡ Strike

Necrotic bombs combine reagents most people consider disgusting at best and unholy at worst, creating a life-sucking miasma upon contact with air. A necrotic bomb deals the listed negative damage and splash damage, and it sickens the primary target on a critical hit. This damage harms only living creatures. Many types grant an item bonus to attack rolls.

**Type** lesser; **Level** 1; **Price** 3 gp

The bomb deals 1d6 negative damage and 1 negative splash damage. On a critical hit, the target is sickened 1.

**Type** moderate; **Level** 3; **Price** 10 gp

You gain a +1 item bonus to attack rolls. The bomb deals 2d6 negative damage and 2 negative splash damage. On a critical hit, the target is sickened 2.

**Type** greater; **Level** 11; **Price** 250 gp

You gain a +2 bonus to attack rolls. The bomb deals 3d6 negative damage and 3 negative splash damage. On a critical hit, the target is sickened 3.

**Type** major; **Level** 17; **Price** 2,500 gp

You gain a +3 bonus to attack rolls. The bomb deals 4d6 negative damage and 4 negative splash damage. On a critical hit, the target is sickened 4.



**Necrotic Bomb**

**ALCHEMICAL POISON**

This alchemical poison is a potent toxin distilled from sources deep in the Darklands.

**STUPOR POISON**

**ITEM 4**

UNCOMMON ALCHEMICAL CONSUMABLE INCAPACITATION INJURY POISON SLEEP

**Price** 16 gp

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

**Activate** ⚡ Interact

Stupor poison is a more potent distillation of lethargy poison. Further exposure to stupor poison doesn't require the target to attempt additional saving throws; only failing a saving throw against an ongoing exposure can progress its stage.

**Saving Throw** DC 20 Fortitude; **Maximum Duration** 6 hours; **Stage 1** slowed 1 and flat-footed (1 round); **Stage 2** slowed 2 and flat-footed (1 round); **Stage 3** unconscious with no Perception check to wake up (1 round); **Stage 4** unconscious with no Perception check to wake up (1d6 hours)

**ALCHEMICAL TOOL**

The heroes might obtain this alchemical tool from Yldaris drow connections.

**FUNGAL WALK MUSK**

**ITEM 5**

ALCHEMICAL CONSUMABLE OLFACTORY

**Price** 21 gp

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

**Activate** ⚡ Interact

This foul-smelling unguent dulls the odors and traces that fungus creatures detect. For 1 day after you slather this musk on your body, fungus creatures take a -4 penalty to Perception checks to Seek you or otherwise notice you. If a fungus creature is mindless, it instead has a -6 penalty. The musk also grants you a +1 item bonus to AC against melee attacks from fungus creatures with no vision for the same period of time. The effects of fungal walk musk end immediately if you're submerged in water or subject to another olfactory effect.



## Spells

The heroes might come across the following new spells in this adventure.

### CALL THE BLOOD

SPELL 4

UNCOMMON DEATH NECROMANCY NEGATIVE

**Traditions** arcane, occult, primal

**Cast** ◆◆ somatic, verbal

**Range** 60 feet; **Target** 1 living creature

**Saving Throw** basic Fortitude

With a word and gesture, you cause streams of blood to erupt from the target's mouth, nostrils, ears, or other facial openings and come rushing into your mouth. You deal 8d4 negative damage to the target.

If the target takes damage, its blood flows into your mouth. If you're a living creature and don't have negative healing, you're sickened 2. If you're undead (or living but have negative healing), you can choose to either gain temporary Hit Points equal to half of the negative damage the target takes (after applying resistance and the like) and become quickened for 1 round, or forgo the temporary Hit Points and become quickened for 1 minute. You can use this extra action only to Step, Stride, or Strike. You lose any remaining temporary Hit Points after 1 minute.

**Heightened (+1)** The damage increases by 2d4.

### ECTOPLASMIC EXPULSION

SPELL 5

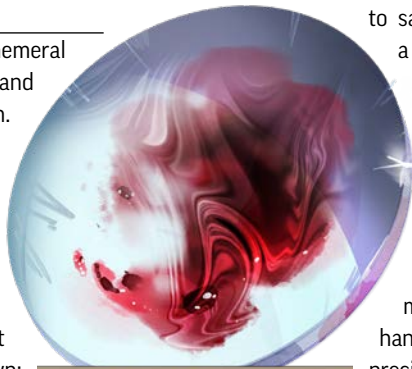
UNCOMMON MENTAL NECROMANCY

**Traditions** occult

**Cast** ◆◆◆ material, somatic, verbal

**Range** 30 feet; **Target** 1 creature

You call upon tendrils of ephemeral ectoplasm to pass through the target and carry away a harmful psychic affliction. You immediately attempt to counteract a single effect on the target with the emotion or possession trait, or an effect giving the target the controlled or fascinated condition. If you fail to counteract the effect, you nevertheless set up a resonance that allows the target to more ably escape the effect on its own; for the next hour, the target gains a +2 status bonus to Will saves to shrug off the effect you failed to counteract (such as Will saves to shake off control by the *possession* spell).



Crimson Fulcrum Lens

## Magic Items

*Fulcrum lenses* are unique magical crystals that each contain a sliver of Nhimbaloth's essence. They belong to a larger set of lenses created to manipulate or even bind the Empty Death; most of the other lenses are long lost and likely destroyed. The Haruvex family came

into possession of four of the lenses, and they knew that bringing them together focused Nhimbaloth's attention in unprecedented and dangerous ways. Belcorra brought all four lenses to the Abomination Vaults with her, intending to install them in *Gauntlight* for her ultimate revenge upon Absalom. She also created a special receptacle called the *Fulcrum Lattice* to hold the lenses so that their power could be focused together. She realized the danger of keeping the *fulcrum lenses* too close together until the right time and spread them out among loyal groups in the Abomination Vaults' lowest levels for safekeeping.

Belcorra keeps only the most powerful lens, the *Ebon Fulcrum Lens*, with her—indeed, as a ghost, it's the only one she can carry. If the heroes can bring the other three lenses to bear against Belcorra, they can draw Nhimbaloth's dread glare to the sorcerer. Despite her loyalty, Belcorra can't hope to keep her spirit intact when Nhimbaloth gazes directly upon it.

The *fulcrum lenses* are more than mere receptacles of Nhimbaloth's essence. Each grants those who use it a fragment of the Great Old One's power.

### CRIMSON FULCRUM LENS

ITEM 9

UNIQUE ENCHANTMENT INVESTED OCCULT

**Price** 700 gp; **Bulk** 1

This concave lens has a drifting crimson cloud resembling slowly swirling blood within it. While you have the *Crimson Fulcrum Lens* invested, you seethe with malevolent fury you can barely contain. You gain a +2 item bonus to saving throws against fear effects and a +2 item bonus to your melee Strike damage (this increases to a +4 item bonus to damage if the melee Strike is a jaws attack). You can also activate the lens in the following ways.

**Activate** ◆◆ Interact; **Frequency** once per day; **Effect** You grasp the *Crimson Fulcrum Lens* in one hand and make a Strike that doesn't require that hand. The Strike deals an additional 1d8 precision damage (or 2d8 precision damage if you make a jaws Strike) and doesn't count toward your multiple attack penalty.

**Activate** ◆◆ Interact (attack, possession);

**Effect** While grasping the lens, make a melee spell attack roll with a modifier of +18. On a hit, you force the splinter of Nhimbaloth's essence from the lens to possess the target. You're no longer invested in the lens, and the target gains the benefits as though it had invested the lens but can't activate the lens's other abilities. This effect is permanent, but it can be ended by any effect that removes a possession effect. The lens doesn't have

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any magical abilities until the possession effect ends; when it does, the essence returns to the lens.

## EBON FULCRUM LENS

ITEM 12

UNIQUE INVESTED NECROMANCY OCCULT

Price 2,000 gp; Bulk L

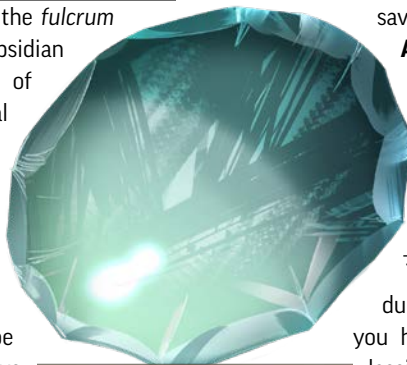
This strangest and most powerful of the *fulcrum lenses* resembles a chip of smooth obsidian containing three dark glimmers of Nhimbaloth's essence. Incorporeal creatures can touch and hold the *Ebon Fulcrum Lens*. While you have the *Ebon Fulcrum Lens* invested, and you're a corporeal creature, you become insubstantial, gain the incorporeal trait, and are drained 2. Your drained condition can't be reduced below 2 as long as you have the lens invested. You can activate the lens in the following ways. Both require expenditures of glimmers within the lens; once the lens is depleted of its three glimmers, it retains its ability to make corporeal creatures insubstantial but can't be used for its other abilities until its glimmers are restored (which generally requires a ritual or being steeped in an area of Nhimbaloth's power).

**Activate**  $\curvearrowright$  envision; **Frequency** once per day;

**Requirement** At least one glimmer remains in the *Ebon Fulcrum Lens*; **Prerequisites** you have the rejuvenation ability; **Trigger** you would be destroyed and are able to rejuvenate; **Effect** For the first 24 hours after you rejuvenate, you gain a +1 item bonus to attack rolls, saving throws, and DCs. Reduce the number of glimmers remaining in the lens by 1.

**Activate**  $\curvearrowright$  Interact; **Frequency** once per day;

**Requirement** At least one glimmer remains in the *Ebon Fulcrum Lens*; **Effect** You draw upon a glimmer of Nhimbaloth's essence for power; reduce the number of glimmers remaining in the lens by 1. You're quickened for 1 minute and gain a +1 item bonus to attack rolls, saving throws, and DCs. You can use this extra action to Stride or Step, or for an action in a special ghost ability you have.



Emerald Fulcrum Lens



Fulcrum Lattice

## EMERALD FULCRUM LENS

ITEM 10

UNIQUE INVESTED NECROMANCY NEGATIVE OCCULT

Price 1,000 gp; Bulk 3

This concave green lens is pitted and flawed; its jagged edges can cut those who don't handle it with care. While you have the *Emerald Fulcrum Lens* invested, your flesh appears

waxed and pallid. You gain negative healing and *harm* spells gain a +4 status bonus to the Hit Points they restore to you. You can also activate the lens in the following ways.

**Activate**  $\curvearrowright$  Interact (healing); **Frequency** once per day;

**Effect** You grasp the *Emerald Fulcrum Lens* in one hand, regain 30 Hit Points, and gain a +2 item bonus to saving throws against magic for 1 round.

**Activate**  $\curvearrowright$  Interact (attack, possession); as *Crimson Fulcrum Lens*, but the melee spell attack modifier is +20.

## OCHRE FULCRUM LENS

ITEM 11

UNIQUE ENCHANTMENT INVESTED OCCULT

Price 1,400 gp; Bulk 2

This brownish-orange lens always seems dusty and gritty, even when wet. While you have the *Ochre Fulcrum Lens* invested, lassitude grips you. You gain resistance 10 to mental damage and a +2 status bonus to saves against emotion effects. You can also

activate the lens in the following ways.

**Activate**  $\curvearrowright$  Interact; **Frequency** once per day; **Effect** You hold up the *Ochre Fulcrum Lens* in your hand and the item casts *crushing despair* (DC 31 Will save).

**Activate**  $\curvearrowright$  Interact (attack, possession); as *Crimson Fulcrum Lens*, but the melee spell attack modifier is +21.

## FULCRUM LATTICE

ITEM 11

UNIQUE OCCULT TRANSMUTATION

Price 1,200 gp

Usage held in 2 hands; Bulk 2

This silver and copper framework is shaped to hold four focusing lenses, one behind the other, from smallest to largest. It has a socketed base to be mounted into a stand, such as that found in a lighthouse lantern. The *Fulcrum Lattice* was specifically designed to hold the four *fulcrum lenses* from smallest to largest (ebon, crimson, ochre, emerald), and it hums slightly while within 10 feet of any *fulcrum lens*. A *fulcrum lens* slotted into the *Fulcrum Lattice* has no Bulk; the lattice remains at 1 Bulk and can be carried easily. Inserting or removing a lens from the *Fulcrum Lattice* requires a single Interact action.

The *Fulcrum Lattice* channels the power of *fulcrum lenses* joined with it. While you hold the *Fulcrum Lattice*, lenses socketed into it are considered to be in your hand for the purpose of activating their abilities. When you make a melee spell attack with a lens in the *Fulcrum Lattice*, you use the highest melee spell attack modifier of any lens in the lattice, or you can use your melee attack modifier with simple weapons if it's greater.



## Drow Shootist Archetype

Some drow take skill with the hand crossbow to new heights. You've learned the secrets of these fabled drow shootists. With fearlessness and swagger, you can accomplish amazing deeds with hand crossbows.

**Additional Feats:** You can select these class feats as archetype feats, as described on page 149 of the *Advanced Player's Guide*. **8th:** Poison Weapon (*Core Rulebook* 185), Running Reload (*Core Rulebook* 172); **10th:** Skirmish Strike (*Core Rulebook* 186).

### DROW SHOOTIST DEDICATION FEAT 2

UNCOMMON ARCHETYPE DEDICATION

**Prerequisite** trained in the hand crossbow

Every chance you get, you practice with the hand crossbow to increase your draw speed and accuracy. Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency in the hand crossbow. If you're at least an expert in a hand crossbow you're using, you gain access to its critical specialization effect. You also gain the Shootist's Draw action.

**Shootist's Draw** **◆** **Frequency** once per round; **Effect** You Interact to draw a hand crossbow and Strike with it, or you Strike with a loaded hand crossbow you're already holding and then Interact to stow it.

**Special** You can't select another dedication feat until you've gained two other feats from the drow shootist archetype.

### REPEATING HAND CROSSBOW TRAINING FEAT 4

ARCHETYPE

**Prerequisites** Drow Shootist Dedication

You become trained in the repeating hand crossbow (page 73) and gain access to repeating hand crossbows and shootist bandoliers (page 73). Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency in the repeating hand crossbow. If you're at least an expert in a repeating hand crossbow you're using, you gain access to its critical specialization effect. You can perform the Shootist's Draw action with repeating hand crossbows.

**Special** If you have the Running Reload feat, you can reload a repeating hand crossbow magazine on the move. You can use Running Reload as a 3-action activity to reload a magazine into a repeating hand crossbow after you Stride, Step, or Sneak, or as a 2-action activity if you use a magazine from a shootist bandolier.

### RELOADING TRICK ◆ FEAT 6

ARCHETYPE MANIPULATE

**Prerequisites** Drow Shootist Dedication

**Frequency** once per round

**Requirements** You're holding an unloaded hand crossbow.

You can fire off a single shot even when unprepared. You Interact to reload your hand crossbow and Strike with it.

**Special** If you have the Repeating Hand Crossbow Training feat, you can use this feat with a repeating hand crossbow to load either a bolt or a magazine, but the speed means you can fire only one bolt, then the magazine jams. You must spend a 3-action Interact activity to remove the jammed magazine and clear it before it can be used again.

### LETHARGY POISONER FEAT 8

ARCHETYPE

**Prerequisites** Drow Shootist Dedication, trained in Crafting You've learned more than the use of hand crossbows from drow lore. During your daily preparations, you can prepare a dose of lethargy poison (*Core Rulebook* 552) from ordinary materials in a wilderness or urban area. If you're an expert in Crafting, you can instead craft a dose of stupor poison (page 74). You can prepare two doses (of either poison) if you're a master in Crafting and three doses if you're legendary in Crafting. The save DC for this poison is equal to your class DC. Only you can use these poisons, and they expire the next time you make your daily preparations. The GM might decide that the area you're in is too barren to provide the materials you need for this feat.



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### BRIGHT WALKER FORMATION

Most calignis assume that bright walkers arise at the whims of their malign and capricious demigods, the Forsaken, but as the Forsaken are denied the souls of these undead, some other unknown force must be involved.

Forsaken, but as the Forsaken are denied the souls of these undead, some other unknown force must be involved.

## Bright Walker

Those who encounter calignis (*Pathfinder Bestiary* 50) quickly learn that their deaths involve burning out instead of bleeding out. At times, this dramatic immolation is denied to a caligni, so they arise as a bright walker. Tied to caligni society, these creatures don't understand that their glow damages and repels living calignis. Despite their name, these undead don't walk; they instead float a few inches above the ground.

### BRIGHT WALKER

CREATURE 9

RARE NE MEDIUM INCORPOREAL SPIRIT UNDEAD

**Perception** +19, greater darkvision

**Languages** Caligni

**Skills** Acrobatics +19, Intimidation +18, Stealth +19

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

**AC** 26; **Fort** +15, **Ref** +21, **Will** +19

**HP** 115, negative healing; **Immunities**

death effects, disease, paralyzed, poison, precision, unconscious; **Resistance** all

damage 10 (except for force, *ghost touch*, or positive; double resistance vs. non-magical).

**Bright Release** (fire, light) When a bright walker is reduced to 0 Hit Points, they flash out in a burst of light, obtaining the blazing end they were denied at death. This blaze deals 10d6 fire damage (DC 25 basic Reflex save) to creatures within 20 feet. Creatures who fail this save are also dazzled for 1 minute (blinded for 1 minute on a critical failure).

**Light Aura** (aura, divine, light) 30 feet. The bright walker sheds bright light. Any creature that starts its turn in the aura must attempt at a DC 24 Fortitude save.

**Critical Success** The creature is temporarily immune for 24 hours.

**Success** The creature is dazzled for 1 round.

**Failure** The creature is blinded for 1 round.

**Critical Failure** The creature is blinded for 1 hour.

**Suppress Aura** ◆ (concentrate) The bright walker suppresses their light aura for 1 round, reducing it to a faint, ghostly glow of dim light.

**Speed** fly 25 feet; landbound

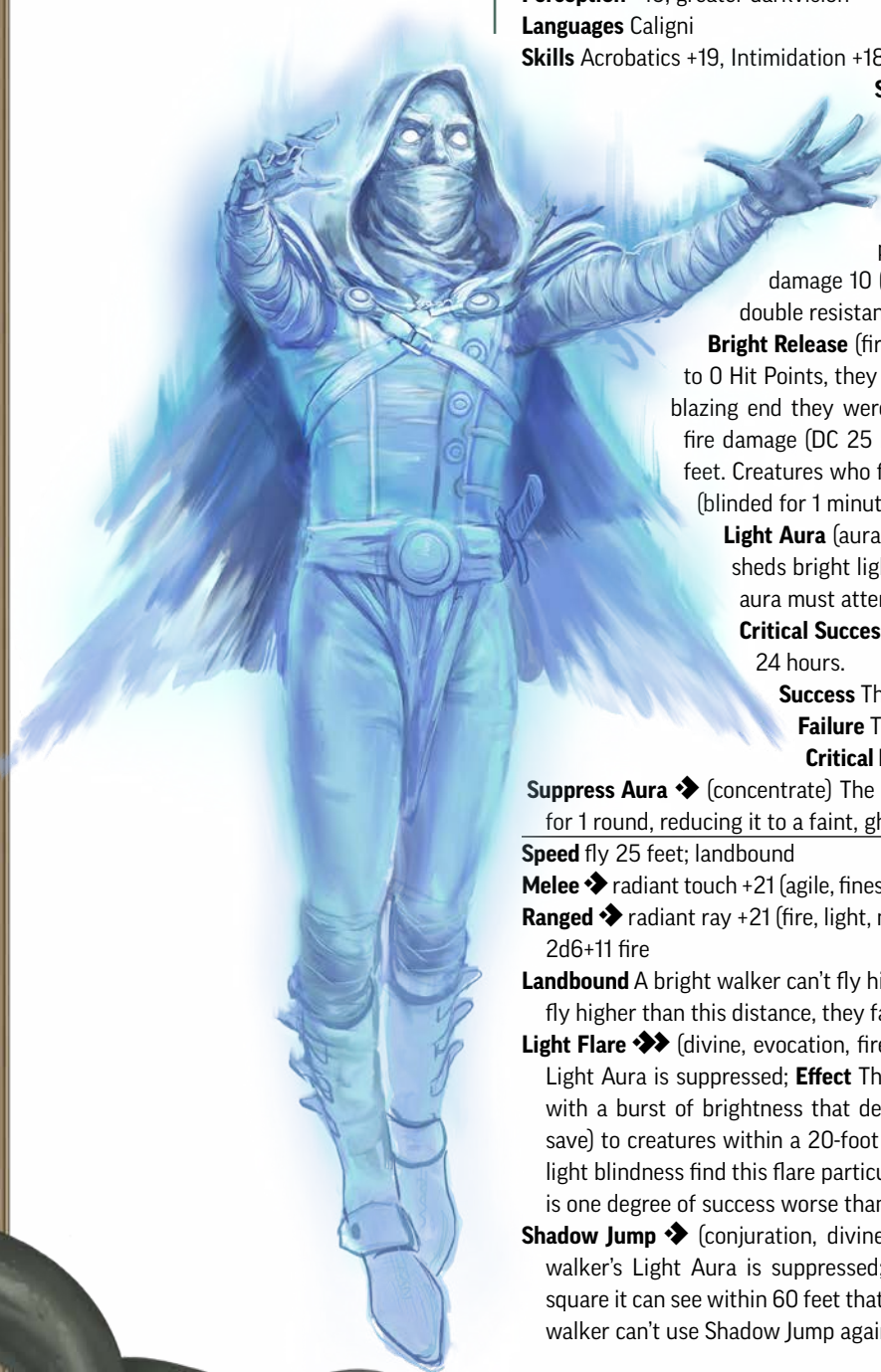
**Melee** ◆ radiant touch +21 (agile, finesse, fire, light, magical), **Damage** 2d8+11 fire

**Ranged** ◆ radiant ray +21 (fire, light, magical, range increment 60 feet) **Damage** 2d6+11 fire

**Landbound** A bright walker can't fly higher than 1 foot above the ground. If they fly higher than this distance, they fall but don't take any damage from falling.

**Light Flare** ◆◆ (divine, evocation, fire, light); **Requirement** The bright walker's Light Aura is suppressed; **Effect** The bright walker reignites their Light Aura with a burst of brightness that deals 5d6 fire damage (DC 25 basic Reflex save) to creatures within a 20-foot burst. Creatures who are dazzled or with light blindness find this flare particularly painful; such a creature's save result is one degree of success worse than the result it rolled.

**Shadow Jump** ◆ (conjuration, divine, teleportation); **Requirement** The bright walker's Light Aura is suppressed; **Effect** The bright walker teleports to a square it can see within 60 feet that is not in an area of bright light. The bright walker can't use Shadow Jump again for 1d4 rounds.





## Deadly Puffball

Many benign puffball fungi cling to the detritus of forest floors in Darklands caverns. These fungi's giant versions are more mobile and dangerous.

### DRAGON'S BLOOD PUFFBALL

This bulbous, deep red fungus looks like an enormous, decaying rose.

#### DRAGON'S BLOOD PUFFBALL

#### CREATURE 8

UNCOMMON N LARGE FUNGUS MINDLESS

**Perception** +12; motion sense 60 feet, no vision

**Skills** Stealth +14

**Str** +6, **Dex** +1, **Con** +4, **Int** -5, **Wis** +0, **Cha** -2

**Motion Sense** The puffball senses motion through vibration and air movement.

**AC** 24; **Fort** +20, **Ref** +15, **Will** +12

**HP** 170; **Immunities** bleed, fatigued, mental, poison, sleep, unconscious;

**Weaknesses** piercing 10

**Spore Explosion** When the dragon's blood puffball dies, it explodes, dealing 7d8 poison damage to each creature in a 20-foot emanation (DC 26 basic Fortitude save).

**Speed** 10 feet

**Ranged** ♦ bloom +18, **Damage** 2d10+8 bludgeoning plus 1d6 poison

**Ranged** ♦ spore jet +18 (range increment 30 feet), **Damage** 3d8 poison

### REAPER SKULL PUFFBALL

When this fungus detects prey, its tendrils writhe and exude a paralytic toxin.

#### REAPER SKULL PUFFBALL

#### CREATURE 9

UNCOMMON N LARGE FUNGUS MINDLESS

**Perception** +15; motion sense 60 feet, no vision

**Skills** Acrobatics +19, Stealth +17

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

**Motion Sense** As dragon's blood puffball.

**AC** 25; **Fort** +18, **Ref** +21, **Will** +15

**HP** 195; **Immunities** bleed, fatigued, mental, poison, sleep, unconscious;

**Weaknesses** fire 10, piercing 10

**Spore Explosion** As dragon's blood puffball, but DC 28 and 8d8 poison damage. Creatures that fail the save are exposed to skull rot.

**Speed** 10 feet, fly 20 feet

**Melee** ♦ tendril +21 (finesse, reach 10 feet), **Damage** 2d12+8 plus paralysis

**Spore Cloud** ♦♦ (poison) The puffball releases a 30-foot cone of spores that deals 4d8 poison damage (DC 28 basic Fortitude save) to creatures in the cone. Creatures that fail this save are also exposed to skull rot.

**Paralysis** (incapacitation, poison) A creature hit by the puffball's tendril must succeed a DC 28 Fortitude save or become paralyzed. The paralyzed creature can attempt a new save at the end of each of its turns.

**Skull Rot** (poison) **Saving Throw** DC 28 Fortitude; **Maximum Duration**

6 rounds; **Stage 1** 1d8 poison damage plus enfeebled 2 (1 round);

**Stage 2** 2d8 poison damage plus enfeebled 2 and drained

1 (1 round); **Stage 3** 3d8 poison damage plus enfeebled

2 and drained 2 (1d4 rounds)



### VALUABLE SPORES

Alchemists, naturalists, and other collectors prize samples from unusual underground fungi. Deadly puffballs are even more valuable. The carefully harvested scraps of an exploded deadly puffball can fetch as much as 150 gp to the right buyer.

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## DHUTHOREX SAGES

Rare dread dhuthorexes develop additional, linked brains down their throats. These dhuthorex sages lose Overpowering Jaws and Swallow Whole but have an Intelligence of +3 and can cast the following spells.

**Occult Prepared Spells** DC 27, attack +19; **5th** *cloak of colors*, *crushing despair*, *hallucination*; **4th** *confusion*, *nightmare*, *read omens*; **3rd** *enthral*, *fear*, *paralyze*; **2nd** *augury*, *death knell*, *telekinetic maneuver*; **1st** *bane*, *mindlink*, *sanctuary*; **Cantrips (5th)** *detect magic*, *mage hand*, *message*, *read aura*, *shield*

## Dhuthorex

Strange things swim in sunless seas, but few as fierce as the shark-like dhuthorex. These beasts chase prey fearlessly and tenaciously.

### DEEPWATER DHUTHOREX

The typical dhuthorex is a dumb and hungry beast, chasing prey through the depths and venturing onto land only to pursue easy prey.

### DEEPWATER DHUTHOREX

CREATURE 9

UNCOMMON CN LARGE ABERRATION AQUATIC

**Perception** +18; darkvision, wavesense (imprecise) 60 feet

**Skills** Athletics +20, Stealth +18, Survival +19

**Str** +7, **Dex** +3, **Con** +4, **Int** -4, **Wis** +4, **Cha** +0

**AC** 28, all-around vision; **Fort** +19, **Ref** +18, **Will** +17

**HP** 155; **Immunities** acid

**Attack of Opportunity** ↻

**Speed** 10 feet; swim 40 feet

**Melee** ✦ jaws +21 (deadly d10, reach 10 feet), **Damage** 2d10+11 piercing plus Grab

**Melee** ✦ snout +21 (reach 10 feet), **Damage** 2d8+11 bludgeoning plus Push

**Melee** ✦ tentacle +19 (agile, reach 15 feet),

**Damage** 2d6+11 slashing

**Aquatic Ambush** ✦

**Overpowering Jaws** A deepwater dhuthorex deals 7 piercing damage to its target if its jaws Strike is a failure (but not a critical failure).

**Swallow Whole** ✦ (attack) Medium, 2d6+7 bludgeoning plus 2d6 acid, Rupture 20

### DREAD DHUTHOREX

More intelligent than their lesser kin, dread dhuthorex possess eerie, enchanting powers.

### DREAD DHUTHOREX

CREATURE 11

UNCOMMON CN LARGE ABERRATION AMPHIBIOUS

**Perception** +22; darkvision, wavesense (imprecise) 60 feet

**Languages** Aklo

**Skills** Athletics +23, Occultism +16, Stealth +20, Survival +21

**Str** +8, **Dex** +3, **Con** +5, **Int** -1, **Wis** +4, **Cha** +0

**AC** 31, all-around vision; **Fort** +24, **Ref** +18, **Will** +21

**HP** 195; **Immunities** acid

**Attack of Opportunity** ↻

**Frightful Presence** (aura, emotion, fear, mental) 60 feet, DC 27

**Speed** 20 feet; swim 40 feet

**Melee** ✦ jaws +24 (deadly d12, reach 10 feet), **Damage** 3d10+12 piercing plus Grab

**Melee** ✦ snout +24 (reach 10 feet), **Damage** 3d8+12 bludgeoning plus Push

**Melee** ✦ tentacle +22 (agile, reach 15 feet), **Damage** 3d6+12 slashing

**Occult Innate Spells** DC 27; **5th** *mariner's curse*; **3rd** *hypnotic pattern*, *mind reading*

**Aquatic Ambush** ✦

**Overpowering Jaws** As deepwater dhuthorex, but 8 piercing damage.

**Swallow Whole** ✦ (attack) Large, 3d6+8 bludgeoning plus 2d6 acid, Rupture 23



## Dread Wisp

Will-o'-wisps native to the Darklands are more ominous and malevolent than those that bob about in the lonely marshes and surfaces of the upper world. These dread wisps instill terror with eerie shifts of light and consume the fear they create, drawing life energy from their victims in the process. While dread wisps can survive anywhere within the Darklands, they prefer moist areas like partially submerged caves, the banks of underground rivers, and towering fungus gardens.

Dread wisps don't glow as brightly as surface will-o'-wisps because even the dimmest light attracts notice underground. Long-lived and hateful creatures, they remember vivid details about their lives, travels, and most delicious prey. Although dread wisps could share extensive lore and unique experiences, they don't, as they find amusement in others' ignorance.

### DREAD WISP

### CREATURE 9

UNCOMMON CE SMALL ABERRATION

**Perception** +20; darkvision

**Languages** Aklo, Common

**Skills** Acrobatics +23, Deception +16, Intimidation +16, Stealth +23

**Str** -5, **Dex** +6, **Con** +0, **Int** +2, **Wis** +4, **Cha** +2

**AC** 31; **Fort** +14, **Ref** +21, **Will** +18

**HP** 90, negative healing; **Immunities** magic; **Weaknesses** positive 10

**Dread Flickering** (aura, light) 20 feet. A dread wisp, though naturally invisible, glows with a grayish illumination, casting dim light in the aura and making them visible. Living creatures that end their turn in the aura must succeed at a DC 25 Will saving throw or become frightened 1 (or frightened 2 on a critical failure).

Those that critically succeed are temporarily immune for 10 minutes.

**Magic Immunity** A dread wisp is immune to all spells except *faerie fire*, *magic missile*, *maze*, *searing light*, and spells with the positive trait.

**Speed** fly 50 feet

**Melee** ✦ draining touch +17 (magical, negative), **Damage** 3d8+8 negative plus wearying touch

**Feed on Despair** ✦ (concentrate, necromancy, negative, occult); **Frequency** once per round; **Requirement** An enemy within 15 feet of the dread wisp is under a fear effect, drained, or dying; **Effect** The dread wisp feeds on the creature's despair. The dread wisp regains 2d8 Hit Points and deals 3d8 negative damage to the creature (DC 25 basic Fortitude save), and if the dread wisp has Gone Dark, their Dread Flickering reignites.

**Go Dark** ✦ (concentrate) The dread wisp extinguishes their Dread Flickering, becoming invisible. They can end this effect with another use of this action. If the dread wisp uses their draining touch Strike while invisible, the arc of pale energy lets any observer determine their location, making them hidden to all observers only until the dread wisp moves.

**Shadow Flitter** ✦ (conjuration, occult, teleportation) The dread wisp teleports to a square they can see within 30 feet that isn't in an area of bright light. The dread wisp can't use Shadow Flitter again for 1d4 rounds.

**Wearying Touch** If the dread wisp critically hits with their draining touch Strike, the target is drained 1.



### DREAD WISP ORIGINS

The origins of will-o'-wisps are hotly debated, but dread wisps have a commonly understood origin. Surface wisps give momentary hope to those lost and scared in a dark and damp wilderness, but nearly all of the Darklands is dark and damp. Hope has little place here, and defiant people and menacing monsters populate the Darklands. Subterranean will-o'-wisps adapted to overcome these new, resilient food sources. Dread wisps descended from those tenacious survivors.

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## ADHERENTS OF CHAOS

Away from the larger drow cities where worship of demon lords is instilled into all citizens from a young age, drow might adopt the worship of other entities. Many drow feel the call of the protean lords and embrace chaos, art, and freedom to set themselves apart from their demon-worshipping kin. These communities often have proteans living among them, instructing drow proteges in the power of disorder.

## Drow

Drow (*Bestiary* 136) have a reputation for evil due to demon worship in their major settlements. However, like members of any ancestry, drow can have any alignment, especially when removed from the demon lords' sinister influence.

## DROW WARDEN

Wardens watch over drow encampments and often work in small groups.

### DROW WARDEN

CREATURE 4

UNCOMMON CN MEDIUM DROW ELF HUMANOID

**Perception** +11; darkvision

**Languages** Elven, Undercommon

**Skills** Athletics +12, Intimidation +8, Stealth +9, Survival +11

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

**Items** chainmail, elven curve blade, hand crossbow (10 bolts), lethargy poison (3)

**Light Blindness**

**AC** 21; **Fort** +11, **Ref** +11, **Will** +9; +1 status to all saves vs. magic, +2 status to all saves vs. mental

**HP** 60; **Immunity** sleep

**Attack of Opportunity** ↻

**Speed** 30 feet

**Melee** ✦ elven curve blade +14 (forceful), **Damage** 1d8+6 slashing plus hampering slash

**Ranged** ✦ hand crossbow +13 (range increment 60 feet, reload 1), **Damage** 1d6+2 piercing plus lethargy poison

**Divine Innate Spells** DC 19; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips** (2nd) *dancing lights*

**Hampering Slash** A target damaged by the warden's melee Strike must succeed at a DC 21 Fortitude save or be slowed 1 until the end of the warden's next turn.

**Sneak Attack** A warden deals an extra 1d6 damage to flat-footed creatures.

## DROW HUNTER

Hunters seek out game to keep drow communities fed and functioning.

### DROW HUNTER

CREATURE 7

UNCOMMON CN MEDIUM DROW ELF HUMANOID

**Perception** +16; darkvision

**Languages** Elven, Undercommon

**Skills** Athletics +14, Nature +14, Stealth +15, Survival +16 (+18 to Subsist)

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

**Items** chain shirt, +1 composite longbow (20 arrows), longsword

**Light Blindness**

**AC** 25; **Fort** +15, **Ref** +15, **Will** +14; +1 status to all saves vs. magic, +2 status to all saves vs. mental

**HP** 115; **Immunities** sleep

**Deft Evasion** When the hunter rolls a success on a Reflex save, they get a critical success instead.



**Speed** 30 feet

**Melee** ♦ longsword +16 (versatile P), **Damage** 1d8+7 slashing

**Ranged** ♦ composite longbow +18 (deadly d10, propulsive, range increment 100 feet, reload 0, volley 30 feet), **Damage** 1d8+7 piercing

**Divine Innate Spells** DC 23; **2nd** darkness (at will), faerie fire (at will); **Cantrips (4th)** dancing lights

**Hunter's Wound** ♦ **Frequency** once per round; **Prerequisites** The hunter is wielding a ranged weapon with a reload of 0; **Effect** The hunter makes two ranged Strikes against their prey. If both hit and deal damage, the target takes an additional 1d8 persistent bleed damage.

**Skirmish Strike** ♦ The hunter can Step and then Strike, or Strike and then Step.

### DROW SHOOTIST

The rare few drow who specialize in the repeating hand crossbow command respect not only for their skills but for their luck and swagger.

### DROW SHOOTIST

### CREATURE 8

UNCOMMON CN MEDIUM DROW ELF HUMANOID

**Perception** +16; darkvision

**Languages** Elven, Undercommon

**Skills** Acrobatics +19, Athletics +16, Deception +16, Intimidation +14, Stealth +17, Thievery +17

**Str** +2, **Dex** +5, **Con** +1, **Int** +0, **Wis** +4, **Cha** +2

**Items** +1 repeating hand crossbow (4 magazines; page 73), rapier, shootist bandolier (page 73), stupor poison (4; page 74), studded leather armor

**Light Blindness**

**AC** 27; **Fort** +15, **Ref** +17, **Will** +16; +1 status to all saves vs. magic, +2 status to all saves vs. mental

**HP** 120; **Immunities** sleep

**Shootist's Luck** ↻ (fortune) **Trigger** The shootist fails a save; **Frequency** once per day; **Effect** The shootist rerolls the save and uses the better result.

**Speed** 30 feet

**Melee** ♦ rapier +18 (deadly d8, disarm, finesse), **Damage** 1d6+9 piercing

**Ranged** ♦ repeating hand crossbow +20 (range increment 60 feet, reload 0 [3 to reload magazine], repeating), **Damage** 1d6+9 piercing plus stupor poison

**Divine Innate Spells** DC 24; **2nd** darkness (at will), faerie fire (at will); **Cantrips (4th)** dancing lights

**Distracting Shot** ♦♦ The shootist takes aim and makes a ranged Strike. If the attack hits and deals damage, the target is flat-footed until the end of the shootist's turn, or until the end of the shootist's next turn on a critical hit.

**Reloading Trick** ♦♦ **Requirements** The shootist is holding an unloaded repeating hand crossbow; **Effect** The shootist Interacts to reload the repeating hand crossbow and Strikes with it.

**Shootist's Draw** ♦ **Frequency** once per round; **Effect** The shootist Interacts to draw a repeating hand crossbow and Strikes with it, or Strikes with a loaded repeating hand crossbow they're holding then Interacts to stow it.

**Sneak Attack** The shootist deals an extra 2d6 precision damage to flat-footed creatures.



### SHOOTIST ENTOURAGES

Many drow shootists have a magnetic bravado that draws others to follow and learn from them. Few shootists are as skilled at teaching as they are at fighting, however, and their followers aren't much more than an entourage. These hangers-on are rarely as lucky or quick as the shootist, so shootists lose their followers to monsters or mischance with startling frequency.

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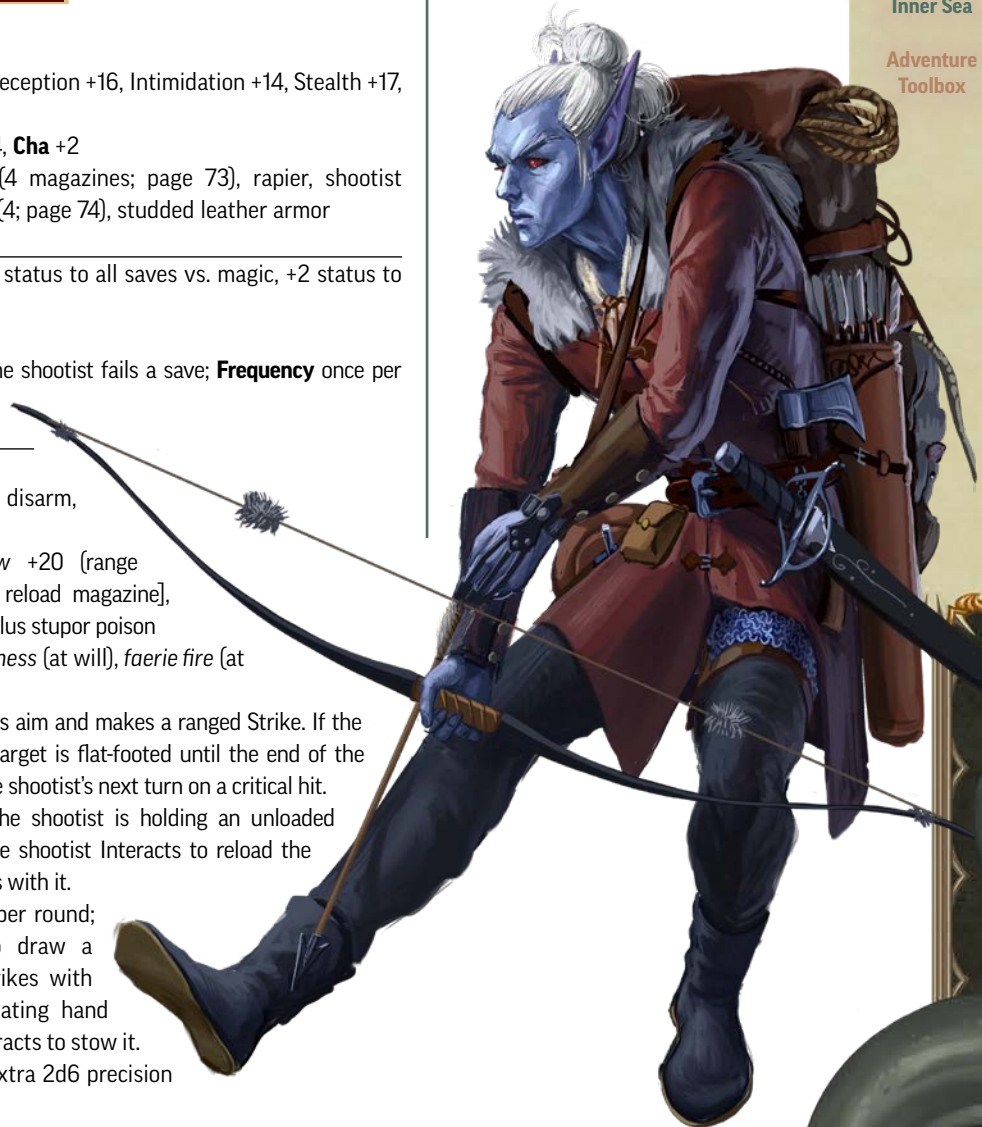
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## SHAUTH WEAPONS

Shauth blades and shauth lashes are made from the teeth of fallen urdefhans. Collecting these teeth is difficult, as a slain urdefhan dissolves into a foul-smelling gas almost immediately. However, their bones are somewhat more durable.

## Urdefhan

Translucent-skinned scourges of the Darklands, urdefhans (*Pathfinder Bestiary 2* 272) are remorseless killers and foot soldiers of the world's end.

### URDEFHAN DEATH SCOUT

Death scouts train as spies and assassins for their cult. Other urdefhans scorn their stealthy methods, but none can argue with their results.

### URDEFHAN DEATH SCOUT

CREATURE 6

NE MEDIUM HUMANOID URDEFHAN

**Perception** +15; greater darkvision

**Languages** Aklo, Daemonic, Undercommon

**Skills** Acrobatics +14, Athletics +12, Intimidation +11, Stealth +14, Thievery +14

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

**Items** leather armor, moderate necrotic bomb (3; page 74), +1 *shauth blade* (page 73)

**AC** 24; **Fort** +15, **Ref** +16, **Will** +11

**HP** 92, negative healing; **Immunities** death effects, disease, fear; **Weakness** positive 5

**Necrotic Decay** (divine, necromancy, negative) As urdefhan warrior (*Bestiary 2* 272), but DC 23 and 6d6 negative damage.

**Speed** 25 feet

**Melee** ♦ *shauth blade* +17 (agile, deadly d6, finesse), **Damage** 1d6+4 slashing plus 1d6 persistent bleed and Wicked Bite

**Melee** ♦ *jaws* +16, **Damage** 2d6+4 piercing plus Wicked Bite

**Ranged** ♦ necrotic bomb +16 (range increment 20 feet, splash), **Damage** 2d6 negative plus 2 negative splash damage (and sickened 2 on a critical hit)

**Divine Innate Spells** DC 21, attack +13; **4th** *invisibility* (self only); **2nd** *death knell*; **1st** *feather fall* (at will, self only), *ray of enfeeblement*

**Shauth Bite** The death scout deals an additional 1d6 persistent bleed damage with shauth blades and can use their Wicked Bite through magical shauth weapon Strikes.

**Sneak Attack** The death scout deals an extra 2d6 precision damage to flat-footed creatures.

**Wicked Bite** ♦ As urdefhan warrior (*Bestiary 2* 272) but DC 24.

### URDEFHAN LASHER

Trained from a young age with the strange and powerful shauth lashes, urdefhan lashers would rather die than retreat from combat.

### URDEFHAN LASHER

CREATURE 7

NE MEDIUM HUMANOID URDEFHAN

**Perception** +16; greater darkvision

**Languages** Aklo, Daemonic, Undercommon

**Skills** Athletics +17, Intimidation +13, Religion +14, Survival +14

**Str** +5, **Dex** +3, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2

**Items** chain shirt, +1 *striking shauth lash* (page 73)

**AC** 24; **Fort** +17, **Ref** +14, **Will** +16

**HP** 120, negative healing; **Immunities** death effects, disease, fear; **Weakness** positive 5

**Necrotic Decay** (divine, necromancy, negative) As urdefhan warrior (*Bestiary 2* 272), but DC 24 and 7d6 negative damage.



**Speed** 25 feet

**Melee** ♦ *shauth lash* +18 (deadly d8, trip), **Damage** 2d8+7 slashing plus Grab and Wicked Bite

**Melee** ♦ jaws +17, **Damage** 2d6+7 plus Wicked Bite

**Divine Innate Spells** DC 22, attack +14; **3rd** *paralyze*; **2nd** *death knell*; **1st** *feather fall* (at will, self only), *ray of enfeeblement*

**Constrict** ♦ 1d8+7 slashing, DC 25

**Shauth Seize** The lasher gains the Grab ability with a shauth lash and can use their Wicked Bite through magical shauth weapon Strikes.

**Wicked Bite** ♦ As urdefhan warrior (*Bestiary 2 272*), but DC 25 and the urdefhan regains 10 Hit Points when they Drink Blood if the target fails its saving throw (20 Hit Points on a critical failure).

## URDEFHAN BLOOD MAGE

Hardened masters of occult power, urdefhan blood mages trade their blood for magical might. A heavily scarred blood mage is held in esteem by their fellow urdefhans, as it shows they have survived many bargains with eerie occult patrons.

## URDEFHAN BLOOD MAGE CREATURE 8

UNCOMMON NE MEDIUM HUMANOID URDEFHAN

**Perception** +15; greater darkvision

**Languages** Aklo, Daemonic, Undercommon

**Skills** Arcana +16, Athletics +16, Intimidation +16, Occultism +18, Religion +16

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

**Items** +1 striking *kukri*

**AC** 26; **Fort** +18, **Ref** +14, **Will** +17

**HP** 140, negative healing; **Immunities** death effects, disease, fear; **Weakness** positive 10

**Necrotic Decay** (divine, necromancy, negative) As urdefhan warrior (*Bestiary 2 272*), but DC 24 and 8d6 negative damage.

**Speed** 25 feet

**Melee** ♦ *kukri* +16 (agile, trip), **Damage** 2d6+8 piercing

**Melee** ♦ jaws +15, **Damage** 2d6+8 plus Wicked Bite

**Divine Innate Spells** DC 26, attack +18; **3rd** *paralyze*; **2nd** *death knell*; **1st** *feather fall* (at will, self only), *ray of enfeeblement*

**Occult Spontaneous Spells** DC 26, attack +18; **4th** (4 slots) *call the blood* (page 75), *confusion*, *dimension door*, *phantasmal killer*; **3rd** (4 slots) *haste*, *levitate*, *slow*, *vampiric touch*; **2nd** (4 slots) *dispel magic*, *ghoulish craving*, *invisibility*, *touch of idiocy*; **1st** (4 slots) *bane*, *fear*, *grim tendrils*, *phantom pain*; **Cantrips** (8th) *chill touch*, *daze*, *message*, *shield*, *telekinetic projectile*

**Blood Offering** ♦ (occult, metamagic, necromancy) **Frequency** once per round; **Effect** The blood mage cuts themselves and takes 8 slashing damage. If the blood mage's next action is to Cast a Spell, the action can't be disrupted, and if the spell has a range, the blood mage can increase that spell's range by 30 feet.

**Wicked Bite** ♦ As urdefhan warrior (*Bestiary 2 272*), but DC 26 and the urdefhan regains 10 Hit Points when they Drink Blood if the target fails its saving throw (20 Hit Points on a critical failure).



## BLOOD MAGIC

Urdefhans typically cast divine spells, as their cultural connection to the Four Horsemen is strong. Those who embrace blood magic are turning away from their cult's zealous faith for strange occult powers.

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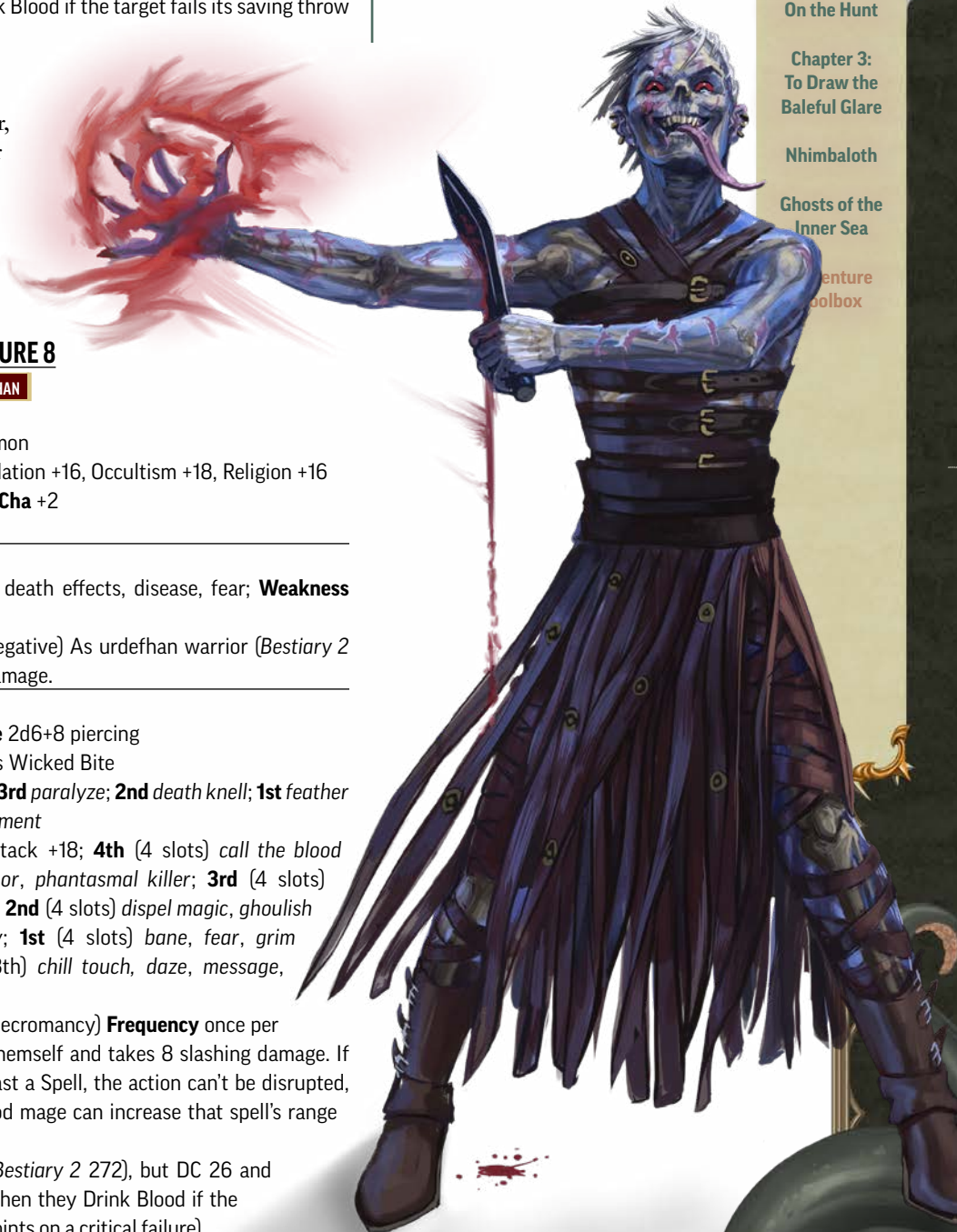
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# Belcorra Haruvex

## Spiteful Master of the Abomination Vaults

Belcorra's background is detailed in the first volume of the Abomination Vaults Adventure Path, "Ruins of Gauntlight." She's determined to renew her attack against Absalom once more, though her status as a ghost limits her. Despite Belcorra's brilliance and cunning, a perpetual fury consumes her. She rages for days at the slightest setback, making the implementation of her complex, far-reaching plan difficult. Belcorra knows the potential of the *fulcrum lenses* and the danger they pose, but she can't calm her mind enough to focus for long, even in the face of this existential threat.

### Campaign Role

During their trek through the lowest levels of the Abomination Vaults, the heroes likely face Belcorra several times before they finally acquire the *fulcrum lenses* they need to defeat her for good. She learns about them from her wisp allies, as described in the sidebar on page 6, and you can thereafter use her whenever her appearance might cause the most tension. She should attack at least once on each dungeon level, as often as every couple of days. You shouldn't have Belcorra fight alongside other creatures until the adventure's finale—she's tough enough on her own!

Each time Belcorra attacks, she learns more about how the heroes fight and adapts her tactics and her preparations. She might cast *spell immunity* to protect herself from the heroes' most effective spells, *true seeing* or *see invisibility* to keep them in sight, or *dispel magic* to counter their magical defenses. She mocks the heroes for their failures and rages at their successes—remember, she has been aware of them since her test firing of *Gauntlight's* beam in "Ruins of Gauntlight."

**First Attack:** As soon as Belcorra realizes the heroes' presence, she seeks them out, traveling through the *Gauntlight* footprint (areas **A37** and **B28**). She casts *phantasmal calamity* at a distance and retreats, moving through walls if necessary so the heroes can't follow.

**Second Attack:** Belcorra wants the heroes to fear her, so she approaches them more closely the second

time and uses single-target spells like *feblemind* and *phantasmal killer* while demanding the heroes flee her Abomination Vaults. With her message delivered, she retreats after only a few rounds.

**Later Attacks:** Once the heroes have recovered a *fulcrum lens* or the *Fulcrum Lattice*, Belcorra considers the heroes an actual threat, but her anger overrides her caution. She attacks with her full might, using her *Corrupting Gaze* and ghostly hand along with her spells. If she defeats a hero, she retreats, confident that they'll leave her alone.

**Leveraging Agents:** Belcorra has several living allies within the Abomination Vaults, including the urdefhan cult and the Children of Belcorra. She might send these groups after the heroes, insisting they let the heroes know they're acting on Belcorra's orders. Fortunately, neither group can muster large numbers, so the heroes should be able to manage an attack from them.

**Killing Allies:** Belcorra learns if the heroes make alliances, such as with nearby calignis or drow. She knows better than to face powerful, entrenched leaders like Galudu or Quara, but she might murder a few guards or direct monsters where they can most damage the heroes' allies. It's important to Belcorra that she leave some evidence (usually a single, injured survivor) to let the heroes know she had orchestrated the attack.

**In the Footprint:** Belcorra is most effective fighting the heroes who enter the *Gauntlight* footprint (areas **A37** and **B28**) due to her *Haunted Lighthouse* ability.

**The Final Attack:** If the heroes defeat Belcorra shortly before they reach the Empty Vault, she uses the power of the *Ebon Fulcrum Lens* to hasten her rejuvenation so she can face them in her sanctum.

Belcorra doesn't ever surrender or flee in the Empty Vault. The heroes could possibly face her there without yet having the ability to permanently defeat her. In this case, they'll need to retreat to collect the *fulcrum lenses* and return to face her again. Once the heroes can focus Nhimbaloth's gaze upon Belcorra, they can defeat the sorcerer for good.

## BELCORRA HARUVEX

## CREATURE 12

UNIQUE CE MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

Female ghost sorcerer (*Pathfinder Bestiary* 166)

**Perception** +22; darkvision, magic sense

**Languages** Aklo, Common, Undercommon

**Skills** Arcana +23, Diplomacy +23, Intimidation +25, Occultism +26, Religion +22, Stealth +22

**Str** -5, **Dex** +4, **Con** +0, **Int** +5, **Wis** +4, **Cha** +7

**Magic Sense** (detection, divination) Belcorra can sense the presence of magic auras as though she were always using a 1st-level *detect magic* spell. When she Seeks, she gains the benefits of a 3rd-level *detect magic* spell on things she sees.

**Site Bound** (lowest three levels of the Abomination Vaults)

**AC** 30; **Fort** +16, **Ref** +22, **Will** +20; +1 status to all saves vs. magic

**HP** 175, negative healing, rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

**Rejuvenation** (divine, necromancy)

When Belcorra is destroyed, she re-forms in 2d4 days within the Empty Vault (though she can reduce that time by empowering herself with glimmers of Nhimbaloth's essence using the *Ebon Fulcrum Lens* [page 76]). Belcorra can only be permanently destroyed if she enacts her full revenge on Absalom or if Nhimbaloth devours her soul.

**Speed** fly 25 feet

**Melee** ♦ ghostly hand +24 (agile, finesse, magical), **Damage** 3d8+12 negative

**Occult Spontaneous Spells** DC 33, attack +25; **6th** (4 slots) *dispel magic*, *feeblemind*, *phantasmal calamity*, *true seeing*; **5th** (4 slots) *black tentacles*, *crushing despair*, *illusory scene*, *tongues*; **4th** (4 slots) *confusion*, *globe of invulnerability*, *phantasmal killer*, *spell immunity*; **3rd** (4 slots) *mind reading*, *nondetection*, *paralyze*, *vampiric touch*; **2nd** (4 slots) *death knell*, *see invisibility*, *telekinetic maneuver*, *touch of idiocy*; **1st** (4 slots) *mindlink*, *ray of enfeeblement*, *spider sting*, *true strike*; **Cantrips (6th)** *daze*, *ghost sound*, *mage hand*, *message*, *read aura*, *shield*, *telekinetic projectile*

**Sorcerer Bloodline Spells** DC 33; **6th** (2 Focus Points) *aberrant whispers*, *tentacular limbs*

**Rituals** DC 33; *legend lore*, *planar binding*, *teleportation circle* (*Advanced Player's Guide* 244)

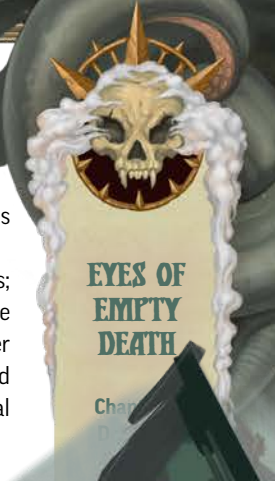
**Blood Magic** Each time Belcorra casts a sorcerer bloodline spell or an aberrant bloodline granted spell, she can grant herself or a target of the spell a +2 status bonus to Will saving throws for 1 round.

**Corrupting Gaze** ♦♦ Belcorra stares at a creature she can see within 30 feet. The target takes 9d6 mental damage

(DC 33 basic Will save). A creature that fails its save is also stupefied 1 for 1 minute.

**Haunted Lighthouse** ♦ **Frequency** once every 10 minutes; **Effect** Belcorra extends her presence throughout the lowest three levels of *Gauntlight* until the end of her next turn. She can see with the benefits of all-around vision and can make ghostly hand attacks or use special abilities originating from any surface in this area.

**Quickened Casting** ♦ **Frequency** once per day; **Effect** If Belcorra's next action is to cast a sorcerer spell of 4th level or lower, she reduces the number of actions to cast it by 1 (minimum 1 action).





# Khurfel

## Visions-Wracked Warlord

Khurfel saw his first blood vision as a child, after his first taste of an enemy's blood. Not every urdefhan has blood visions; those who do tend to keep them quiet, for those who experience them are seen as irrational or untrustworthy. Such visions always relay great apocalypses, perhaps connected to daemons and urdefhans' lust for great death, but they're nonsensical and rarely come true. Yet, like all urdefhans subjected to blood visions, Khurfel was absolutely convinced of his vision's veracity, its outcome terrifying him. He saw the end of his cult, the urdefhans in the Abomination Vaults once sworn to Belcorra but who had mostly forgotten their oaths. He saw that this end would come while he ruled and that he was powerless to stop it. He would be the last war champion.

Of course, Khurfel kept his visions secret. If the rest of his cult knew of them, his life would be forfeit—but that wasn't the real reason he denied them. His blood boiled at the revelation. He was the chosen of Abaddon. He would indeed rise to war champion, but he would fight these fevered nightmares. They were another enemy to be vanquished.

Khurfel's rise was swift. He was large, strong, and fearsome. When he led his first war band, he achieved victory and slaughter, and when he partook in his enemies' blood, the haunting visions waned. Within a few years, Khurfel became the youngest war champion in his cult's history. He swore to defend their symbol of leadership, the *Emerald Fulcrum Lens* carried by generations of war champions. That's when Khurfel's troubles began.

It's one thing to lead comrades into battle. Everything not urdefhan is prey. Fighting was simple and visceral. It focused Khurfel's mind, and it exhilarated him. But being a leader, he learned, was far more nuanced. He had to juggle the jealousies, ambitions, and problems of everyone in his cult, an aspect of his position that he found tiring and dull. Worse still, his blood visions resumed. The Ghost Queen Belcorra returned to tell his cult to be ready, for they would soon have

worlds of slaughter when she finished with her plans. His fellow urdefhans cheered at this promise, but Khurfel's visions dampened his joy.

His visions showed him that hunting the drow leader, Larathols, would be the first step toward his cult's demise. However, Larathols provoked Khurfel with his cautious explorations of the great lake the urdefhans claimed as their own. Larathols sought secrets in the forbidden vault—the one the urdefhans had been told long ago that no one should enter. Hungry for another fight and believing he could overcome his visions, Khurfel swam to an island on the lake and there killed Larathols and his daughter. He drank of the drow's blood and threw the body into the lake so monsters could rip it apart. He had vanquished his foes. The victory was glorious, and his people screamed his name in triumph. Larathols' blood was invigorating. What urdefhan doesn't want these things? It's every urdefhan's right to bring death and destruction into the world.

But Khurfel's blood visions now manifest more frequently, showing strangers who threaten him and drow working against him. He has called upon his cult's tormentors and blood mages to summon more daemons and strengthen their defenses, but the visions persist. Khurfel is uneasy, and his doubt feels like weakness. The only way to solve a problem is to destroy it utterly—what his people have always done. Still the visions come, and Khurfel is powerless to stop them.

### Campaign Role

Khurfel leads the largest and most active group of adversaries the heroes face in the Abomination Vaults. His fated confrontation with the heroes is necessary because he holds the *Emerald Fulcrum Lens* and refuses to give it up as long as he lives, as it symbolizes the leadership of his cult. Khurfel's vision of falling at the heroes' hands doesn't inspire fear—it inspires fury, and he fights against his prophesized enemies as long as breath remains in his body.

**KHURFEL**

**CREATURE 10**

UNIQUE CE MEDIUM HUMANOID URDEFHAN

Male urdefhan war champion (*Pathfinder Bestiary 2* 272)

**Perception** +19; greater darkvision

**Languages** Aklo, Daemonic, Undercommon

**Skills** Athletics +22, Intimidation +19, Survival +20

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

**Items** chain mail, *Emerald Fulcrum Lens* (page 76), heavy crossbow (10 bolts), +1 striking *rhoka sword*

**AC** 28; **Fort** +20, **Ref** +19, **Will** +22

**HP** 200, negative healing; **Immunities** death effects, disease, fear; **Weaknesses** positive 10

**Necrotic Decay** (divine, necromancy, negative)

When Khurfel dies, his invisible flesh quickly rots away and sublimates into a foul-smelling gas that fills a 10-foot emanation around his body. The gas deals 10d6 negative damage to creatures in this area as their flesh too curdles and rots (DC 28 basic Fortitude save).

**Attack of Opportunity** ↻

**Speed** 25 feet

**Melee** ♦ *rhoka sword* +24 (deadly 2d8, magical, two-hand 2d10), **Damage** 2d8+11 slashing

**Melee** ♦ jaws +23, **Damage** 2d8+11 piercing plus wicked bite

**Ranged** ♦ heavy crossbow +22 (range increment 120 feet, reload 2), **Damage** 1d10 piercing

**Divine Innate Spells** DC 28, attack +20; **4th** *harm, read omens*; **3rd** *blindness, paralyze*; **2nd** *augury, death knell*; **1st** *feather fall* (at will, self only), *ray of enfeeblement*

**Frenzied Attack** ♦♦ Khurfel makes one *rhoka sword* Strike and two jaws Strikes against one or two different creatures (splitting up the attacks any way he wishes). His multiple attack penalty doesn't increase until after all three attacks.

**Insightful Swing** ♦♦ Khurfel makes a melee weapon Strike. On this Strike, he gains a +2 circumstance bonus to the attack roll and ignores any concealment the target has.

**Wicked Bite** ♦ **Requirements** Khurfel damaged a creature with a jaws Strike on his last action; **Effect** Khurfel maintains contact, turning the creature's flesh translucent around the injury. Khurfel chooses one of two options, each of which requires a DC 28 Fortitude save. If the jaws Strike was a critical hit, the creature suffers both effects, using the same save result for both.

- **Drain Blood** Khurfel drinks some of the creature's blood. On a failed save, the creature is drained 1 and Khurfel regains 10 HP (or, on a critical failure, it's drained 2 and Khurfel regains 20 HP).
- **Drain Vitality** (necromancy) Khurfel draws out some of the creature's vital essence. The creature becomes enfeebled 1 for 1 hour on a failed save (or enfeebled 2 for 1 hour on a critical failure).



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# Quara Orshendiel

## Reluctant Ruler

Quara Orshendiel never expected to become the ruler of Yldaris. Her father, a wise and prudent man named Larathols, had ruled the settlement for many centuries. She loved her father, not only because he was a decent man, but because he granted Quara the freedom to forge her own path. She loved the swagger and fearlessness of Yldaris's shootists and grew up fascinated by their tall tales and the way they reveled in their exploits.

Larathols saw no reason not to indulge his youngest daughter's aspirations. He was already preparing Quara's older sister, Galuna, to lead Yldaris when the time came, which Quara always imagined as many centuries in the future. In the meantime, she honed her skills with the shootists. It didn't take long for her to start inspiring stories herself and to collect the scars that go with them—the most severe of which came from a run-in with a gug, against which she ultimately prevailed. She wore the creature's pelt for years until it grew too tattered to be practical.

Quara's carefree life changed after her father's and sister's deaths. At the time, she was carousing in Lozardyn and delighting in its residents' larger-than-life rumors about her. Larathols decided to raid one of Belcorra's secret storehouses to gain more information about the magical lens the sorcerer had entrusted to Larathols's father many years ago. Galuna had gone with him, and Khurfel, war champion of the nearby urdefhans, ambushed and killed the pair. Quara was immediately called back to Yldaris. As the most senior of the shootists and Larathols's daughter, she was expected to assume leadership of the outpost.

Quara never knew much about Belcorra or about the secret mission that cost her father and sister their lives. Belcorra had visited Yldaris years before Quara's birth and made a deal with her grandfather, the vague details of which Quara heard only through rumors. She knew her grandfather played a dangerous game with Belcorra, promising forces that he couldn't deliver and keeping the arrangement secret from Lozardyn's rulers.

When the sorcerer suddenly disappeared—killed at the hands of surface dwellers, rumor said—the problem seemed to have sorted itself out.

Belcorra arrived in Yldaris shortly after Quara came home, imperiously demanding that Quara swear fealty just as her grandfather had. Never one to be much bound by promises anyway, Quara glibly swore to support the ghost because it seemed like the safest course of action.

Quara immediately consulted with Yldaris's enigmatic cavern seers and her father's closest allies to find out what had happened to him. She learned a little bit about her father's last days, where he had gone and why, and that he'd taken something called the *Ochre Fulcrum Lens* that Belcorra had entrusted to Quara's grandfather five centuries earlier. Belcorra hadn't mentioned the lens when she appeared before Quara—perhaps assuming it was languishing in some Yldaris treasure vault—but Quara deduced the lens's critical importance.

The responsibility of administering Yldaris has changed Quara. Her wild days have ended; she rarely drinks and never to excess. However, her freewheeling time as a shootist taught her the dangers of their outpost. She boasts less and has become more circumspect, having learned the lessons of true leadership. Her people love her for it. Quara would be shocked to hear it, but she's just as well-regarded a leader as Larathols ever was.

### Campaign Role

Quara will likely become an ally of the heroes, as she knows useful partners when she sees them. She's interested in avenging her father and sister, but she knows that whatever goal her father was pursuing with the *Ochre Fulcrum Lens* could prove critical in freeing Yldaris from Belcorra's control forever. She has learned that the ochre lens was only one of three lenses that Belcorra entrusted to allies in the region centuries ago, and she sets the heroes on the trail of recovering them

and finding out more. The most important lead Quara provides to the heroes is that her father was headed toward an ancient vault at the edge of the lake, so the heroes can find out more at that location.

The heroes might see drow as enemies and assault Yldaris. In this case, Quara does her best to protect her people, relying on the shootist training that still lingers in her quick fingers. She likely won't trust the heroes with any information after such aggressions, but they might find some clues in her quarters.

## QUARA ORSHENDIEL CREATURE 11

UNIQUE CN MEDIUM DROW ELF HUMANOID

Female drow leader (*Pathfinder Bestiary* 136)

**Perception** +21; darkvision

**Languages** Common, Daemonic, Elven, Undercommon

**Skills** Acrobatics +22, Athletics +20, Deception +22, Diplomacy +20, Intimidation +22, Stealth +20, Survival +19

**Str** +3, **Dex** +5, **Con** +0, **Int** +1, **Wis** +2, **Cha** +5

**Items** chain shirt, +1 striking repeating hand crossbows (2, with 3 magazines; page 73), shootist bandolier (page 73), +1 striking kukri, stupor poison (4; page 74)

### Light Blindness

**AC** 30; **Fort** +16, **Ref** +22, **Will** +21; +1 status to all saves vs. magic, +2 status to all saves vs. mental

**HP** 190; **Immunities** sleep

**Commanding Aura** (aura, emotion, mental) 30 feet. Drow around Quara are heartened by her presence. Her drow allies in the aura gain a +1 status bonus to attack rolls and skill checks.

**Deny Advantage** Quara isn't flat-footed to hidden, undetected, or flanking creatures of 11th level or lower, or to creatures of 11th level or lower using Surprise Attack.

**Evasion** When Quara rolls a success on a Reflex saving throw, she gets a critical success instead.

**Speed** 30 feet

**Melee** ♦ kukri +24 (agile, finesse, trip), **Damage** 2d6+9 slashing

**Ranged** ♦ repeating hand crossbow +24 (range increment 60 feet, reload 0, repeating), **Damage** 2d6+9 piercing plus stupor poison

**Divine Innate Spells** DC 28; **2nd** darkness (at will), *faerie fire* (at will); **Cantrips (6th)** *dancing lights*

**Defensive Shooter** Quara's ranged attacks don't trigger reactions.

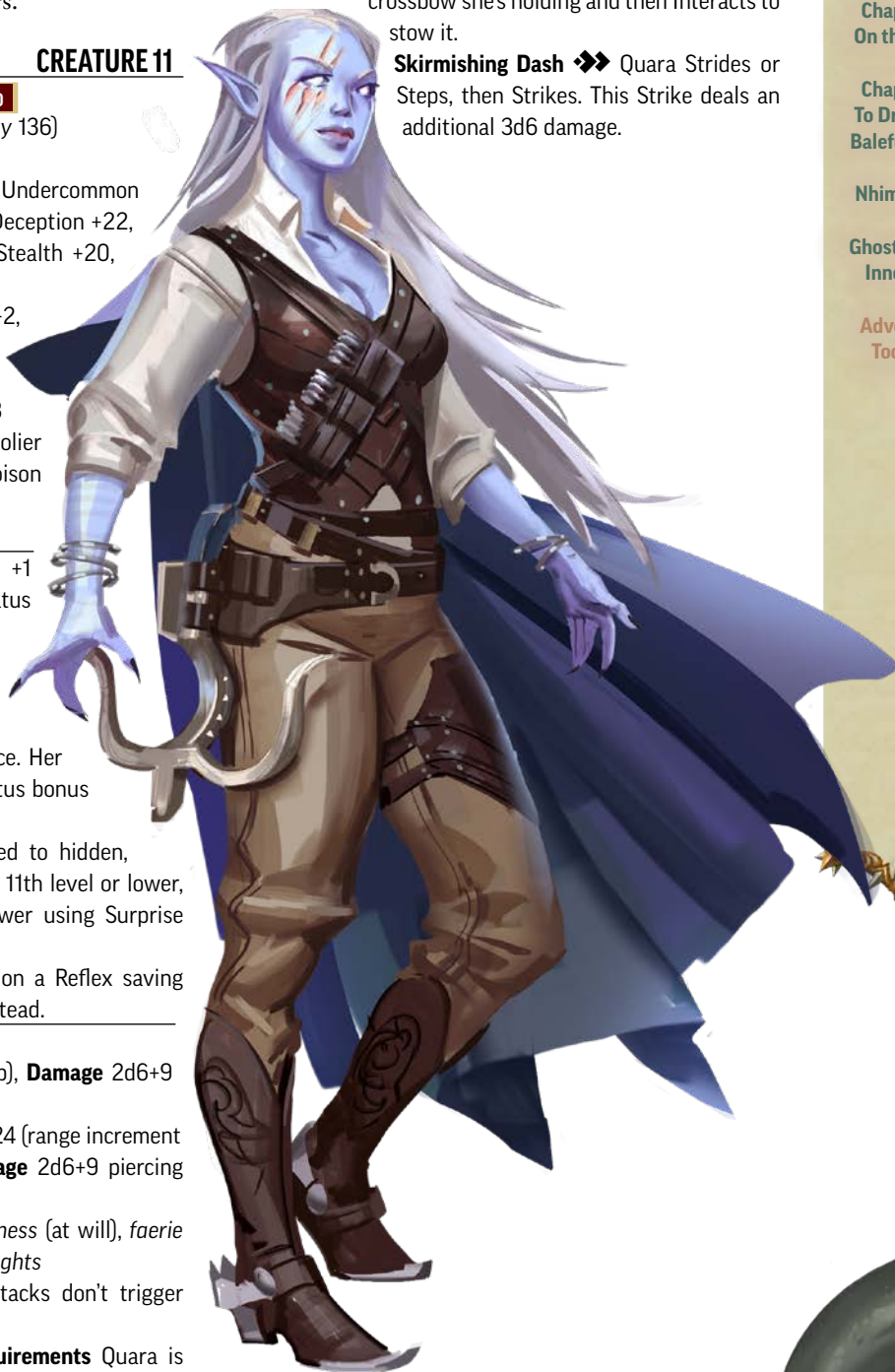
**Poison Weapon** ♦ (manipulate) **Requirements** Quara is

holding a piercing or slashing weapon and has a free hand; **Effect** Quara applies poison to the weapon.

**Reloading Trick** ♦ **Requirements** Quara is holding an unloaded repeating hand crossbow; **Effect** Quara Interacts to reload the repeating hand crossbow and Strikes with it.

**Shootist's Draw** ♦ **Frequency** once per round; **Effect** Quara Interacts to draw a loaded repeating hand crossbow and Strikes with it, or Strikes with a loaded repeating hand crossbow she's holding and then Interacts to stow it.

**Skirmishing Dash** ♦♦ Quara Strides or Steps, then Strikes. This Strike deals an additional 3d6 damage.



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