

The Ruins



Written by Scott Moore

Artwork by Bruno Balixa, Tom Fayan
and Justin Hernandez



The Ruins

Credits

AUTHOR
Scott Moore

COVER
Justin Hernandez

INTERIOR ARTIST
Bruno Balixa

CARTOGRAPHY
Tom Fayan

GRAPHIC DESIGN
Rene Walk

While it has been rumored for many years that the centaurs were one of the earliest inhabitants of the area around Mor Aldenn, there has never been any definitive evidence presented to give this legend any credence. In the Ossindrillon forest just west of the road to Ossindil, such evidence awaits discovery.

Elven settlements are known to have existed in the forests and marshland around Mor Aldenn for centuries before the founding. Every so often rumors arise of the lost traveler who stumbled upon some great monument or ruined structure from a previous age in the wilds outside of the city. Many an adventurer has begun their career searching for these ruins with visions of long-abandoned treasures just waiting to be plundered. Unfortunately the reality is that most of the stories turn out to be completely unsubstantiated or, at best, a huge disappointment when all that is found is a few toppled standing stones where one had envisioned discovering long lost temples full of hidden riches.

Rumors of a lost race of giant fey began years ago when Trevor Teedert, a merchant's son from Mor Aldenn, discovered the remains of an ancient stone ruin somewhere in the Ossindrillon forest during a hunting expedition. Trevor returned home empty handed except for a small flat stone with several carved symbols that appeared to be from an ancient dialect of Elven and stories of a mysterious building whose passages were obviously intended for creatures much larger than common human- or elf-folk. Unfortunately, Trevor was as poor an orienteer as he was a hunter and he was unable to relate specific directions to the ruins upon his eventual return home. This has not prevented others from searching for them, however, and although many (including the modern elves themselves) consider the legends of the giant elves nothing more than "Trevor's Folly", the lure of potential mystery has attracted

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License.



See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

OPEN CONTENT: All mechanics are considered OPEN GAME CONTENT.

PRODUCT IDENTITY: All other material - proper names, settings, characters, story hooks and author's notes - are considered PRODUCT IDENTITY.

quite a few expeditions over the intervening years.

The stone fragment Trevor returned with has since been lost to history once again, although several forgeries and alleged further sections of the strange engraving have surfaced over the years; all of which were quickly discounted. The original stone fragment, if it turns up, could still reveal some previously undiscovered clues to its origin. Trevor never showed the stone to any academics, but instead carried it with him to show off in bars and taverns as a conversation piece. Many commoners and merchants who viewed the fragment, including Trevor's own family who had seen plenty of Elven script in their day-to-day business dealings, incorrectly identified the writing as Elven from the similarity many of the characters had to modern Elven writing. The writing, however, was not Elven, but Sylvan, which in its written form shares a large number of characters and stylistic flourishes with the Elven language.

The scale of the layout of the ruin itself, while definitely constructed to accommodate Large-size creatures, was exaggerated by Trevor and further embellished on in later retellings. In actuality, the stone ruin that Trevor discovered was part of a temple compound which, in turn, belonged to a much larger centaur settlement deep within the forest. The centaurs constructed their settlements primarily from wood, with stone being used for only the most important facilities such as temples and municipal buildings. When the settlement was hurriedly abandoned centuries ago, the wood constructions, lacking any continued upkeep or maintenance, were quickly reclaimed by the forest, leaving only the remnants of the stone structures behind to indicate that a settlement ever existed there.

FEATURES OF THE RUINS

Most of the settlement's original structures were built with wood and other natural materials that have since decayed and been reclaimed by the forest in the years since their abandonment. Only public buildings of special significance were considered important enough to be constructed from stone. The main temple pyramid, described below, is one of a handful of these great stone constructions that still remain scattered throughout the forest.

The pyramid has sunk significantly over the years, such

Ancient Writings

Most of the writing to be found within the ruin is extremely worn or existent only in incomplete fragments. Characters who read Aquan, Elven, or Sylvan will be able to identify most of the characters, but only those who can read Sylvan can attempt a translation of any of the remaining script.

This requires a Linguistics check (DC 30), as the script uses a very old dialect of Sylvan. A bonus of +10 to the roll may be granted to the translating character that first passes a Knowledge (arcana, history, or nature) check (DC 20) first. Characters who read either Aquan or Elven but not Sylvan may make the same checks but will only gather minimal information (perhaps a single word or grammatical clue) on a success in addition to the realization that the language fragment is neither Aquan nor Elven (as appropriate to the languages known by the reader).

that only parts of the top three floors are now above ground. The outside of the weathered structure has been covered with moss and creeping vines, giving it the appearance of a small hill from a distance.

Exterior and interior walls are made of stone. Ceilings are 15 feet high on each level. Doors, where they existed, were typically 10 feet wide and constructed of wood (now long rotted away), with larger openings indicating the use of double doors. Crumbling stone, earth, and dust litter the inside of the temple, and patches of mold, creeping vines, and lichens are common along the passageway leading from the entrance on the ground floor.

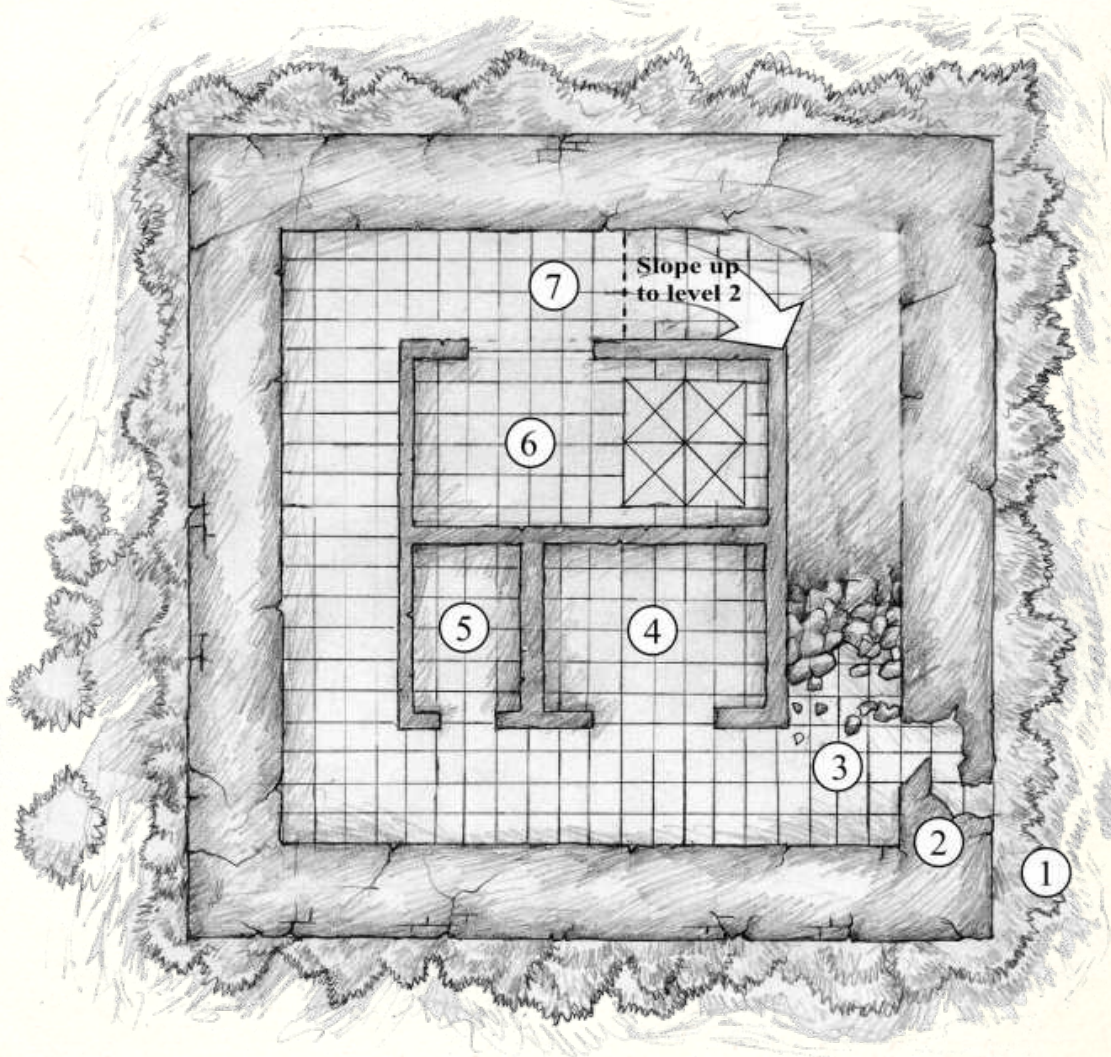
The Garden (area 1)

An herb layer consisting of thick grass-like stalks cover the forest floor here. A familiar, pungent scent hangs in the air.

A Knowledge (nature) check (DC 10) reveals the characters

The Ruins Level 1

- Beginning of Slope
- 5' Foot Square
- ☐ Rubble
- ▨ Unpassable
- ▨ Garden/ Herb Layer
- ⊠ Covered/ Concealed Pit
- S Secret Door



are standing in a field of garlic. Those who pass a Profession (herbalist) check (DC 15) will realize that this is a rare type of garlic, usually cultivated for medicinal purposes and not found in the wild. Unbeknownst to the PCs, this plant was cultivated by the centaur clerics in a garden outside the temple. Since the temple's abandonment, the garden has gone wild. If harvested for their healing properties, the PCs can manage to acquire 3d4 doses of garlic, each granting a +2 bonus to Heal checks performed within 48 hours after picking. Only one dose may be used per Heal check.

Entranceway (area 2)

Partially concealed by hanging vines, an opening in the rock seems to lead deeper inside the pyramid. It's difficult to tell from the opening, however, if this was created by natural causes or the result, perhaps, of some burrowing creature. The ground near the entrance is matted down, indicating that heavy traffic passed this way somewhat recently.

The overlapping tracks of the various creatures entering and leaving the ruin make it impossible to track any specific creature. A Survival check (DC 20) indicates only that several different types of creatures passed this way.

Corridor to the Lower Levels (area 3)

Collapsed stone rubble litters the passageway to the north making this corridor impassable.

This corridor actually leads to the lower levels of the temple. If the GM wishes to flesh out the lower levels, the rubble could be easily removable if the PCs wish to invest the time. This might also be an alternate way of retrieving any characters that may have fallen into the lower levels through the unsafe flooring in area 6.

Waiting Room (area 4; ES 4)

An enormous 20 foot wide arch, bordered by the remains of what appears to be ancient Elven script, leads into this large 30 feet by 40 foot room. The floor is covered with crumbling debris and piles of what appears to be guano.

Bat Swarms (2)

CR 2

See the *Pathfinder Roleplaying Game Bestiary*.

This area was once a waiting room back when the pyramid served as a temple. Those visiting the clergy that resided here would usually wait to be greeted in this room.

Any light source, sounds above whisper level, or indications of combat in the archway or within the room itself will rouse the swarms to attack.

As with most script found within the temple's remains, the sigils surrounding the arch are undecipherable except for individual characters. The words once bore a blessing and a greeting of welcome in Sylvan to those crossing the threshold.

Storage (area 5; ES 4)

This 20 foot by 30 foot chamber is littered with debris nearly knee-high, making movement within the area extremely difficult.

Green Slime

CR 4

See the *Pathfinder Roleplaying Game Core Rulebook*.

The green slime is on the ceiling and will wait for at least two creatures to enter the room before dropping down. The floor of this former storage room is now difficult terrain. Scattered among the debris, if the heroes take the time to search, are 1000 blackened and corroded sp of indeterminate age and origin – this is all that is left of a much larger silver hoard which the green slime and rust monsters (see area 11) already discovered.

Conference Room (area 6; ES 7)

The entranceway to this large 60 feet by 30 feet chamber is a once magnificent 20 foot wide arch. Once again, unusual symbols are partially visible above the edge of the badly chipped and crumbling archway. The remains of a dry rotted wooden structure, perhaps a table or desk, lie in a heap on the floor in the center of the room.

Army Ant Swarm

CR 5

See the *Pathfinder Roleplaying Game Bestiary*.

Pit Trap (4)

CR 1

See the *Pathfinder Roleplaying Game Core Rulebook*.

The floor in the east side of this room is extremely unstable and will collapse if anyone steps on any of the indicated areas. The four weak spots are adjacent to each



other and can be treated as four separate pit traps. Falling into one of the pit traps will disturb the army ant swarm which will come up through the pit trap floor on the second round after someone falls in. If the GM wishes to construct further levels below the pyramid, the pit could deposit characters into a room on the same lower level that the blocked passage (see area 3) leads to.

The archaic characters written above the archway once identified this as a conference or meeting room. A character capable of reading Sylvan might be able to make out the word "talk" as a clue towards the room's original purpose.

The wooden debris in the room is the remains of the large meeting table that used to stand in the center of the room.

Ramp to Level 2 (area 7; $\text{EL } 4$)

As it curves to the southeast, the floor in this section of hallway begins to gradually ramp upward. As you approach

the ramp, several long, segmented creatures scurry towards you from around the corner, their horrible black mandibles clicking in excitement as they approach.

The creatures that constructed and once used this facility had great difficulty navigating stairs, thus ramps were employed as the preferred method of moving between levels.

Giant Centipedes (6)

CR $\frac{1}{2}$

See the *Pathfinder Roleplaying Game Bestiary*.

This colony of giant centipedes has been displaced from their lair by several other wandering monsters that have recently stumbled upon this ruin. They are currently extremely agitated and impossible to surprise.

Second Floor Corridor (area 8)

The top of this ramp levels off into a corridor that runs about 45 feet to the south before turning west. There is an archway in the western wall about 25 feet down.

Study (area 9; $\text{EL } 5$)

The ten-foot wide archway leading into this 15x30 foot room has more of those strange characters you have seen elsewhere inside written above it. The floor is littered with broken wooden furniture of indeterminate type and various scroll cases.

Rat Swarms (3)

CR 2

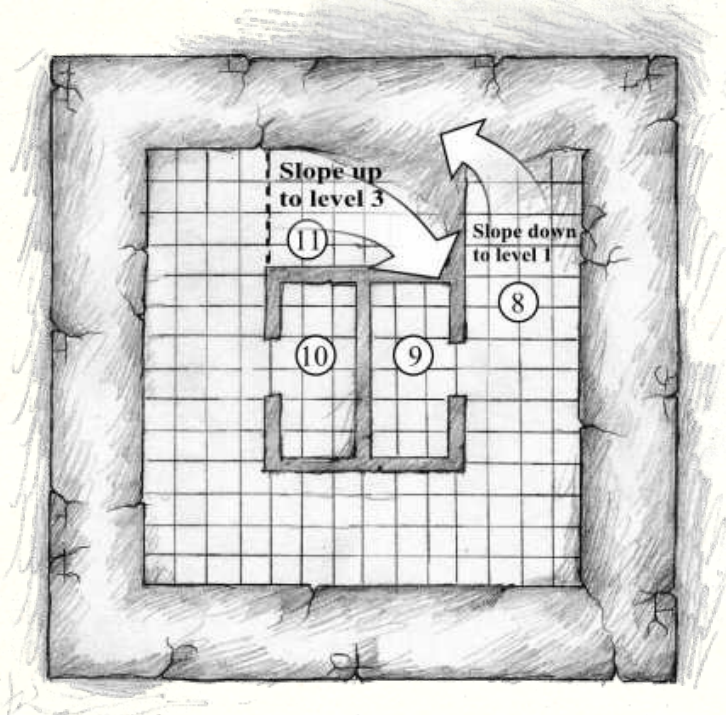
See the *Pathfinder Roleplaying Game Bestiary*.

The only remaining intact script above the archway can loosely be translated as "learn" or "learning" by someone who can read Sylvan. Entering the room will agitate the 3 rat swarms hiding in the debris which will immediately attack. The wooden debris is the remains of shelving and counter space that one lined the room. The scroll cases are all opened and any contents have been removed or decayed away long ago. Those interested in the cases themselves can gather as many as 4d4 still useable map or scroll cases that are in fairly decent shape.

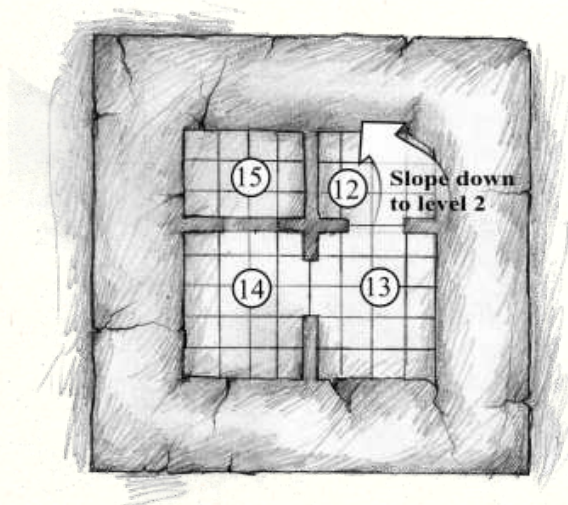
Dormitory (area 10; $\text{EL } 6$)

A ten-foot wide archway opens into this cobweb filled 15x30

The Ruins Level 2



The Ruins Level 3



foot room. A desiccated humanoid corpse lies motionless near the center of the floor.

Giant Spiders (6)

CR 1

See the *Pathfinder Roleplaying Game Bestiary*.

This room was once sleeping quarters for the centaur clerics which once lived in this temple. As centaurs usually stand during rest (having a 'stay mechanism' just as horses so), there was no need for bunks. Simple straw pallets sufficed for the 30 minutes of sleep or so a centaur actually spends lying down.

A colony of giant spiders has taken refuge in this room. They are currently hiding (using their Stealth skill) on the walls and ceiling when the party first enters the room. They have likely been alerted to the party's presence from the sounds of the rat swarms in area 9.

The desiccated corpse is all that remains of one of the spiders' recent victims. The only item of value on the corpse is a set of masterwork thieves' tools.

Ramp to Level 3 (area 11; ES 6)

As the hallway you are in turns to the east, it begins once again to ramp upward. As your party begins to round the corner, a trio of giant armadillo-like creatures scrambles down the ramp towards you.

Rust Monsters (3)

CR 3

See the *Pathfinder Roleplaying Game Bestiary*.

The rust monsters wandered into the temple just recently, drawn to the silver in area 5 (which they abandoned due to the green slime) and something hidden in area 15. They have recently been discouraged from pursuing the latter any further after facing the vegpeygmies in area 14.

Σanding (area 12)

This roughly 10 by 20 foot landing ends at a 10 foot wide archway leading to the south. Over the archway is another printed script, this one being the most complete you have seen in the temple so far.

If deciphered, the script reads "Gandharva's Quarters" in an ancient centaur dialect of Sylvan. While some might assume "Gandharva" to be a proper name, anyone passing

a Knowledge (nature) check (DC 20) can recall that Gandharva is an ancient centaur term for head cleric or Patriarch.

Parlor (area 13; ES 7)

This 20x25 foot chamber appears to have been recently cleared of any debris.

Invisible Stalker

CR 7

See the *Pathfinder Roleplaying Game Bestiary*.

The invisible stalker has been here for years, making sure the room stays clear of clutter and ensuring that no one enters from the lower level without the now long forgotten password. When the characters enter the room, the stalker will spend a round rousing the vegpeygmies in the next room (area 14) and then wait for the best opportunity to strike.

Cleric's Quarters (area 14; ES 7)

Similar in dimensions and layout to the previous room, this area's most remarkable feature is the large, moldy stain splattered on the wall in the northwestern corner. A very pronounced crack in the ceiling travels from the center of the room towards the edge of the northern wall, where it ends abruptly.

Russet Mold

CR 6

Vegepygmies (5)

CR 1/2

See the *Pathfinder Roleplaying Game Bestiary*.

The crack in the ceiling vents to the outside and is substantial enough that the spore for a russet mold passed in a couple years back and has begun to develop here. The invisible stalker does not bother it, as he is only tasked with preventing entry via the ramp from the lower level. The crack ends at the secret door in the north wall which is slightly ajar (granting a +2 bonus to Perception checks made to detect it). The GM can tell the PCs that a beam of light is visible trickling into the room through the crack (if they are here during the day or on a moonlit night).

Treasure Room (area 15; ES 6)

Opening the door to this 15x20 foot chamber releases a cloud of dust that immediately elicits coughs and sneezes from those

around you.

Yellow Mold

CR 6

See the *Pathfinder Roleplaying Game Core Rulebook*.

The dust cloud is actually the cloud of poisonous spores released by the yellow mold that resides on the north face of the secret door. With the door open, it is obvious to see that the crack in the ceiling in area 14 continues over the secret door and into this chamber as well, where it probably served as the entranceway for the spores of the yellow mold that grew in this chamber.

On the north wall of this chamber is a dried and warped wooden shelf, attached at a somewhat awkward height for a normal Medium-sized humanoid, containing the following items:

- A scroll tube containing a map leading to several of the portals east of here and north of Mor Aldenn.
- A stone tablet with the word "APSARA" etched into

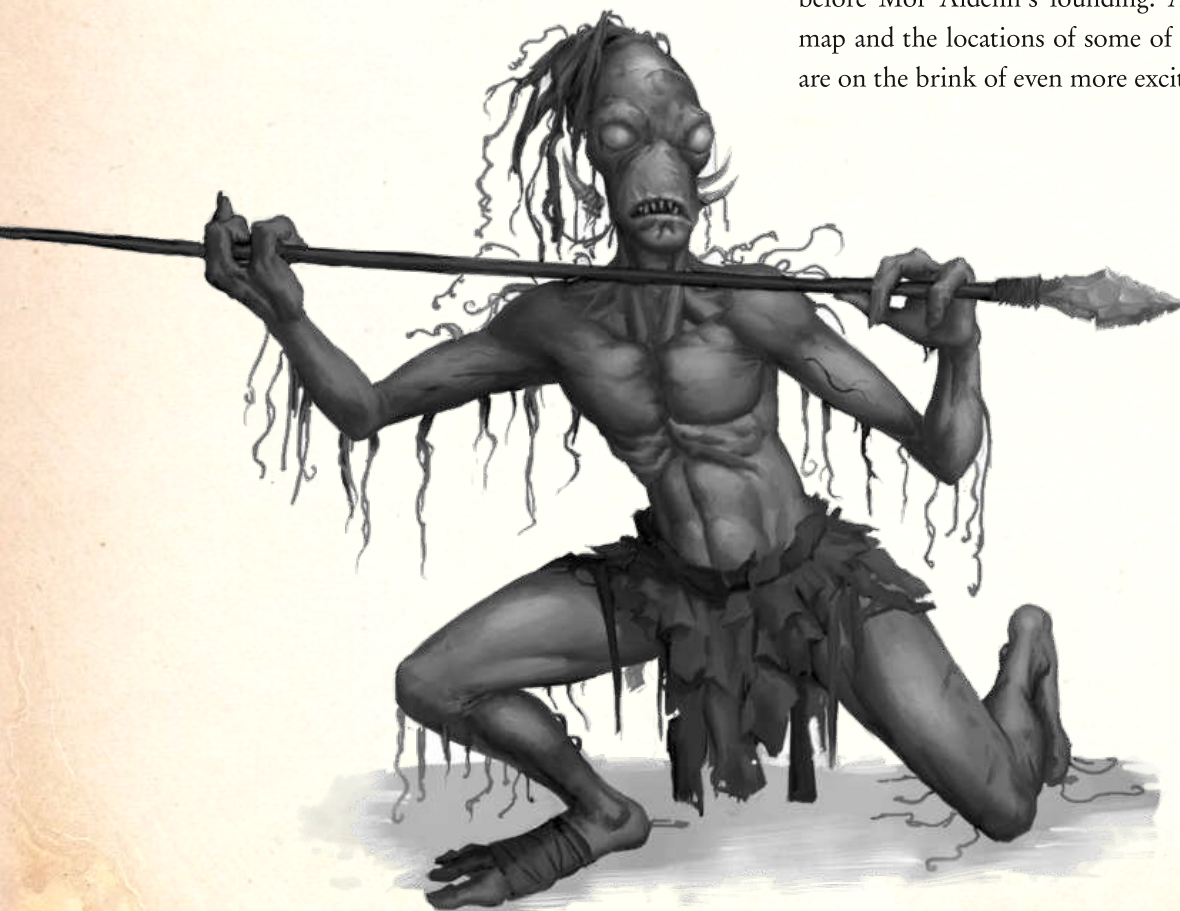
it in Elven/Sylvan characters. This is the activation word for one of the portals identified on the map, as well as the password required to get by the invisible stalker in area 13 without being attacked.

- A +2 *chainshirt*.
- 60% of a full set of +2 *chainmail barding* (chest, body, and legs are included, head and neck are missing).

The last two items are actually a set and comprise a +2 *chainmail suit of armor* intended to be worn by a centaur character. If split up, a character using to use the barding for a horse may pay 40% of the regular cost for +2 *chainmail barding* and have the barding set fully completed.

If the GM wishes, the treasure room could also contain a portal that deposits the characters in the woods far to the east (closer to the portals indicated on the map), should they dare to pass through it.

At this point, the characters have hopefully gained enough clues to guess that the ruins were actually part of the legendary centaur settlement that existed in the area before Mor Aldenn's founding. Armed with the treasure map and the locations of some of the ancient portals, they are on the brink of even more exciting adventures!



Open Game License 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. DEFINITIONS: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures; characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content; (h) "You" or "Your" means the licensee in terms of this agreement.

2. THE LICENSE: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. OFFER AND ACCEPTANCE: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. GRANT AND CONSIDERATION: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. REPRESENTATION OF AUTHORITY TO CONTRIBUTE: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. NOTICE OF LICENSE COPYRIGHT: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. USE OF PRODUCT IDENTITY: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another,

independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. IDENTIFICATION: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. UPDATING THE LICENSE: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. COPY OF THIS LICENSE: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. USE OF CONTRIBUTOR CREDITS: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. INABILITY TO COMPLY: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. TERMINATION: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. REFORMATION: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000. Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author Jason Buhlman, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

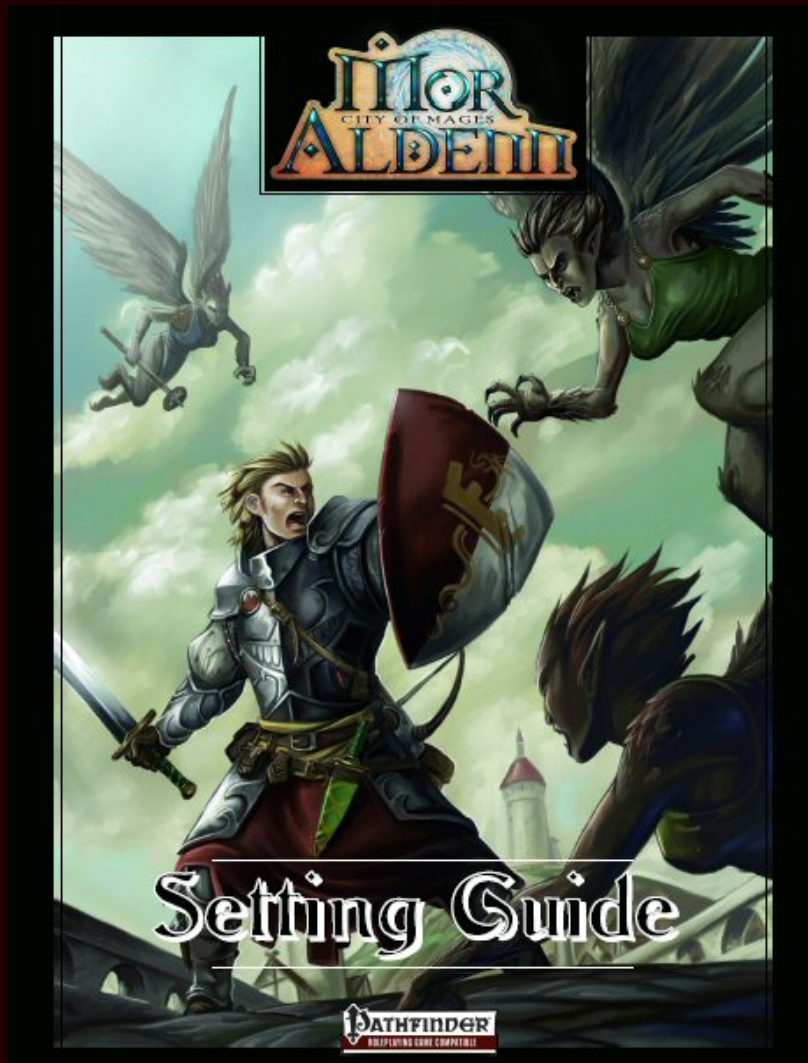
The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The Ruins. Copyright 2012, Headless Hydra Games; Author: Scott Moore.

Did you like what you just read?
Maybe you should check out the...

Mor Aldenn Setting Guide!



Available from both *RPGNow.com* and *Paizo.com*