

SHATTERED STAR



CURSE OF THE LADY'S LIGHT

PART ONE: THE JOURNEY SOUTH

The PCs have recovered the first two shards of the Shattered Star, but five more remain hidden throughout Varisia. When they learn the next shard in the sequence lies within the Lady's Light, they must prepare for a journey south into the wilds of the Mushfens.

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PART TWO: THE LADY'S CAPE

Armed only with the knowledge that the shard they seek lies within the monument known as the Lady's Light, the PCs must explore the dangerous marshes surrounding the structure—and contend with warring tribes of boggards and troglodytes!

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PART THREE: THE LADY'S LIGHT

The Thassilonian dungeons below the Lady's Light hide the only entrance into the monument itself, and as the PCs soon learn, within those dungeons dwells a dangerous mix of ancient guardians and much more recent additions...

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ADVANCEMENT TRACK

“Curse of the Lady's Light” is designed for four characters and uses the medium XP track.

- 5** The PCs begin this adventure at 5th level.
- 6** The PCs should be 6th level by the time they start exploring the dungeons below the Lady's Light.
- 7** The PCs should reach 7th level by the time they reach the second dungeon level below the Lady's Light.

The PCs should be 8th level by the end of the adventure.



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ADVENTURE BACKGROUND

The construction of monuments to symbolize power long served to assuage the egos of Thassilon's runelords. Several runelords took to the tradition of carving their visages into mountain peaks that overlooked their realms, but Runelord Sorshen wanted the world to remember more than her face—no mere mountaintop bust would serve. Instead, she commissioned the construction of numerous towering statues of herself throughout Eurythnia. Most of these have sunk beneath the waters of the sea or have crumbled today (all that remains of a once-mighty statue of her near Korvosa is a single foot). The so-called Sunken Queen still bears images of Sorshen on its faces, but this pyramid lies deep within the Mushfens today, out of sight of all but the bravest explorers.

But one image remains in full view—the Lady's Light. This towering statue of Sorshen is among Varisia's most famous and most iconic Thassilonian monuments; the statue stands at the southwesternmost point of the region, its glowing scepter raised high against the night. Originally built in -6060 AR, over 750 years before Earthfall, the Lady's Light still stands today, towering nearly 200 feet tall and bearing a torch of blue flame that originally proclaimed the Runelord's power but today serves to warn sea captains away from the hazardous reefs.

Sorshen treated the Lady's Light as a home away from home—it served her as a place to stay when she had to travel west to meet with (or spy upon) agents of Bakrakhan or Shalast, and also as a display of power to the other nations. She even used the Lady's Light to house one of her greatest trophies: the *Shard of Lust*. The chambers within and below the Lady's Light housed an army of sensuous servants both great and small, and while Sorshen was elsewhere, rule of the Lady's Light (and stewardship of the *Shard of Lust*) remained in the capable hands of its majordomo, the succubus Ayandamahla.

Sorshen's hegemony, like all of ancient Thassilon, collapsed in the cataclysm that was Earthfall. The great waves that pounded Thassilon's shores sank vast tracts of southern Eurythnia, but miraculously the Lady's Light survived (in no small part because of its location atop a particularly solid basalt foundation). Many of those who lived in the region fled as the surrounding area was flooded, but not all were afforded this luxury. Ayandamahla, among others, was bound magically to the Lady's Light, enslaved to Sorshen's service as long as the monument stood. Although she could wander short distances away from the Lady's Light during the new moon, Ayandamahla grew increasingly frustrated with what seemed to her to be an eternity imprisoned on a dead world. She needed to find someone related by blood to take her place as mistress of the monument. The perfect dupe was one of her many daughters, an alu-demon

called Ashamintallu whom Sorshen had imprisoned in a glass golem below the Lady's Light. Through a cruel and intricate deception, Ayandamahla tricked her daughter into taking on the mantle of servitude. Ashamintallu vented her rage at this astounding maternal betrayal on those few denizens remaining in the dungeons, but soon she was alone, cursed to serve as guardian of the Lady's Light until it crumbled away. With her was the *Shard of Lust*, Sorshen's fragment of the powerful *Sihedron*. She clung to this potent artifact, and the shard fed on the alu-demon's fury and pain, slowly cooing and caressing Ashamintallu into a state of desperate madness.

Millennia later, in the city of Korvosa of present-day Varisia, upstart Queen Ileosa Arabasti dreamed grand dreams of assuming the long-vanished Runelord of Lust's former glory. She expanded her power through a military order she dubbed the Gray Maidens—female fighters selected for their strength and beauty and then forged into remorseless soldiers via brutal initiations that left them both physically and emotionally scarred. Ileosa might well have succeeded in attaining eternal youth and the power she sought were it not for the efforts of a brave band of adventurers. These stalwart souls foiled and deposed the devilish queen and assisted in restoring order to the proud city-state, to the infinite relief of her oppressed subjects. Efforts were made to rehabilitate the now-leaderless Gray Maidens, but not all welcomed such attentions. One such band, led by a Gray Maiden commander named Oriana, fled Korvosa rather than submit to its new ruler, and for a few years these fugitives eked out lives as bandits and mercenaries. But Oriana remained loyal to Ileosa and her ideals. And so she led her band of Gray Maidens southwest to a site she believed would hold a significant amount of Runelord Sorshen's power. If she and her followers could recover the treasures of the Lady's Light, they could finally wreak vengeance upon those who toppled their beloved queen.

Oriana was correct in her conviction that some of Sorshen's power remained in the Lady's Light, but she found much more than mere echoes of the past. The cursed alu-demon Ashamintallu, long since driven mad by the ineffable energies of the *Shard of Lust*, now believed that she was Runelord Sorshen reborn and had assumed Sorshen's form. She confronted Oriana and her Gray Maidens as they reached the interior of the Lady's Light and bent them to her will. Ashamintallu had been building up an entourage of servants over the past several years, but the addition of the Gray Maidens (and her discovery of how close Ileosa had come to capitalizing on Sorshen's legacy) greatly pleased the demon, and now she uses the Gray Maidens as her personal playthings—chief among them Oriana herself. The guardians of the *Shard of Lust* have not been so numerous or potent since the day Thassilon fell!

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ADVENTURE SUMMARY

The PCs have recovered the *Shard of Greed* and the *Shard of Pride*—and they soon learn that the next shard in the sequence lies within the Lady's Light. They travel south to the monument's hinterlands, a region of the Mushfens known as the Lady's Cape, and must contend with several dangerous denizens in the area before discovering the route into the Lady's Light lies through its dungeons, accessible throughout the area via a number of cave entrances.

As they adventure in the region, they come across more and more disturbing hints that an ancient power may be living still within the Lady's Light—the evidence increasingly points to the possibility that Runelord Sorshen herself lives on within the monument. Yet astute PCs also read between the lines of these clues, and should come to suspect that the true mistress of the Lady's Light is only posing as the powerful Thassilonian; this knowledge may give them an advantage over her when the inevitable confrontation comes.

The PCs run afoul of the Gray Maidens and learn of their plot to secure the treasures of the Lady's Light to fund vengeance against Korvosa—while the fate of Magnimar's rival may not be a compelling concern to the PCs, the fact that the Gray Maidens have entrenched themselves within the Lady's Light does make for a difficulty that must be overcome. The PCs can fight their way through the well-equipped mercenaries, or they can use more diplomatic methods and begin recruiting the Gray Maidens to their side.

Eventually, the PCs reach the apex of the Lady's Light and encounter the alu-demon Ashamintallu, who confronts the PCs in her guise as Sorshen. Only by defeating her in combat or by capitalizing upon the mind-wracking curse she suffers can they earn the object of their quest—the third shard of the *Shattered Star*!

PART ONE: THE JOURNEY SOUTH

As this adventure begins, the PCs have recovered two of the seven shards of the *Shattered Star*—their contact among the Pathfinders, Sheila Heidmarch, is incredibly excited about the PCs' progress and encourages them to continue their quest, if not to help prepare Varisia for possible dangers in the future by securing and rebuilding the ancient artifact, then merely to help bolster the prestige of the Varisian chapter of the Pathfinder Society and to increase their own fame and fortune. As much as Sheila might wish she could join the PCs on this adventure, her responsibilities as a venture-captain prevent her from accompanying them. What she can do, though, is give them a list that summarizes what she knows about the remaining five shards (see *Pathfinder Adventure Path* #61 for this information). In addition, she gives the PCs a *pink and green sphere ioun stone*—they'll need this stone

to deactivate the *Shard of Lust's* curse. Sheila hopes to be able to furnish the PCs with additional *ioun stones* in the future for additional shards, but needs more time to gather the necessary funds to track down the stones and to have them delivered to Heidmarch Manor.

In any event, if the PCs haven't already used the *Shard of Greed* to do so, they should concentrate on the shard to receive a vision of the region surrounding the next shard in the sequence: the *Shard of Lust*. Doing so grants the vision of a towering statue of a beautiful woman holding aloft a stone scepter, standing atop a bluff surrounded by a tangled seaside swampland. This site is relatively well known—a successful DC 14 Knowledge (geography) check is all that's required to recognize that the image is of the Lady's Light.

MAKING THE JOURNEY

The Lady's Light is an unusual monument in that while all of those who have sailed to Magnimar from the south have seen it, very few have actually visited the site. The towering statue looms at the southwesternmost point of mainland Varisia, but approaching it is treacherous, what with the trackless reach of the Mushfens in the land route and the presence of treacherous and numerous reefs in the surrounding waters. The image of the 200-foot-tall statue is one known to many, but the monument itself is relatively mysterious—the presence of numerous tribes of boggards, troglodytes (known as xulgath to their own kind), and other monsters make it all the more dangerous to visit.

The Lady's Light is just over 50 miles away from Magnimar as the crow flies, but approaching it on foot or by sea is a different story. Sheila explains the two most obvious options the PCs have for traveling to the Lady's Light, as detailed below.

Traveling on Foot: The most straightforward method, a journey on foot from Magnimar to the Lady's Cape consists of a 50-mile slog through the Mushfens. Unfortunately, many of those miles are through wide swaths of water or over unstable ground, forcing travelers to wade, swim, or make significant detours. The Mushfens are trackless swampland, and as such the distance a traveler can cover on foot per day is halved. Thus, a group traveling at a speed of 30 feet could cover the distance between Magnimar and the Lady's Cape in about 33 hours (split into just over four 8-hour travel days). Travel by small craft (such as a rowboat, raft, or barge) through the complex twisting tangle of the Mushfens' waterways is more comfortable, but is constrained to the tangled route of navigable waterways, resulting in a much longer journey than the more direct overland route. Portaging small boats and using them to cross deeper channels ultimately doesn't save much time compared to the overland route, while following the deep channels alone actually doubles the travel time.

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Traveling on a Ship: Taking a ship to the Lady's Cape is a much faster and more comfortable method, yet unless the PCs can afford to buy their own ship and pay a crew (unlikely for a 5th-level party), they'll need to secure passage aboard a merchant ship or fishing vessel sailing south. Most captains are reluctant to sail too close to the Lady's Light, because of a combination of superstition about the towering statue and the more physical threat of the numerous reefs that surround the area, but Sheila can supply the PCs with the name of a ship captained by one of her contacts—the *Wanton Ways*. Sheila can draft the PCs a note that'll secure them passage aboard the *Wanton Ways* to the Lady's Cape, but they'll need to put ashore just north of the cape itself and walk the last bit to the region to avoid the treacherous reefs. Taking a ship to the Lady's Cape is a mere day's journey.

PART TWO: THE LADY'S CAPE

The hooklike peninsula that makes up the area around the Lady's Light is a combination of relatively open salt marsh, thickly vegetated swampland, and a few hilly regions. For many years the area has been contested by two tribes: the boggards of Baladab Souko and the troglodytes who call themselves the Children of Zevgavizeb. The two tribes are evenly matched, although the arrival of the Gray Maidens has disrupted the tenuous peace between the two tribes, and they now bicker and skirmish with each other in a steadily growing escalation. In addition, a witch named Maroux has lived in the region for many years. Unlike the boggards and troglodytes, Maroux isn't immediately hostile to visitors; she just doesn't like them. Nonetheless, sighting her hut on its small island should be more than enough of a lure to attract the PCs. (Note: If you're using the "Curse of the Lady's Light" web enhancement, an NPC the PCs can encounter in Magnimar specifically points them toward visiting Maroux—if you aren't using this web enhancement, you could just as easily have them learn of Maroux from someone else if you wish.)

The PCs approach from the north, either while walking or after having been set ashore from the *Wanton Ways* via a rowboat before the ship carries on to Korvosa, but once they set foot on the region depicted in the Lady's Cape map (see page 10), the method by which they travel to the Lady's Light is left to them.

Some of the areas in the Lady's Cape aren't full-fledged encounter areas, but remain important to the region. These areas are detailed briefly below—feel free to expand upon these areas as you wish.

Lady's Lagoon: This large coastal lagoon is only 10 feet deep at its deepest point at low tide—the map depicts the lagoon at this point. At high tide, the areas shown as beaches are underwater (including the sandbar along the lagoon's north side), and the lagoon's depth increases by

another 10 feet. Reefclaws (*Pathfinder RPG Bestiary* 2 234) are generally the largest and most dangerous predators in the lagoon, but now and then larger sharks get trapped in the lagoon at low tide.

Lake Ghaulos: Separated from the lagoon by a narrow but high rocky ridge, Lake Ghaulos is a 15-foot-deep expanse of murky, boggy water with a 5-foot-deep bed of mud over the underlying bedrock. The water is somewhat foul-tasting but is not saltwater.

Shoals: Treacherous reefs and shoals surround the Lady's Cape—navigating these shoals without running a ship aground requires a successful DC 30 Profession (sailor) check, but even if a sailing ship manages to get inside the shoals, vehicles much larger than a rowboat will need to watch for additional hidden rocks and reefs. Those who wish to approach the Cape are well advised to put ashore just on the northern edge of the shoals (near the top central edge of the map), for these shoals run along the majority of the Mushfens' southern coast.

Slug Creek: One of the countless creeks that drains out of the Mushfens into the sea, Slug Creek has the distinction of a name—but only because its mouth is located near one of the most iconic locations of the swamp. The waters of Slug Creek run relatively slow; the PCs need only succeed at a DC 10 Swim check to cross the creek, which varies in depth from 3 to 15 feet.

A. MAROUX'S ISLE (CR 5)

A PC who succeeds at a DC 15 Perception or DC 12 Survival check notices the narrow trail that connects Maroux's hut to several hills to the east as travelers work their way south. Barring that, the fact that a rickety-looking (but sound) bridge crosses the water should be enough to lure the PCs toward the island. During the day, curls of smoke from the hut are visible, while in the evening, the flickering lights in the hut's windows attract the eye. The bridge leading to Maroux's isle is decorated with bleached humanoid skulls with weird sigils painted on them in crusty, reddish-brown dried blood. PCs who succeed at a DC 12 Knowledge (nature) check identify them as boggard and troglodyte skulls, while the sigils are merely warnings and rants against trespassers written in Boggard and Draconic.

Maroux's hut sits at the center of the small island, a mossy wooden shack with a sagging roof sitting in the shade of a few moss-draped willows. A plume of smoke wafts from a chimney, and cooking smells pervade the area, though the odor is not altogether pleasant. Maroux herself is a foul-tempered and nearsighted half-orc woman with an equally foul-tempered raven familiar named Hosco. Maroux is blind in one eye, but relies on her raven to notice things; unless the PCs approach her hut stealthily, she notices them approaching and steps

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THE LADY'S CAPE



out to confront them. (If the PCs successfully sneak up on her, she panics and automatically attacks them, assuming that they're here to kill her or worse.)

Maroux is an eccentric hermit. She's lived alone in this region for many years, and doesn't take kindly to visitors. She growls angrily, shaking her staff when she spies the party: "Who be you fools? I've always room in my stew pot for more meat, you know. Unless you want to join the turnips in my soup, get off my island!" Though her threats are largely for show, she still starts this encounter with an attitude of unfriendly.

Offering to Help: If the PCs ask Maroux if there's anything they can do to help her, she grows crafty and mentions an old shipwreck off the north coast of the larger isle to the west of her own island. She goes on to mention that several patches of delicious and relatively rare seaweed known as kelpie's hair grow in and around the wreck, and that she's always had a fondness for kelpie's hair soup. If the PCs agree bring her a few handfuls of the stuff, they can automatically get her to open up and speak with them once they return. Maroux waits until the last moment to almost anecdotally warn the PCs that she suspects the shipwreck might be haunted by a few of the sailors who died there.

Dinner with Maroux: Convincing Maroux to open up and talk freely to the PCs is a difficult task. She's naturally suspicious of strangers and not eager to make new friends—she became a hermit for those reasons, in fact. As a result, getting her to talk requires a successful DC 30 Diplomacy check if she's friendly (or DC 20 check if she's made helpful). Magical control (such as *charm person* or *suggestion*) also works to get her to talk, although if the spellcasting attempt fails, she'll immediately attack.

If the party manages to make Maroux open up, she invites the PCs to share a meal with her. Unfortunately, she is a terrible cook—anyone who eats with her must succeed at a DC 12 Fortitude save to avoid becoming sickened for 1 hour. The meal consists of barely edible stew, rough bread, and murky swamp water—the addition of kelpie's hair makes the stew a little tastier, though, and grants a +2 bonus on Fortitude saves to resist becoming sickened. During the meal, Maroux becomes increasingly talkative. If asked about the region, she replies with the following advice.

"The xulgaths (who you city folk know better as troglodytes) and boggards have bickered over control of the Lady's Cape for years. They're pretty evenly matched if you ask me. I've bloodied their noses when they've stuck them in my business, so for the most

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part they've let me be—that's what the skulls and artwork on my bridge are for.

"But then, a few months back, we had some new visitors. A troop of women knights or something, clad in plate and wearing red-plumed helmets. Their leader was a woman named Oriana—pretty enough, at least till she took her helmet off and showed off her scars. She sat down to dinner with me just like you did, only she gave me a fine magic wand as a bribe, so I didn't feel the need to send her off to gather seaweed. Anyway. She told me she and her sisters were from Korvosa, soldiers of the rightful queen who'd been tumbled off the throne a few years back. They'd had to flee the city once their queen wasn't in charge, and fell into mercenary work until Oriana got the idea to plunder the Lady's Light for the treasure they think's hidden inside of it. Made me chuckle a bit, since I've heard there's secret rooms in the Lady filled with treasure too. I've tried to find a way into the place before—there's caves under the area that are supposed to connect to the chambers below the Light, but those caves belong to the trogs and frogs and bigger critters. I didn't get far, and since then I've steered clear of the Light—the bitch gives me the willies, anyway. Some powerful magic going on in there.

"Anyway, Oriana was intent on getting under the Lady's skirts, and she asked me if I knew a way in. I told her about the caves and warned her of the trogs 'n frogs, but that didn't seem to bother her. Unlike me, she had herself a whole group of ironclad soldiers to back her up, after all. So off she goes, and damned if she and her mercenaries don't make friendly with the frogs! Got them some better weapons, gave them some fighting tips, and then helped them launch an attack on the trogs. In return, the frogs gave her permission to use their tunnels.

"But here's the kicker. Oriana found a way inside the Lady—or at least she says so. She came my way ten days ago with a story that she'd found none other than the Runelord of Lust herself in there, and that the runelord had recruited Oriana to help her reclaim her lands and rebuild her kingdom! Oriana asked me to join their crusade! I politely refused and wished her well and she went on her way. Gods above an' below, I couldn't get her out of my hut quick enough!

"The way I see it, there's three possibilities. First, Oriana is lying, for whatever reason. The second, Oriana, sad child, is off her nut. And the third, someone or something in there is masquerading as Sorshen the Grand Whore of Thassilon and has tricked Oriana into being her minion. Well, I suppose there's a fourth possibility—that Sorshen really is alive and well in the Lady's Light, but if you believe that claptrap, there's a bridge across the Straits of Aroden I'd like to sell ya!"



MAROUX

If he's asked to, Maroux can draw a simple map of the region that gives the locations of her hut, the Lady's Light, the boggard village, and the locations of the three caves that lead to the tunnels under the region. She knows the northern cave is the primary troglodyte den, and that the southern one is claimed by the boggards—she's not sure what's living in the cave between them, but it's something big and mean from what she's heard in the region—enough so that she hasn't felt the urge to investigate any more closely. She has no interest in accompanying the party, but if she's been made helpful, she offers her island as a safe place to rest and even offers to cast healing spells on them when they visit in the future.

If the PCs are looking for someone to serve as Sabriyya's Mushfens contact (see inside cover), Maroux declines the offer, saying she's had enough of society and doesn't want back in. She does mention that one of the local tribes of troglodytes or boggards could work well for these purposes—provided the PCs can figure a way out to secure their friendship (perhaps a difficult task, she muses, given that both tribes are vile demon worshippers).

MAROUX

CR 5

XP 1,600

Female half-orc witch 6 (*Pathfinder RPG Advanced Player's Guide* 65)

N Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +1 Dex, +1 dodge, +1 natural)

hp 35 (6d6+12)

Fort +4, **Ref** +3, **Will** +6

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk quarterstaff +3 (1d6–1)

Special Attacks hexes (cauldron, evil eye [–2, 7 rounds], healing [cure moderate], slumber [6 rounds])

Witch Spells Prepared (CL 6th; concentration +10)

3rd—*dispel magic*, *fireball* (DC 18), *stinking cloud* (DC 17)

2nd—*blindness/deafness* (DC 16), *burning gaze*^{APG} (DC 17), *cure moderate wounds*, *flaming sphere* (DC 17)

1st—*burning hands* (DC 16), *mage armor*, *ray of enfeeblement* (DC 15), *shocking grasp* (DC 15)

0 (at will)—*detect magic*, *detect poison*, *read magic*, *resistance*

Patron Elements

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TACTICS

Before Combat Maroux casts *mage armor* before emerging from her hut.

During Combat Maroux employs to her quarterstaff only as a last resort, preferring to use her spells on foes. She casts *cure moderate wounds* on herself whenever she falls below 17 hit points.

Morale If reduced to fewer than 5 hit points, Maroux suddenly gives up the fight and transforms into a pitiful sight indeed, dropping to her knees and begging for her life. In this case, she'll promise to help the PCs in any way they wish, although she'd prefer to limit her aid to simply advising them as detailed in *Offering to Help* on page 10. If the PCs force her to accompany them, she serves dutifully until she sees her first chance to try to escape into the swamp—if she manages this, she lies low for several days, hoping to outwait the PCs' presence in the area.

STATISTICS

Str 8, **Dex** 13, **Con** 14, **Int** 18, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +2; **CMD** 14

Feats Alertness, Brew Potion, Combat Casting, Dodge, Spell Focus (evocation)

Skills Appraise +7, Craft (alchemy) +17, Handle Animal +6, Heal +10, Intimidate +11, Knowledge (arcana) +13, Knowledge (nature) +13, Perception +3, Sense Motive +3, Spellcraft +13

Languages Boggard, Common, Draconic, Orc, Thassilonian, Varisian

SQ familiar (raven named Hosco), orc blood, weapon familiarity

Combat Gear *potions of cure light wounds* (4), *scrolls of cure moderate wounds* (2), *scroll of remove disease*, *scroll of remove curse*; **Other Gear** masterwork quarterstaff, *amulet of natural armor* +1, spell component pouch

Treasure: Inside her hut, in addition to cooking utensils and other mundane items, Maroux has four rare codices on the wildlife of Varisia worth 100 gp each. A total of 345 gp is hidden in the lumpy mattress of her bed (Perception DC 20 to discover it).

Story Award: If the PCs befriend Maroux or otherwise get her information about current events in the region, award them XP as if they had defeated her in combat.

B. WRECK OF THE IMPDRAKE (CR 5)

A ring of jagged coral surrounds the hull of this sunken ship. Its decks are thick with blooms of seaweed, particularly near the wreck's bow.

The wreck of the sailing ship *Impdrake* lies 30 feet from shore here. The masts have long been torn away by the surging tides, but the ship's hull remains relatively intact (save for an enormous gash along its starboard hull) under 10 feet of water. The ship itself was a Chelish merchant

vessel bound for Magnimar—when her drunk captain ordered the ship to head for the Lady's Light, mistaking it for one of Magnimar's lighthouses during a dark and foggy night, the *Impdrake* sank here and her crew struggled ashore only to be slaughtered over the next 2 days by the region's boggards. The wreck itself isn't obvious from a distance, but from the shore, PCs who succeed at DC 15 Perception checks can make out the ship's vague outline in the seawater. The currents around the wreck are relatively calm—a successful DC 10 Swim check is needed to navigate the waters above and surrounding the *Impdrake*.

Creatures: Maroux's suspicions are correct—the *Impdrake* is indeed haunted by its dead captain and several unfortunate sailors. Their unquiet spirits have animated their bodies as skeletal undead (for a time they existed as zombies until fish and crabs ate away all their flesh). The skeletons lie tangled amid the seaweed, but rise to attack any living creatures that approach the site of their deaths. They do not pursue foes more than 100 feet from the wreck. The captain, a man named Linus Halfclasper in life, fights on in death with his +1 rapier, the hilt of which is encrusted with barnacles.

OLD CAPTAIN LINUS HALFCLASPER

CR 2

XP 600

Human skeletal champion warrior 1 (*Pathfinder RPG Bestiary* 252)

hp 17

Melee +1 rapier +7 (1d6+4/18–20)

HUMAN SKELETONS (7)

CR 1/3

XP 135 each

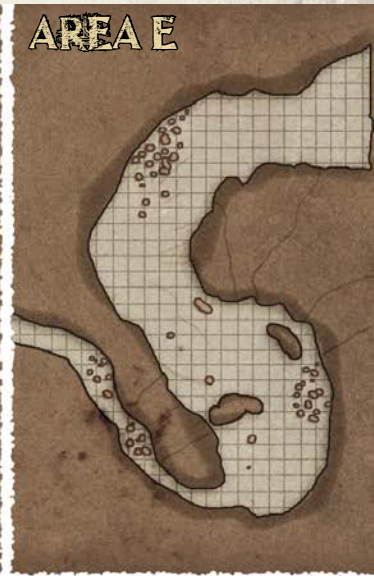
hp 4 each (*Pathfinder RPG Bestiary* 250)

C. BATTLEFIELD

Scattered upon the ground are obvious signs of carnage, and the vile reek of rot mixed with a pungent reptilian stink assaults the nostrils like a hammer's blow. Buzzards wheel in the sky above while clouds of flies buzz below. At least three dozen decomposing humanoid bodies lie strewn across the ground here, reptilian and amphibian in form. The reptilian bodies have all been decapitated—the heads are nowhere in evidence.

Here lie the gruesome remains of the latest battle between the boggards and the troglodytes. If Maroux has not told the PCs about the local boggard and troglodyte tribes, a successful DC 10 Knowledge (nature) check is required to identify the amphibian bodies as boggards. With their heads missing, a successful DC 14 Knowledge (nature) check is needed to identify the reptilian corpses as those of troglodytes. The troglodyte stench has grown no more pleasant after several days decomposing in the sun, and the bodies have been ransacked of most valuables.

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If the party insists on searching, a few primitively made and damaged arrows, spears, and clubs are found, as well as a broken dagger of decidedly finer craftsmanship—a successful DC 20 Knowledge (local) check reveals that the broken masterwork dagger was forged for the city guard of Korvosa. The dagger itself has been caked in a foul concoction of rancid blood, mud, and filth, and a successful DC 15 Heal check is enough for a PC to note that anyone stabbed by such a weapon would certainly grow sick with filth fever. A DC 20 Perception check reveals a crude religious talisman beneath one of the reptilian bodies that depicts a twisted tentacle terminating in an oversized talon. A PC who succeeds at a DC 20 Knowledge (religion) check identifies it as a holy symbol of Zevgavzeb, demon lord of caverns, reptiles, and troglodytes.

D. TROGLODYTE CAVES

The Children of Zevgavzeb are in bad shape—they've suffered greatly in the escalation of violence with the boggards, primarily as a result of the intervention of the Gray Maidens giving the boggards excellent tactical advice on how to defeat the troglodytes. Ever since their latest grisly defeat, the troglodytes have remained here in their cave, hunkered down as they try to regroup and rebuild their bravery for a second attack on the boggards.

The tribe's chieftain and all of his young have been killed, leaving the caves in a terrible state of disarray—there is no plan for an organized defense of the chambers, so aggressive PCs can simply fight their way through the chambers and proceed on into the caverns below the Lady's Cape without worrying that the troglodytes will make a coordinated defense.

The caves themselves, though, are exceedingly foul smelling—all saving throws made to resist troglodyte stench while in these caves take a –4 penalty as a result. The troglodytes rely on darkvision to navigate the caves, and therefore these chambers remain completely dark. Water drips from the walls to gather in frequent puddles on the floor, with ceiling heights averaging at 7 feet in tunnels and 15 feet in the caverns themselves.

Unless otherwise noted in the text, all of the troglodytes in these caves are armed with a club and five javelins, wear leather armor, and carry 1d4 tiger-eye gemstones worth 10 gp each.

D1. CAVE ENTRANCE (CR 4)

A wide cave entrance opens in the side of a rocky hillside here. The cave's exterior shows clear signs of habitation, with much foot traffic in and out of the entrance, which has been barricaded crudely with mounds of brush and branches. The interior is dark, and a deeply unpleasant odor issues forth like the exhalation of some carrion-fed beast.

The troglodytes made a half-hearted attempt to barricade the entrance to their cave—while the mound of branches and uprooted shrubbery won't block intrusions into the cave for long, it does make the first 15 feet into the cave entrance difficult terrain. Perhaps more importantly, a successful DC 15 Perception check is enough for a PC to notice the reek of oil among the barricade—the branches have been soaked in lantern oil. (The stink of the cavern imparts a –10 penalty on this check for any creature that doesn't have the scent ability.)

Creatures: Although the troglodytes are disorganized and demoralized, a few of them retain enough shreds of tribal pride that they've taken up a defensive position here. They've soaked the barricade in oil, and each troglodyte is armed with a single vial of alchemist's fire—if they notice anyone entering the cavern, they'll emerge from their hiding places along the walls to throw their fire at foes. The oil-soaked barricade ignites immediately, creating a 15-foot-deep swath of fire across the entrance—any creature that enters this fire takes 1d6 points of fire damage (Reflex DC 15 negates), and an additional 1d6 points of fire damage (no save) if it end its movement for the turn in one of these burning squares. The fire burns for 5 minutes once lit.

The three troglodytes follow this up by throwing javelins at intruders, moving to attack in melee if anyone makes it into the cave itself. These troglodytes are tired of running—they fight to the death.

TROGLODYTES (3)

CR 1

XP 400 each

AC 17, touch 8, flat-footed 17

hp 13 each (*Pathfinder RPG Bestiary* 267)

D2. PITFALL (CR 3)

Trap: To casual observation, this large cavern may look empty and unremarkable, but a keen eye notes that the ground lacks any puddles. In fact, the "ground" is a thin layer of woven reeds covered with a layer of dirt to make it look solid—this mat covers a large pit that takes up much of the central area. The reed mat is held up by 10-foot-high stakes driven into the dirt floor, which is lined with hundreds of smaller sharpened stakes, all poisoned with spider venom. The pit's simplicity is such that there's really nothing to disable with this trap—if the PCs notice it, they can either avoid it by staying near its edges while crossing the room, or simply climb down into the pit and move slowly through its field of spikes. A character can move through the spikes at half speed—if he moves at full speed, 1d4 spikes make attacks against him as he passes through the area.

PIT TRAP

CR 3

XP 800

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Type mechanical; Perception DC 16; Disable Device —

EFFECTS

Trigger location; Reset manual

Effect 10-ft.-deep pit (1d6 falling damage); Reflex DC 20 avoids; pit spikes (Atk +10 melee, 1d4+2 spikes per target for 1d4+2 damage each plus Medium spider venom); multiple targets (all targets who step into the pit's area)

D3. WARRIOR'S PYRE (CR 5)

The air in this long cavern is much drier than elsewhere, and the thick tang of smoke fills every breath. A large fire pit burns brightly to the north.

Once a communal feasting cavern, this room now serves the troglodytes as a place to burn their dead. Since the boggards have been using filthy weapons deliberately caked in diseased sludge, many troglodytes who survived the battle against the frogs ended up growing sick with filth fever—those who die are dragged here for disposal.

Creatures: Four troglodytes are gathered around a pyre where the corpse of a fifth who recently died of filth fever is being burned in a funeral ceremony. The troglodytes are chanting and croaking morosely as their fallen kin burns, giving them a –2 penalty on Perception checks. Cornered, they fight to the death.

TROGLODYTES (4)

CR 1

XP 400 each

AC 17, touch 8, flat-footed 17

hp 13 each (*Pathfinder RPG Bestiary* 267)

D4. FEVER VICTIMS (CR 4)

The floor in this cavern is slightly sunken, forming a shallow pool of filthy water. Mounds of swamp plants and branches are heaped here and there to form crude, nestlike beds.

Creatures: Once the primary sleeping quarters for the tribe, this room is now used to house the sick and dying. The bulk of the (barely) surviving troglodyte tribe can be found here—there are 14 troglodytes suffering from filth fever sprawled about this room. The troglodytes are all in the late stages of the sickness, and are in no condition to defend themselves—all are essentially helpless, as they all possess enough Dexterity damage to effectively immobilize them.

Every full minute a PC who's currently suffering any amount of hit point damage is in this room, she must succeed at a DC 15 Reflex save to avoid accidentally exposing her wounds to filth fever—which is thick indeed in this room's occupants and furnishings. Filth fever is detailed on page 557 of the *Pathfinder RPG Core Rulebook*.

SIDE QUEST: A BENEVOLENT OPTION

The troglodytes that dwell in these caves are remorselessly evil and worship a demon—but they're also in bad shape. With the exception of the encounter in area D6, the battles in here are unlikely to give the PCs much cause for concern.

But there's another option other than murder. The troglodyte's only remaining leader of note is the cleric Uggilo—if he's slain, the tribe well and truly is cast adrift. Once Uggilo is out of the picture, the fight goes out of the troglodytes. Those who can flee do so, but the 14 troglodytes laid up in area D4 are at the PCs' mercy.

If the PCs take the time to heal the troglodytes and cure them of their disease, and if Uggilo has been defeated, the surviving troglodytes have a crisis of faith. Obviously, their previous lifestyle didn't do them any favors. The troglodytes might even look to the PCs themselves as new leaders or even as saviors—redeeming the tribe is certainly a strong possibility if the PCs work at it. A redeemed and healed band of troglodytes could be handy in numerous ways—they can assist the PCs in exploring the region, guard campsites, or provide valuable scouting information, for example. Just how helpful the troglodytes get is left to you to determine, but if the PCs do manage to save the tribe, they should gain some benefit. A redeemed tribe of troglodytes could certainly serve well as gathering agents for Sabriyya (see inside cover). They can certainly confirm to the PCs that there are underground tunnels that lead to the Lady's Light, and can warn them about the dangers that wait in areas E and I, and that the boggards have some sort of "juice" they use to render the vermin in area I docile.

Reward: Grant the PCs 2,400 XP if they defeat Uggilo and cure the 14 sick troglodytes in area D4.

D5. DEVASTATED NURSERY (CR 5)

The ground in this cavern is a slimy mess of mud and fungus. Several trampled mud nests mixed with fragments of leathery eggs lie around the room.

During the most recent attack against the boggards, while this cavern was left relatively unguarded, a small group of boggards crept in here and smashed all of the troglodyte eggs—an assault that has done more to demoralize the troglodytes than anything else.

Creatures: Two groups of troglodytes argue bitterly here—bickering over whether it's a better idea to stay here under Uggilo's protection or whether they should abandon the cave and flee east into the Mushfens to start

SHATTERED STAR

a new tribe. The argument is in Draconic, and is easy to hear—the troglodytes here take a –4 penalty on Perception checks. If they spot the PCs, two of the troglodytes hiss in rage and attempt to escape to area D6 to alert their master, Uggilo. If the PCs block the main exit, these two squeeze through the narrow northern tunnel (which may slow them down enough for the PCs to catch them). The other two troglodytes stand their ground and fight, but if one of them is killed, the other surrenders and begs for mercy in Draconic.

TROGLODYTES (4) CR 1

XP 400 each

AC 17, touch 8, flat-footed 17

hp 13 each (*Pathfinder RPG Bestiary* 267)

Development: If one of the troglodytes surrenders and begs for mercy, it is a nervous creature named Sulgash. He's lost his faith in Zevgavizeb, and now wants nothing more than to escape into the Mushfens to the east to find a new life and, if possible, a new mate (his current mate is a prisoner of the boggards—see area F7). If the PCs can communicate with Sulgash, the troglodyte reveals much of the tribe's recent ordeal; you can use him to encourage the PCs to take out Uggilo or to indicate to them that the troglodytes in area D4, if cured, could become allies. If the PCs ask Sulgash for advice on how to reach the Lady's Light, he admits that there's a tunnel in the back of these caves that leads there, but warns that the way is guarded by a nest of "giant snapping grabber bugs" (the solifugids in area I), which are quite adept at eating troglodytes. He goes on to further state that the boggards have some sort of "magic juice" they use to make the grabber bugs docile. The troglodytes have tried many times to duplicate this juice, but failed every time and eventually just cultivated the dangerous fungi in area D7 to serve as a barricade against grabber bug invasions. At your discretion, Sulgash might agree to accompany the PCs as a minion—despite his chaotic evil ways, Sulgash (as with the troglodytes in area D4) is ready for a change of heart, and given the right support, could eventually be redeemed.

D6. SHRINE TO ZEVGAVIZEB (CR 6)

An overwhelming reptilian stench mixes with the foul putrescence of rotting flesh in this cave. Between two rocky outcroppings, both smeared with blood, are the remains of a foul ritual—heaps of decaying limbs, bones, and viscera. A symbol depicting a spiraling clawed tentacle has been crudely carved into the rock on the right.

This room was once the chieftain's chamber, but since his death it's been converted into the tribe's shrine to their

cruel demon-god Zevgavizeb (which was previously located in area D4). A successful DC 20 Knowledge (religion) check reveals this fact—while casual observation is enough to reveal that many of the remains that have been offered here are not of boggards or animals, but of troglodytes. The rocky outcroppings serve as an altar. Searching through the filth and decay heaped between them exposes the searcher to filth fever if the searcher has any hit point damage (*Core Rulebook* 557).

Creatures: The last remaining authority figure among the tribe is the cleric Uggilo. He dwells here, and has spent the days of late praying fervently for Zevgavizeb's intervention against the boggards, periodically offering up a sick troglodyte from area D4 as a sacrifice. Uggilo is greatly feared by the other troglodytes, who believe him to be the immortal son of their demonic god—for how else could Uggilo have lived this long in the face of boggard aggression when other champions and even the tribe's chieftain did not?

Uggilo is attended by two fanatical troglodytes who believe that their servitude to the cleric will earn them special roles in the afterlife, but Uggilo's closest companion is an enormous alligator he raised from a hatchling. The alligator is nameless but loyal, and is never far from Uggilo's side in this chamber. The two troglodytes maintain posts near the entrance to this cavern, hidden against the walls—if they notice any intruders, they shriek a warning and step out to attack the PCs before the intruders can fully enter the room, giving Uggilo time to cast his two preparatory spells before combat (if the cleric has not already been warned of the intrusion).

UGGILO CR 3

XP 800

Male troglodyte cleric of Zevgavizeb 3 (*Pathfinder RPG Bestiary* 267)

CE Medium humanoid (reptilian)

Init +0; Senses darkvision 60 ft.; Perception +5

Aura stench (30 ft., DC 12, 10 rounds)

DEFENSE

AC 20, touch 12, flat-footed 20 (+2 armor, +6 natural, +2 deflection)

hp 30 (5d8+8)

Fort +9, Ref +1, Will +5

OFFENSE

Speed 30 ft.

Melee +1 heavy mace +7 (1d8+6), bite +1 (1d4+1), claw +1 (1d4+1)

Ranged javelin +3 (1d6+3)

Special Attacks channel negative energy 3/day (DC 11, 2d6)

Domain Spell-Like Abilities (CL 3rd; concentration +5)

5/day—battle rage (+1 damage), touch of darkness (1 round)

Spells Prepared (CL 3rd; concentration +5)

2nd—bull's strength, spiritual weapon^D, weapon of awe^{APG}

1st—cure light wounds (2), obscuring mist^D, shield of faith

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o (at will)—*guidance, read magic, resistance, virtue*
D Domain spell; **Domains** Darkness, War

TACTICS

Before Combat Uggilo augments his warhammer with *weapon of awe* and casts *bull's strength* on himself.

During Combat Uggilo is a bloodthirsty fighter, reveling in hand-to-hand combat. He prefers to use magic to augment himself in combat, relying upon spiritual weapon to attack foes who manage to evade him in melee. He prefers to channel negative energy when he's surrounded by foes, or when several of his foes look wounded. He casts *cure light wounds* on himself whenever he drops below 10 hit points.

Morale Uggilo fights to the death.

STATISTICS

Str 16, **Dex** 11, **Con** 12, **Int** 10, **Wis** 15, **Cha** 11

Base Atk +3; **CMB** +6; **CMD** 16

Feats Combat Casting, Great Fortitude, Power Attack

Skills Handle Animal +5, Knowledge (religion) +4, Linguistics +4, Perception +5, Stealth +7 (+11 rocky areas)

Languages Common, Draconic

Combat Gear *scroll of cure moderate wounds*; **Other Gear**

leather armor, +1 *heavy mace*, javelins (5), spell component pouch, unholy symbol of Zevgavizeb

TROGLODYTES (2)

CR 1

XP 400 each

AC 17, touch 8, flat-footed 17

hp 13 each (*Pathfinder RPG Bestiary* 267)

ENORMOUS ALLIGATOR

CR 3

XP 800

Advanced crocodile (*Pathfinder RPG Bestiary* 51, 294)

hp 28

Treasure: The troglodyte tribe's now-dead chieftain kept a stash of treasure in this room behind a rock in a cleverly hidden hollow in the westernmost corner. A PC can discover this niche with a successful DC 25 Perception check. Inside are a small stack of pearls (a dozen in all, each worth 100 gp), a jade unholy symbol of Zevgavizeb worth 150 gp, a masterwork bolas, and a *lens of detection* (the magical nature of which went unnoticed by the chieftain).

D7. BACK TUNNEL ENTRANCE (CR 6)

A crude fence of tree branches lashed together by lengths of sinew blocks the entrance to this cavern. Beyond the fence, the chamber is filled with all manner of strangely colored fungal growths.

The profusion of fungi in this chamber helps to obscure the 4-foot-high entrance to the tunnel leading north—noticing this tunnel requires a successful DC 18 Perception check because of the fence that blocks easy entry along the southern entrance. This fence can be torn down quickly (or smashed through with a successful DC 14 Strength check)—it exists primarily to prevent the dangerous fungi within the cave from wandering south into the troglodyte caverns. The cave to the north leads to area I.

Creatures: Among the fungi in this room are three violet fungi, kept here by the troglodytes as deterrents to anything (particularly solifugids) that might try to wander into the caves from the northern route. Mindless, the



UGGILO

fungi do not attempt to pursue foes south unless the fence is destroyed or they are attacked from the far side of it.

VIOLET FUNGI (3)
CR 3
XP 800 each
hp 30 each (*Pathfinder RPG Bestiary 274*)

E. CAVERN OF MANY MOUTHS

A wide cave entrance yawns at the base of a stony outcropping overlooking a wide bog. The cave is nearly forty feet wide and twenty feet high, and slopes up into darkness. A wide assortment of bones lies scattered about in front of the cave itself, and here and there something shiny glitters among the bones.

This cavern is one of three that lead to the tunnels that connect under the lagoon and lead to the dungeons under the Lady's Light. A pyrohydra inhabits this large cave, but has grown indolent after several years of serving as the troglodytes' religious symbol. Uggilo became convinced long ago that this beast, which he named Gegganallag ("many mouths" in Draconic), was a divine creature sacred to his bloody demon patron, Zevgavizeb. Since that time, he has urged the tribe to sacrifice victims to the beast, making it lazy but no less deadly. It has not ventured out of its cave in months, content to wait for fresh meals delivered to its proverbial doorstep, but since the boggards devastated the tribe, Gegganallag has started to grow hungry. The cave is somewhat humid and a vague odor of sulfur floats on the air. An investigation of the bones reveals that most are boggard or animal bones, and all have bite marks from sharp fangs and scorch marks as if they've been burnt.

The cave curls to the south, rising nearly 30 feet above the surrounding bog. A tunnel at the far end that's too small for the hydra to navigate slopes back downward, and leads eventually to area I.

Creature: The pyrohydra that the troglodytes call Gegganallag spends much of its time slumbering just beyond the first curve in the tunnel—but it's a light sleeper. It takes only a –4 penalty on Perception checks while sleeping as a result. If it notices anything, it quickly rouses and slithers forth to investigate, attacking anything it finds (including troglodytes) on sight. It employs its breath weapon immediately if the party hangs back to use ranged attacks. If attackers flee, the hydra pursues them beyond its cave for no more than a minute before giving up and slithering back to wait once more for food to come to it. If it survives a few more days after the first visit, the hydra's hunger grows strong enough that it returns to its typical predatory hunting nature and can, at your discretion, be encountered thereafter as a wandering monster.

GEGGANALLAG
CR 6
XP 2,400

 Five-headed pyrohydra (*Pathfinder RPG Bestiary 178*)

hp 47

Treasure: Several bits of treasure lie amid the remains of the hydra's past meals, strewn about the cave mouth haphazardly. Most of the treasure is hidden in the shallow mud or water—finding it all requires 2d4 minutes of searching and a successful DC 20 Perception check. (Remember to let the sleeping pyrohydra make Perception checks, modified by a –10 penalty for distance, if the PCs are particularly noisy while searching for treasure here!)

In all, the hydra's treasure consists of 2,400 sp, 1,230 gp, 91 pp, a gold ring worth 250 gp, a silver necklace worth 100 gp, a crystal *wand of acid arrow* (25 charges), an *amulet of mighty fists +1*, and a *ring of swimming*.

F. BOGGARD VILLAGE

The boggards of the tribe known as the Baladab Souko dwell here on the shores of a large marshy pond in a village of thatch-roofed huts. This is, in fact, a particularly opportune time for the PCs to visit the tribe, for after the boggards' recent battle with their hated troglodyte enemies, the surviving boggards are bickering and squabbling. While the tribe definitely got the better of the troglodytes, they suffered significant casualties in the fight. Killed in the action along with fully a third of the tribe were their cleric of Gogunta and his acolyte, the tribe's only source of magical healing, and many of the boggards still suffer slight injuries from their battle.

The troubles among the boggards increase only a few hours before the PCs' first arrival in the village, when a raucous tribal assembly around the campfire drives a crippling wedge between two factions. The tribe's brood mother, Mama Beballa, was the primary proponent for agreeing to an alliance with the "metal-wearing she-humans" (the Gray Maidens), something that the tribe's chief, the belligerent Daghop, had been opposed to from the start. He only agreed to the alliance because he believed at the time that the Gray Maidens would provide the tribe more aid than they did, but now that they're nowhere to be seen and aren't helping the boggards recover from their war, he's grown more and more angry and even blames the Gray Maidens and Mama Beballa for causing all this trouble. The tribe itself is split roughly down the middle, and for now has divided into two separate groups—the boggards who remain here in the village are loyal to Mama Beballa, while those who are loyal to the chieftain have relocated to the tribe's temple cavern a hundred yards west of the village (area G). Mama Beballa, somewhat shaken by her recent and unexpected victory over Daghop, has been

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spending time in her hut (area F6). New to leadership, she has failed to post guards in the wake of the contentious debate—thus, the PCs should be able to approach the fringes of the village without being detected if they use at least a modicum of stealth.

The village itself is built in shallow swamp, with the boggard huts partially submerged so that only the top halves of the mud-and-twig structures poke out of the mire. Firm trails wind through the area as depicted on the map, but all areas off these trails consist of deep bog (*Core Rulebook* 427). The majority of the huts in the village once served as homes to 2–3 boggards each, but many are now empty; their inhabitants either are dead or have joined the chieftain in the sacred cave to the west. The unnumbered huts are empty; while they still contain a few decorations that indicate they were inhabited recently, they contain nothing of interest or value now.

F1. INHABITED HUT (CR 2)

Creature: Each of these huts is currently inhabited by a single boggard. These creatures lurk in their homes, either sleeping or eating bugs or brooding about their choice to ally with Mama Beballa and not Chief Daghop, but are ready to emerge from their huts and raise the alarm if they're attacked. If the PCs can defeat the boggard before it gets an action in combat, it can't raise the alarm. Otherwise, the boggard's first action here is to use its terrifying croak, a loud sound that immediately alerts the other boggards that trouble has come to the village. In all, there are eight boggards dwelling in huts scattered throughout the village; all together, fighting eight boggards would be a CR 8 encounter, but the distances involved make it unlikely that the PCs will face this many at the same time—once the alarm is raised, it takes the other boggards in the other huts 1d3 rounds to wake up and gather weapons and emerge to join the battle. The denizens of areas F3 and F5 join the battle only if combat spills over into those areas, and Mama Beballa deliberately avoids joining the fight until at least half of the boggards here are defeated—once she hears enough boggard death-croaks, she lumbers out of her hut (area F6) to join the fight as detailed in her tactics.

Note that each boggard has a chance of still suffering some injuries—roll 1d6–1 for each boggard to determine how many points of damage it's currently still suffering. All of these boggards are armed with three masterwork daggers given to them by the Gray Maidens from their extra stores; as with the broken dagger from area C, a PC who succeeds at a DC 20 Knowledge (local) check recognizes these weapons as having been forged for the city guard of Korvosa. The boggards caked these daggers in the diseased filth they're keeping in area F7—anyone who is damaged by one of these weapons is exposed to filth fever.

BOGGARD

CR 2

XP 600

hp 22 each (minus 1d6–1; *Pathfinder RPG Bestiary* 37)

Melee morningstar +5 (1d8+3 plus filth fever), tongue –1 touch (sticky tongue)

Ranged mwk dagger +5 (1d4+2/19–20 plus filth fever)

F2. VILLAGE CAMPFIRE

A large campfire located at the center of a patch of firm ground sits here, surrounded by huts.

Traditionally, this area was used as a gathering place for the boggards to share meals—it was also used recently by the boggards in the argument that split the tribe. The campfire still smolders slightly when the PCs first visit the village, but no boggards can be found here. Those in neighboring huts are withdrawn and pay no attention to anything that happens here unless the PCs make an unusual amount of noise.

F3. BOGWID PIT (CR 5)

A patch of firm ground on the shores of a larger pond serve as a sort of village square, although a ten-foot-diameter pit filled with muddy water mars the center of the area. A fence of sticks surrounds the hut, and sharp wooden stakes have been attached to the fence to point inward, making any attempt to climb out of the pit treacherous indeed.

The fence surrounding the pit is relatively easy to smash (hardness 5, hp 10, break DC 18), but any attempt to do so with light weapons, natural weapons, or unarmed strikes causes 1d4 points of damage per attempt from the numerous sharp wooden spikes. Creatures take no damage from falling into the soggy, muddy pit, but climbing out of the pit requires a successful DC 15 Climb check. In addition, the climber takes 1d4 points of damage from the spikes fixed into the surrounding fence if she fails a DC 12 Reflex save.

Creature: Many strange creatures dwell in the Mushfens, and the boggards have captured and partially tamed one of them here—a creature known as a bogwid. The monster is a hideous being that mixes the features of a frog and an octopus, resulting in a beast with a visage that the superstitious boggards could hardly help but regard with a somewhat reverent awe. The tribe's now dead priest of Gogunta believed the bogwid was one of the Swamp Mother's spawn, and after convincing the monster to live here in this pit (through a series of rewards and punishments), the tribe has used the bogwid pit as a convenient place to dispose of prisoners or to punish boggards.

The bogwid is barely intelligent—it's smart enough to know boggards are friends, but not quite smart enough to know why the boggards were yelling at each other. If it sees any non-boggards looking into its pit, the monster croaks and roars for 1 round before it starts launching some of its ravenous young at the obvious intruders. If it's attacked, the monster clambers up and out of the pit to return the favor.

BOGWID **CR 5**

XP 1,600

hp 47 (see page 84)

F4. CHIEFTAIN'S HUT (CR 6)

This is the largest hut in the village. A curtain of brightly colored beads hangs over the hut's entrance, further emphasizing the building's importance.

Creatures: This is the home of the tribe's nominal chief, Daghop, although he's currently skulking about in the tribe's onetime temple cavern to the west. Daghop fully intends to return to the village soon and reclaim control once he gets his head wrapped around the situation and can organize a coup, but until that point, he's ordered his three bodyguard-wives to remain here and guard the hut from Mama Beballa and her supporters. These three boggards take no part in attempting to defend the village should the PCs attack. If the PCs attempt to enter the hut, the boggards within croak out (in Boggard), "Begone from this hut, intruders, lest you incur the wrath of mighty Daghop!"

If the PCs respect this command, they can actually converse with the boggards within—they even thank the PCs for cleaning out the "rabble" if they've already killed Mama Beballa and her supporters. If the PCs have done so, the three suggest the PCs bring news of their triumph to Chief Daghop in the sacred cave to the west, implying that the boggard leader may well reward them for their service.

The three boggards quickly react with violence if the PCs enter the hut, attacking at once and fighting to the death to defend their husband's home.

ADVANCED BOGGARDS (3) **CR 3**

XP 800 each

hp 28 each (*Pathfinder RPG Bestiary* 37, 294)

Melee morningstar +7 (1d8+6 plus filth fever), tongue +1 touch (sticky tongue)

Ranged mwk dagger +7 (1d4+4/19–20 plus filth fever)

Treasure: Inside the hut lies a woven basket, half submerged, containing that portion of Daghop's personal hoard that he didn't bother bringing with him. This stash includes 950 gp and six chrysoberyls worth 100 gp each.

F5. THE BREEDING SHALLOWS (CR 5)

A placid pond, the water choked with algae and pond scum, stretches to the south of the village here. Clouds of gnats and other insects buzz above the water, while now and then the ripples of larger creatures in the murky depths disturb the pond's surface.

The boggards use this large pond as a breeding ground, and large clutches of boggard eggs lie in the shallows near the shore. These eggs aren't going to hatch anytime soon, and as such they need protection. While Mama Beballa and the boggards of the village do their best to keep predators from approaching the shallows along the shore, the creatures dwelling in the pool are capable guardians as well.

Creatures: If a growing boggard tadpole's maturation process is tampered with in the right way, the creature continues to grow but never quite makes the full transformation into boggard, instead remaining stuck in its more aquatic form. These creatures are known as bogwiggles, and are often used by boggards as guardians and pets. The pond is swarming with bogwiggles, as any non-boggard who enters the pond swiftly finds out. The bogwiggles attack in groups of four swarming in to fight and chew intruders and going as far as to pursue foes for a few rounds after they flee the water.

BOGWIGGLES (4) **CR 1**

XP 400 each

hp 16 each (see page 86)

F6. BROOD MOTHER'S HUT (CR 5)

This is the second-largest hut in the village, a bulging, misshapen structure draped with all manner of strange seaweed and bone charms and fetishes.

Creature: With the death of the tribe's priest, Mama Beballa has gone from being merely the tribe's Brood Mother to its religious center. Although incapable herself of using divine magic (yet) and barely educated in the facets of religious lore, Mama Beballa has nonetheless stepped up to the role. She didn't expect to win her argument with the chieftain in defending the tribe's decision to ally with the Gray Maidens, and now she's wracking her brain for a plan to contact the human mercenaries and prove to the tribe that this allegiance was not merely one of convenience by the humans in order to gain the boggards' aid in securing a route into the Lady's Light. The leader of the Gray Maidens has passed back through the caves to the west a few times since the original alliance, but she has not returned for several days, and Mama Beballa fears

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they've been abandoned. The fact that the chieftain and his loyalists have chosen the caves (and thus the most convenient entrance into the tunnels leading to the Lady's Light) frustrates Mama Beballa, for this is keeping her from mounting an expedition into the tunnels to try to make contact with the Gray Maidens. The arrival of the PCs in her village is, as a result, a welcome distraction, and as soon as she's aware of trouble in the village, she emerges from her hut to help the other boggards defend the place.

MAMA BEBALLA CR 5

XP 1,600

Female boggard ranger 3

(*Pathfinder RPG Bestiary* 37)

CE Medium humanoid (boggard)

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

DEFENSE

AC 17, touch 11, flat-footed 16 (+3 armor, +1 Dex, +3 natural)

hp 50 (6 HD; 3d8+3d10+21)

Fort +9, **Ref** +5, **Will** +4

OFFENSE

Speed 20 ft., swim 30 ft.

Melee mwk morningstar +8 (1d8+2 plus filth fever), tongue +2 (sticky tongue)

Ranged +1 composite longbow +8 (1d8+3/x3 plus filth fever)

Special Attacks favored enemy (reptilian humanoids +2), terrifying croak

TACTICS

During Combat Mama Beballa hates reptilian humanoids more than anything else, but gnomes and halflings are a close second, and she targets those foes first if possible. She prefers to fight with her longbow, and if confronted on her own, attempts to make her way into the village to get help.

Morale Mama Beballa fights to the death when defending her village, but confronted elsewhere she flees back to her village if she can once reduced to fewer than 10 hit points.

STATISTICS

Str 15, **Dex** 13, **Con** 16, **Int** 6, **Wis** 15, **Cha** 12

Base Atk +5; **CMB** +7; **CMD** 18

Feats Deadly Aim, Endurance, Point-Blank Shot, Rapid Shot, Weapon Focus (composite longbow)

Skills Knowledge (religion) +0, Perception +13, Stealth +7, Survival +9, Swim +13

Languages Boggard

SQ favored terrain (swamp +2), hold breath, swamp stride, track +1, wild empathy +4

Combat Gear +1 reptilian humanoid bane arrows (5); **Other Gear** studded leather, +1 composite longbow with 20 arrows, masterwork morningstar



MAMA BEBALLA

F7. FILTH FARM

An almost visible miasma of hideous decay hangs about this hut, cloaking the building in a cloud of buzzing flies and the stench of rotting flesh.

The interior of this hut is where the boggards have started storing all of their waste and garbage, mixed with the butchered remains of dead bugs and wild animals. The resulting mound of filthy, rotting stuff is horribly vile-smelling. Any creature that enters this room must succeed at a DC 16 Fortitude save to resist becoming nauseated as long as it remains in the hut, plus an additional 2d4 rounds after it exits. Further, anyone currently suffering from any hit point damage who enters this hut is exposed to filth fever. The boggards have been cultivating this “farm of filth” to cake their weapons so wounds caused by them fester and become infected—a

hideously effective tactic taught to them by the Gray Maidens (who, several years ago, aided Queen Ileosa and other groups in using disease to help bring the city of Korvosa to its knees). So far, the boggards have managed to avoid catching the sickness themselves by taking care to only enter the hut when they're healthy.

Creature: A single female troglodyte named Azoresh is bound hand and foot in this hut, slumped against the far wall in a semiconscious haze. She is suffering from late-stage filth fever, and is helpless as a result—she'll die of the disease 24 hours after the PCs first visit the boggard village. Azoresh is the last surviving prisoner from those taken by the boggards after the last attack on the troglodytes. Before the schism, she was repeatedly interrogated for information on the troglodyte defenses, but now, the boggards have other things on their mind and she'll simply be left here to die of her illness unless she's rescued by the PCs. As with many of the other troglodytes in the local tribe, showing her any amount of kindness results in a change of heart, and she thanks the PCs profusely (in Draconic) for saving her. If the PCs rescue her, she promises to put in a good word for the PCs among her kind back in the caves to the northeast (area D), but warns them that their only remaining leader is a fanatic named Uggilo who won't tolerate intruders. She fears that if Uggilo isn't slain, he'll drive the tribe

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IGNORING THE BOGGARDS

There are other routes into the Lady's Light, and therefore the PCs could progress into the next part of this adventure without interacting with the Boggards at all. In this case, Mama Beballa makes a move against the chieftain and leads her loyal boggards and the bogwid on an attack against the chieftain in area G. She's successful, killing the chief and earning the alliance of the boggards in the cave, and soon leads a group of eight boggards and the bogwid into the caves to try to contact the Gray Maidens. These events should occur as the PCs are exploring the dungeons below the Lady's Light for the first time, and they should at some point encounter Mama Beballa and her group when they're backtracking or perhaps attempting to exit the dungeon to rest and regroup. Tailor Mama Beballa's group so that it is an encounter of a CR equal to the average party level (or one or two above that if you feel that the PCs need a bigger challenge).



into the ground in his zeal. You can use Azoresh as a link to the troglodyte caves and to encourage the PCs to seek a route of redemption for the tribe. If the PCs simply save her and let her return on her own before they actually visit the troglodyte caves, when they arrive, they'll find Azoresh again, now a captive of Uggilo and scheduled for sacrifice.

AZORESH

CR —

XP 0

Diseased troglodyte (*Pathfinder RPG Bestiary* 267)

hp 1 (normally 13)

Diseased Azoresh currently suffers from filth fever; she has taken 9 points of Dexterity damage and 12 points of Constitution damage.

Story Award: If the PCs rescue Azoresh, grant them 400 XP.

G. TEMPLE OF GOGUNTA

While the boggards of Baladab Souko have dwelt in their village for several generations, this cavern, located 200 yards west of the village at the base of a rocky outcropping, has served as a sacred site for the worship of the boggard goddess Gogunta for much longer. Serving at times as shelter during violent storms, the caves became a secondary home for Chief Daghop and his loyal boggards after they left the village in disgust at Mama Beballa's convictions that allying with the Gray Maidens was the right choice. With no remaining priests in their tribe (one of Chief Daghop's primary arguments for why allying with the humans was a bad choice), the boggards now dwell here, on constant guard against the possible

return of the Gray Maidens—if any dare show their faces, Daghop hopes to kill them to send a message to the group. Left unsaid are Daghop's plans to hopefully retake his village by killing Mama Beballa—but his carefully concealed fear of the brood mother has, to date, kept him from acting on these desires.

G1. OUTER SHRINE (CR 6)

This large cavern has a cathedral-like ceiling that rises to a height of forty feet above. The ground is smooth and clear of debris, save for a few large boulders and rocks here and there. Along the western wall, flanked by passageways to either side, menaces a frightful wall-carving of an enormous multiheaded frog demon crouched on a mound of skulls and bones. Four crude nests of mud and reeds lie on the floor here and there.

Once the primary place of worship for the boggards, this room now serves as the barracks for Chief Daghop's remaining loyal followers. A successful DC 20 Knowledge (religion) check reveals that the multiheaded frog demon is a depiction of Gogunta, the demon god of the boggards.

Creatures: Apart from his three bodyguard-wives (whom he specifically left behind to guard his hut back in the village), Daghop's loyal followers number only four. These boggards can be found in this room, squatting around the largest rock in the room, which they're using as a table to gamble with a large stack of coins and gemstones (the contents of one of Daghop's bags of loot, given to these four by the chief to ensure their continued loyalty). The game the boggards are playing involves the tossing of colored stones and a fairly simple set of rules (whoever ends up with the most stones on the table wins) that, nevertheless, are causing more arguments than enjoyment.

As soon as these three boggards notice the PCs, one of them unleashes a terrifying croak—more to alert the chief than anything else. The boggards immediately attack the intruders, and Chief Daghop joins the battle from area G2 after 1 round, coming around the corner in a rage. Unlike the boggards in the village, these boggards are not armed with daggers given them by the Gray Maidens, nor do they fight with diseased weaponry.

BOGGARDS (4)

CR 2

XP 600 each

hp 22 each (*Pathfinder RPG Bestiary* 37)

Treasure: In three separate piles on the largest rock (along with nine colored gambling stones) are 800 cp, 420 sp, 150 gp, 35 agates worth 350 gp in all, nine bloodstones worth 450 gp in all, two violet garnets worth 500 gp each, and a necklace made of platinum links worth 900 gp.

CURSE OF THE LADY'S LIGHT

G2. THE SULKING CHIEFTAIN (CR 6)

The floor of this cavern is muddy and damp. Moisture runs from the walls and drips from the ceiling to gather in pools on the ground. To the south, a carving of a multiheaded frog looms between two smaller passageways. A pair of pottery jars caked with sticky orange fluid sit on a niche below this carving—more of this stuff is smeared over the walls and floor of both the smaller southern passageways.

The southern tunnels rejoin only a few feet beyond this carving, curving first west and then back north and eventually leading to area I. The orange stuff is a potent alchemical concoction originally brewed by the tribe's now-dead high priest—for further details, see Treasure, below.

Creatures: After losing control of over half his tribe, Chief Daghop now sulks silently in this rearmost chamber of the tribe's sheltering cave, mulling over his ill luck and slowly building his courage up to strike back against the brood mother (although, as noted in the Ignoring the Boggards sidebar, he won't find that courage before Mama Beballa comes after him. The always-comforting presence of his three pet giant frogs soothe his anger only slightly. If he hears battle in area G1, he roars in rage and brings his frogs with him to join the fight; otherwise, he stands his ground here, eager for something new to think about other than his own fear of the tribe's brood mother.

DAGHOP	CR 4
XP 1,200	
Boggard barbarian 2 (<i>Pathfinder RPG Bestiary</i> 37)	
CE Medium humanoid (boggard)	
Init +1; Senses darkvision 60 ft., low-light vision; Perception +10	
DEFENSE	
AC 17, touch 10, flat-footed 15 (+4 armor, +1 Dex, +1 dodge, +3 natural, -2 rage)	
hp 53 (5 HD; 3d8+2d12+27)	
Fort +11, Ref +2, Will +4	
Defensive Abilities uncanny dodge	
OFFENSE	
Speed 30 ft., swim 30 ft.	
Melee +1 warhammer +11 (1d8+7/x3), tongue +5 (sticky tongue)	
Special Attacks rage (9 rounds/day), rage powers (animal fury), terrifying croak	
TACTICS	

During Combat Daghop rages, then charges in to attack in melee. He uses his terrifying croak on the first round of combat, trying to focus on characters who are already visibly shaken from previous croaks from his minions. He uses his powerful blow rage power on his first attack in the battle (increasing his damage if he hits by +1), then uses

Power Attack for the rest of the fight (taking a -1 penalty on attacks in order to gain a +3 bonus on damage rolls when using his warhammer, which he wields two-handed).

Morale Daghop fights to the death.

STATISTICS

Str 23, **Dex** 13, **Con** 20, **Int** 8, **Wis** 13, **Cha** 8

Base Atk +4; **CMB** +10; **CMD** 20

Feats Cleave, Dodge, Power Attack

Skills Handle Animal +5, Perception +10, Survival +7, Swim +16

Languages Boggard

SQ fast movement, hold breath, swamp stride

Gear masterwork hide armor, +1 warhammer



DAGHOP

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GIANT FROGS (3)

CR 1

XP 400 each

hp 15 each (*Pathfinder RPG Bestiary* 135)

Treasure: The orange goop caked on the walls and filling the two jars is all that remains of a potent pheromone-like concoction invented by the now-dead boggard priest. This stuff smells quite bitter (like rotting lemons), but is in fact something of a sedative against solifugids. The boggards used this material to keep the denizens of area I from entering their cave, but also to keep the creatures docile whenever they needed to venture deeper into the tunnels—they were originally going to use the stuff to mount a surprise attack from behind on the troglodyte cave, but abandoned that tactic for a more open battle in the swamp where they could use their swamp stride ability to great advantage.

Only two jars of the stuff remain. Each jar is worth 50 gp to an alchemist. A single jar smashed on the ground is enough to lull all solifugids (but not other vermin) within a 60-foot spread into a state of lethargy for 1d4 hours (a successful DC 18 Fortitude negates, but a new save must be made each round the solifugid remains in the area). Alternatively, a jar used to coat a swath of ground makes that area into a region that any solifugid resists crossing for 2d4 days. A lethargic solifugid does not initiate attacks, but is not helpless—if the solifugid is attacked, it fights back but functions as if sickened. The properties of this strange concoction can be identified with a successful DC 20 Craft (alchemy) or Knowledge (nature) check and 2d4 minutes of examination and experimentation.

H. THE LADY'S LIGHT (CR 6)

The Lady's Light stands atop a rocky bluff overlooking the mushfens to the north and east and the ocean to the west and south. The statue towers nearly two hundred feet in height, its upraised scepter reaching much farther into the sky than that, while the sea cliffs that drop a further 40 feet give the monument an even greater impression

of looming over the sea. Carved of basalt, the towering monument has weathered the passage of the years quite well, and still depicts a beautiful woman dressed in a long, revealing gown. The monument itself stands on a massive slab of stone.

The Lady's Light has chambers within and below, but the only physical means of entering those chambers lie under the ground in area J—back in the time of Thassilon, Runelord Sorshen and her most trusted minions simply teleported to come and go from the monument's interior. Climbing the monument is dangerous; the surface has few handholds and is quite slick from sea spray, so scaling it requires a successful DC 20 Climb check, and with no entrances to be found in the heights, such a task is a needless risk at best.

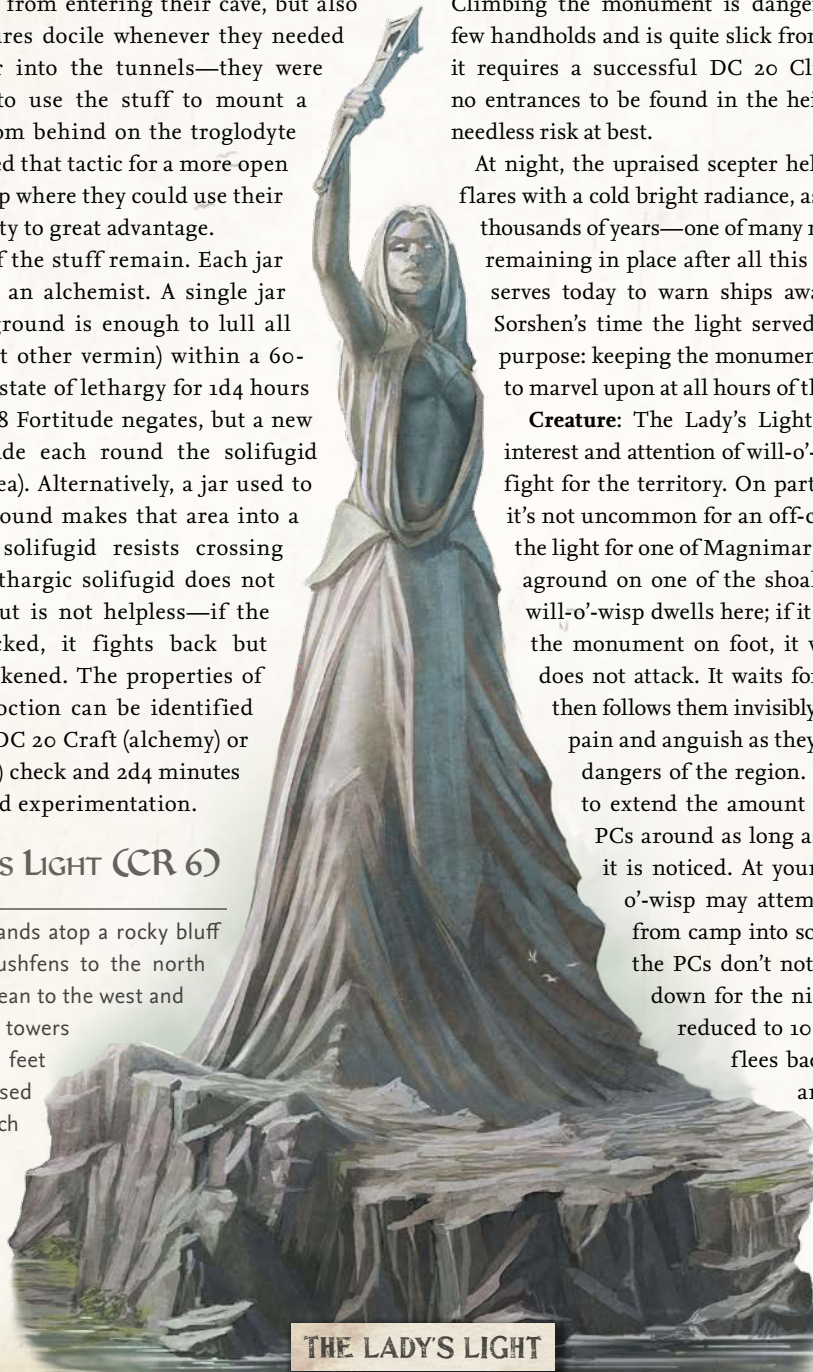
At night, the upraised scepter held by the Lady's Light flares with a cold bright radiance, as it has every night for thousands of years—one of many magical enhancements remaining in place after all this time. While this light serves today to warn ships away from the reefs, in Sorshen's time the light served an altogether vainer purpose: keeping the monument lit and visible for all to marvel upon at all hours of the day and night.

Creature: The Lady's Light has long drawn the interest and attention of will-o'-wisps, who bicker and fight for the territory. On particularly foggy nights, it's not uncommon for an off-course ship to mistake the light for one of Magnimar's lighthouses and run aground on one of the shoals. Currently, a single will-o'-wisp dwells here; if it sees anyone approach the monument on foot, it watches curiously but does not attack. It waits for the visitors to leave, then follows them invisibly, eager to feed on their pain and anguish as they endure the trials and dangers of the region. The will-o'-wisp tries to extend the amount of time it follows the PCs around as long as it can, but attacks if it is noticed. At your discretion, the will-o'-wisp may attempt to lure a PC away from camp into something dangerous if the PCs don't notice it before they bed down for the night. If the creature is reduced to 10 or fewer hit points, it flees back to the Lady's Light and does not bother the PCs any further.

WILL-O'-WISP CR 6

XP 2,400

hp 40 (*Pathfinder RPG Bestiary* 277)



THE LADY'S LIGHT

CURSE OF THE LADY'S LIGHT

I. SOLIFUGID NEST (CR 7)

The intersection of four tunnels forms a sizable cave here. The domed ceiling rises to a height of twenty feet, while near the center of this cave stands a monument made of polished black basalt, seven-sided with the same great rune carved on each face. The top portion of the monument has broken away, revealing what appears to be a hollow space within in the shape of a female figure. An astounding number of strange albino insectoid creatures, each the size of a man's finger, scuttle and scurry along the walls.

The monument is of ancient Thassilonian pedigree, and the rune carved on its seven faces is the ancient rune of lust and enchantment. The monument's surface is warm to the touch and seems to pulse with energy—*detect magic* reveals a faint aura of enchantment. A successful DC 28 Knowledge (arcana) check allows a PC to identify the monument as the remnants of an unusual variation of the binding spell—until the monument was broken, it kept something imprisoned within. The hollow left by this once-imprisoned creature appears to be that of a beautiful winged human woman—a successful DC 22 Knowledge (planes) check reveals that the previous occupant was a succubus. A DC 15 Knowledge (engineering) check confirms that the monument broke many months ago. The succubus who was imprisoned within was a minion of the demon lord Shax, who was finally able to escape her prison after a curious team of troglodytes tried to smash the monument open with picks in hopes of finding treasure within. This succubus, an assassin named Avalex, woke from millennia-long imprisonment with her memories hazy but her anger intact. Avalex has no role to play in this adventure, but as she's settled into Magnimar, she may well encounter the PCs later—see *Pathfinder Module: Dawn of the Scarlet Sun* (available at paizo.com) for details on Avalex and her plans for Magnimar. If you don't wish to run this short adventure and you think including this monument would only distract your players, feel free to remove it from this chamber and leave things to the cave's current denizens.

Creatures: The finger-sized creatures that swarm the floors and walls here are harmless solifugids, but the three larger albino cave solifugids who dwell here pose a serious threat. These human-sized, spiderlike arachnids have enormous claws and frightening vertically aligned maws, and scuttle quickly forth along the walls to attack any intruders. Use of the alchemical mixture from area **G2** can make this cave relatively safe to traverse, but without it, the PCs must deal with the hungry vermin. The monstrous vermin pursue foes relentlessly once they attack, but will not chase people into area **G2** because of the presence of the alchemical mixture smeared on the walls there.

ALBINO CAVE SOLIFUGIDS (3)

CR 4

XP 1,200 each

hp 45 (*Pathfinder RPG Bestiary 2* 253)

J. ENTRANCE CHAMBER (CR 7)

The rough cave walls give way to a chamber of worked stone, with walls made of blue-veined white marble. The ceiling is supported by columns masterfully sculpted to depict voluptuous warrior women wielding two-headed guisarmes, with each column unique and strikingly detailed. At the center of the room, a ten-foot-square shaft leads down into the darkness below.

This chamber lies under the headlands that support the Lady's Light itself, although the chamber itself does not lie directly under that monument. The shaft descends 50 feet into area **K1**. Three permanent spell effects fill the shaft: *deeper darkness*, *silence*, and *feather fall*. Descent into the lower chamber is safe but unnerving as a result. Scaling the shaft's walls is possible but difficult (they're smooth, so it requires a successful DC 25 Climb check)—the PCs may need to leave a rope to facilitate their exit if they don't have access to levitation or similar magic.

Creatures: The four sculpted columns that stand to the north of the shaft are actually guardian constructs known as caryatid columns that animate and attack as soon as anyone approaches within 10 feet of the shaft. These constructs work ferociously to prevent anyone from entering the shaft, but do not pursue foes out of this room. These statues do not attack anyone who prominently displays the rune of lust—a fact that Oriana had learned well before entering the dungeon, but that the PCs are unlikely to be privy to. The caryatid columns do not pursue foes who manage to make it into the shaft, but attack any who emerge without presenting the rune of lust.

CARYATID COLUMNS (4)

CR 3

XP 800 each

hp 36 each (*Pathfinder RPG Bestiary 3* 46)

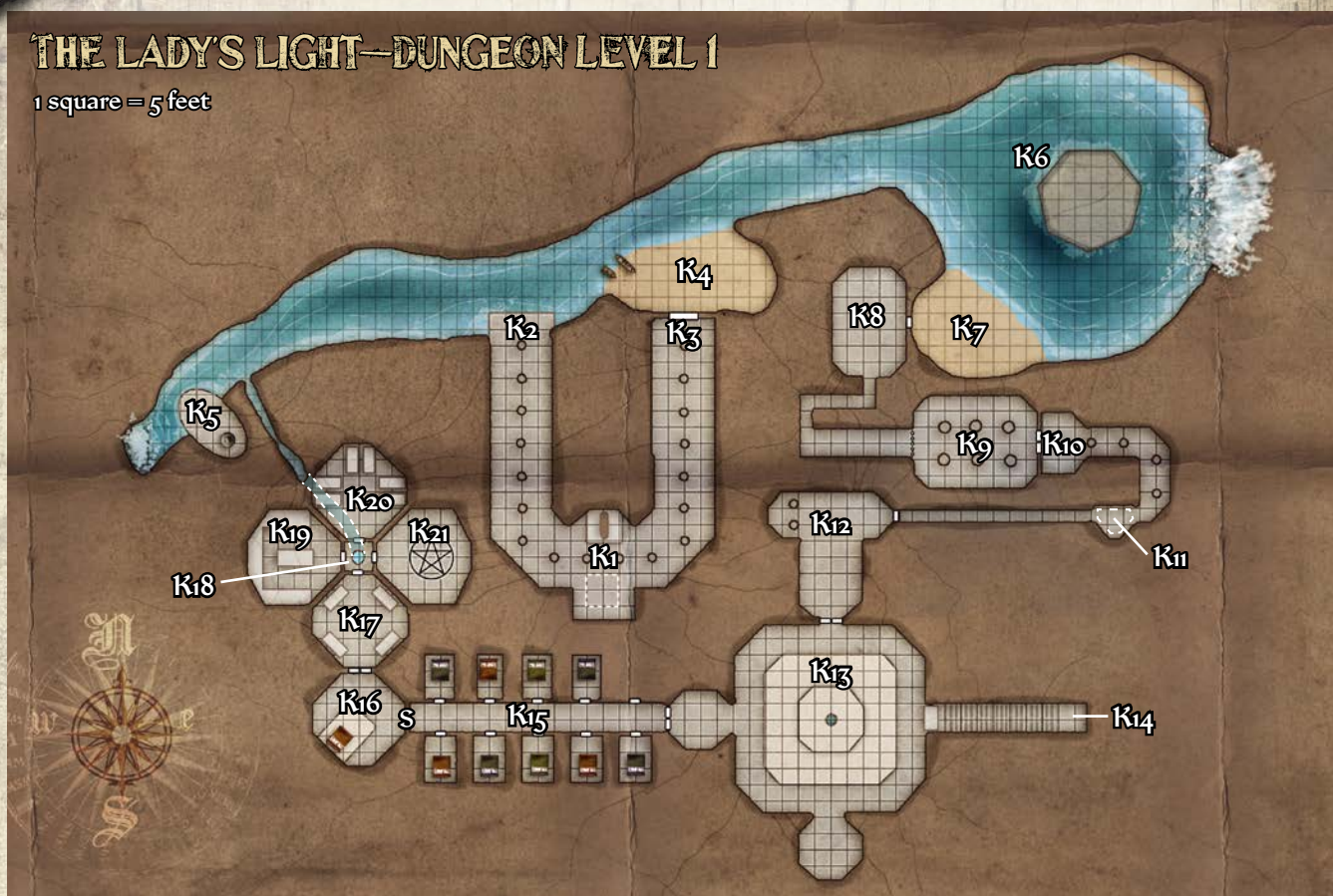
PART THREE: THE LADY'S LIGHT

The dungeons below the Lady's Light once served as Sorshen's home away from home. In her time, many powerful guardians and valuable treasures were kept here, but when Sorshen realized Thassilon was coming to an end, she relocated the majority of these to fortifications farther east (she left behind a few precious items within the Lady's Light, such as the *Shard of Lust*, more out of necessity than desire—the end came more quickly than she'd anticipated). Those legacies of Eurythnia that remain are mere shadows of their former power in most

SHATTERED STAR

THE LADY'S LIGHT—DUNGEON LEVEL 1

1 square = 5 feet



cases, but remain dangerous obstacles and wondrous treasures for the PCs to find.

The architecture of these ancient dungeons is both beautiful and awe-inspiring. In many cases, such as the magnificent waterfalls at areas **K5** and **L1** (see page 37), the addition of such beautiful sights represented a fantastic expense for very little material gain—save for aesthetic glory. Sorshen enjoyed beauty in all things, after all, and the grandeur of a cascade of water or of pillars of shimmering crystal were important additions in her eye. The preservative magic that enhances most Thassilonian complexes has kept these features pristine through the ages (including the majority of the doors and furniture in the room), save in some places where more recent denizens have left their marks.

Unless otherwise noted, worked stone chambers are lit by *continual flames* that flicker in glass spheres hanging from the ceiling on short chains, filling each room with normal light. Caverns are generally unlit. The ceiling height in hallways averages at 8 feet, while in chambers it averages 15 feet unless otherwise mentioned in the text. Images of Runelord Sorshen are common throughout this dungeon—they can be identified with a successful DC 25 Knowledge (arcana or history) check. The upper

dungeon level lies at 10 feet below sea level, while the lower level is 70 feet below sea level.

K1. THE FALSE SEPULCHER (CR 7)

The ceiling of this grand hall is made of polished gray marble. It rises to a height of twenty-five feet, supported by ornate columns whose central eight-foot-sections have been carved to resemble a beautiful woman. A ten-foot-square platform sits in a wide alcove on the north wall, atop which lies a white marble sarcophagus with a painted lid. The sound of gently running water echoes along the hall to the west.

Both the figures represented in the columns and the painted lid of the sarcophagus depict a beautiful dark-haired, lithe woman sleeping with arms crossed over her chest—a detailed depiction of Runelord Sorshen. The lid weighs 600 pounds, but isn't locked. Within the sarcophagus lies the perfectly preserved body of a woman identical to the one depicted on the lid, clad in diaphanous flimsy robes and an enormous amount of splendid jewelry. She looks almost as if she's sleeping, not dead. The body is warm to the touch and emanates an overwhelming necromantic aura, and a successful

CURSE OF THE LADY'S LIGHT

DC 28 Knowledge (arcana) check correctly identifies this as a *clone* of none other than Sorshen herself, held in preservation by a permanent *gentle repose* effect. The fact that this clone still exists and hasn't been activated yet poses some significant implications—primarily that, somewhere, Runelord Sorshen is still very much alive.

It's a simple matter to destroy the clone, although ultimately this is but one of many clones Sorshen kept in secure locations throughout her realm. Nevertheless, destroying this clone ensures that should the Runelord of Lust rise again and then die, she will not be using this particular body to come back to life.

Trap: If anyone attempts to harm the clone or loot its jewelry, a devious but malfunctioning trap triggers. Originally, attempting either of these actions simply struck the grave robber with the overwhelming sensation of Sorshen's clone animating, growing to enormous size, and then crushing the grave robber in her fist—with an effect similar to that created by a *phantasmal killer* spell. Over the millennia, though, this trap has interacted with the clone's magic in strange ways, such that anyone killed by the spell treats the Sorshen clone as his own clone, provided the clone is undamaged. In this case, the victim immediately awakens after being slain in his new body, although with the customary two permanent negative levels that result from coming back to life. This link persists even if the victim succeeded at the saving throw to resist death from the *phantasmal killer* effect—if at any time thereafter the victim dies, he is immediately reborn in the clone. This lingering effect (which can be correctly identified with a successful DC 35 Spellcraft check) can be dispelled, although it functions at caster level 20th. The new body does not alter the character's statistics in any way, with the exception that the character's race becomes Azlanti. All of the character's racial traits are lost, replaced by human racial traits (you should give the player some time to choose his bonus feat and apply his bonus skill ranks as the player sees fit). In addition, the character loses his racial ability scores from the previous race, replacing them with the standard +2 bonus to all six ability scores that Azlanti humans get.

SORSHEN'S FURY

CR 7

XP 3,200

Type magic; Perception DC 24; Disable Device DC 24

EFFECTS

Trigger touch; Reset none

Effect spell effect (*phantasmal killer*; CL 20th; DC 16 Will and Fort save; slain victim revives in clone's body)

Treasure: The clone wears a necklace of lapis lazuli worth 325 gp, a pair of emerald-studded earrings worth 1,500 gp as a pair, seven rings worth 500 gp each, and a silver and pink pearl anklet worth 400 gp.

A BRAND-NEW BODY

The possible ramifications of having a new body that's physically identical to Runelord Sorshen could be wide-reaching—although perhaps not as far as the character might hope. Here in the Lady's Light, certain characters and guardians may well react differently to someone they perceive to be Runelord Sorshen, as mentioned in the text. Beyond the Lady's Light, however, very few others in the Shattered Star Adventure Path will react unusually, beyond those whom the PC had a previous relationship with being shocked at the change in appearance. At your discretion, NPCs who recognize the PC's new body may react with varying degrees of shock, disbelief, or even fear, but most who recognize the body simply assume that the PC has affected Sorshen's appearance via magic for reasons of vanity or madness. Usurping Sorshen's clone presents a wealth of roleplaying opportunities, as well as a not insignificant boost to the character's ability scores, but the player must pay in the short term by enduring the two permanent negative levels until they can be removed. Restoring the character's previous body is difficult but not impossible—a *wish* or *miracle* can achieve this change, as can a *true resurrection* spell.

As a short aside, those curious as to how Sorshen managed to create clones of herself despite the fact that, as the Runelord of Lust, she could not cast necromancy spells, should recall that Sorshen not only had vast amounts of wealth at her disposal, but also unparalleled mastery over mind-controlling effects—it was thus no problem for her to engage the talents of any number of enslaved or bribed necromancers to create her clones for her.

K2. RIVER BALCONY

The hall opens here onto a balcony overlooking a subterranean river flowing to the east. The waters of the river are dark, while the walls and ceiling above are a breathtaking array of earth-tones, the natural stone polished and smooth.

The water below is cool and fresh, flowing to the east in a leisurely current. The water is 3 feet deep, although the dark waters are heavy with sediment and obscure the actual depth. The current isn't strong enough here to upset someone wading, and a successful DC 10 Swim check is needed to swim in the water. The walls are quite smooth and damp—navigating them by climbing requires a successful DC 25 Climb check. The river is mundane, but its source to the west is anything but (see area K5). The river itself picks up speed as it flows east, eventually cascading down into the second level in a waterfall at area K6.

K3. THE RED DOOR

The hallway ends at an immense panel of reddish metal is nearly twenty feet tall and ten feet wide. Dozens of scenes have been carved into individual one-foot-square frames on the panel. These scenes chronicle a beautiful woman engaged in a magical incantation involving some sort of winged creatures.

The lack of visible hinges or a handle might obscure the fact that this immense metal wall is in fact a door. The door itself is made of a djezet alloy that's as hard as steel (djezet is a skymetal—see *Pathfinder Adventure Path* #61 for more details). A successful DC 25 Perception check reveals that the metal wall is in fact a door, and that each of the panels on the door can be depressed as if they were buttons. One of these buttons (the central one) causes the door to swing open silently; at one point, pressing the other buttons summoned powerful succubus guardians who were bound into the door, but over time, all of the succubi who guarded this area have escaped.

The buttons themselves depict Runelord Sorshen conjuring succubi and binding them into all matter of objects, structures, and carvings. A successful DC 20 Knowledge (arcana) check is enough to confirm that the images depict a powerful wizard infusing objects and locations within the Lady's Light with succubi, likely to power magical effects and traps, to serve as guardians, or simply to punish the succubi. The central panel depicts Sorshen binding a particularly powerful-looking succubus into what would seem to be the scepter held aloft by the Lady's Light. When this panel is pushed, it glows softly as Thassilonian writing appears along the panel's upper edge, spelling the phrase "Ayandamahla is bound to the Light for all ages" as the door itself swings open.

Note that while the PCs might not initially recognize the significance, the lower left panel depicts Sorshen binding a succubus-like creature into a statue of herself upon a stone platform in the middle of a lake—this depicts the Runelord of Lust binding Ashamintallu to the glass golem at area K6.

K4. THE SANDY CAVE

A sloping sandy beach extends down from the cave walls here to the edge of a slowly flowing underground river. Two wooden skiffs are moored to four-foot-tall stone posts protruding from the sand near the river's edge. Each boat is relatively narrow and has room to seat three, and each contains a long wooden pole.

Each of these rowboats radiates strong conjuration magic, as they are in fact magical creations linked to

their respective mooring posts. If a boat is taken from its post, the post recalls the taken boat after the boat has been idle and unused for an hour, teleporting the skiff back to the post for future use. Destroying a stone post (hardness 8, hp 20, break DC 22) renders its associated boat nonmagical.

Each boat can seat up to three Medium or Small creatures (smaller creatures do not count toward this limit); exceeding that total causes a boat to sink low enough that water starts sloshing over the sides, and the boat sinks in a mere 2d6 rounds. The poles can be used to guide the boats at a speed of 20 feet—no skill check is required for simply moving around in slow-flowing shallow water like this stream, but trickier movement (as detailed elsewhere) requires Profession (sailor) checks.

K5. THE OVAL PLATFORM (CR 7)

A churning cascade of water pours from a circular hole in the highest part of the wall here. A metal grate covers the hole, and glowing runes surround the hole's rim. Along the south face of the watery tunnel, an oval stone platform protrudes from the wall, forming a sort of balcony over the river. At the back of the platform's alcove stands a twelve-foot-tall stone statue of a beautiful woman, her arms raised up in the air.

The statue's eyes are empty sockets, leading into a hollow interior. Close inspection reveals that the statue is indeed hollow and seems to be filled almost to eye-level with water. The statue radiates moderate enchantment magic—a successful DC 28 Knowledge (arcana) check correctly identifies the effect as a *binding* spell (CL 20th).

The grated hole in the ceiling is the source of the water in the sunken river, and an examination of the runes surrounding it reveal that they are magical. The grating and hole itself radiates strong conjuration magic—a successful DC 35 Spellcraft check is required to correctly identify it as a fixed portal to the Plane of Water. This portal is one-way, and only allows water to pass through. Sorshen created this portal merely because she enjoyed the sights of waterfalls and wanted a few of them here in the dungeon. Destroying the portal is difficult—it's essentially a fixed magic item (CL 20th) that can be shut off by smashing the grate, which is made of magically reinforced metal (hardness 16, hp 120, break DC 48).

The passageway leading to area K18 opens just underwater into the river 10 feet northeast of the platform—a successful DC 25 Perception check is needed to notice this opening because the water is murky and silty.

Creatures: A pair of large water elementals are bound into the statue—set here as guardians should anyone attempt to damage the portal to the Plane of Water. Any attempt to damage the portal or the statue allows the two

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water elementals to swiftly issue from each of the statue's eyes. The elementals quickly flow into the river to gain the advantage if possible, and fight to the death to protect the portal.

LARGE WATER ELEMENTALS (2) CR 5

XP 1,600 each

hp 68 each (*Pathfinder RPG Bestiary* 126)

K6. UNDERGROUND LAKE (CR 8)

This immense cavern is a breathtaking sight. Dozens of tiny colored motes of light flit and dance in the air, illuminating a vast, cathedral-like cavern. A forest of delicate stalactites hangs down from the ceiling 30 feet above a dark pool of water. To the east, the water foams as it cascades down into a lower cavern, while to the southwest, a low beach of white sand slopes up from the shore to a single stone door set in the wall. A seven-sided stone platform sits in the middle of the lake—an artificial island whose surface sits a mere six inches above the water level. A three-foot-tall stone mooring post protrudes from each of this island's seven points. A single glass statue of a beautiful woman stands atop this platform, one leg poised before the other as if she were preparing a running leap into the water.

The floating motes of light are permanent *dancing lights* (CL 20th).

Although the water in this room seems calm, the current is actually much stronger here as the water flows west toward the cascade. A successful DC 15 Swim check is needed to navigate the waters here, and the current moves anyone in the water 15 feet toward the eastern cascade at the end of each round. The waters of the stream to the west drop away swiftly as they flow into this lake, reaching a depth of 20 feet, far deeper than the boats' poles can reach. A PC must succeed at a DC 12 Profession (sailor) check to navigate one of the boats without using oars—doing so grants the boat a speed of 10 feet for that round. A character or boat that is pulled into the cascade plummets 60 feet over the edge into the waters of area L2 below. This fall is into deep water, and thus deals 2d3 nonlethal and 2d6 lethal points of damage to any who make the unfortunate journey. This damage isn't enough to destroy the rowboats, but they certainly do sink (but eventually return to their posts at area K4 after an hour). It's possible to use a rope to lasso a mooring post on the island as a boat floats by—a mooring post has an AC of 4, but remember that a lasso is essentially an exotic weapon with a range increment of 10 feet, and any character not trained in its use takes a -4 penalty on attacks with a lasso.

The seven-sided stone island was once a powerful magical item that served

to transport boats (along with their passengers) tied to the stone posts to other points in Eurythnia. However, when the succubus Ayandamahla extracted her daughter Ashamintallu from servitude here as a guardian in order to use the alu-demon as a replacement for herself, the magic of this transport unraveled. An examination of the platform's surface reveals a narrow band of Thassilonian runes around its perimeter—reading these runes not only reveals the platform's ancient purpose, but warns those who would use the platform to obey the commands of the glass guardian Ashamintallu, who once served as a sort of gatekeeper and guardian of the area.

Creature: During Sorshen's time, this platform was guarded by a powerful symbiotic creature—a glass golem infused with the essence of an alu-demon sorcerer named Ashamintallu. This alu-demon now dwells in the Lady's



GLASS GOLEM

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Light, but the glass golem itself remains here, forever guarding a broken transport device. The golem remains motionless until anyone attempts to step onto the island or tie a boat to a post—if this occurs, the golem animates and attacks. If it has no specific foe to strike, it instead cuts ropes anchoring boats to the posts. The golem has the ability to walk on water, but retains no other additional abilities from its previous symbiotic relationship with the alu-demon. It uses its waterwalking ability to pursue foes who attack it from range, but doesn't chase enemies out of sight of this island. The golem itself still bears some damage from a recent fight with the Gray Maidens.

GLASS GOLEM

CR 8

XP 4,800

hp 76 (normally 96 but currently damaged; *Pathfinder RPG Bestiary* 2 138)

Development: As a result of its unusual history, this glass golem will not attack any creature that looks like Sorshen—including a character who has been restored to life in the clone at area **K1**. Further, the golem obeys the verbal commands (as long as they are spoken in Thassilonian) of anyone who appears to be Sorshen. If a PC can secure control of the golem in this manner, it will serve that PC until it is destroyed—this is the only condition under which the golem will leave its post behind.

Story Award: If the PCs gain control of the glass golem, award them XP as if they had defeated it in combat.

K7. MAIDENS' GRAVES

The sand of this beach slopes up toward a door in the cave wall. To the south, two seven-foot-long mounds of sand break the otherwise smooth contours of the beach. A long oval shield painted with a strange symbol sits atop each mound.

The two mounds in the sand are graves for two of the Gray Maidens who died in a fight against the glass golem after one boat full of the mercenaries attempted to moor to the island. The remaining Gray Maidens avoided the island and the golem, and buried their two fallen members here. Digging up either grave reveals the body of a human woman clad in distinctive full plate armor—both bodies are quite decayed, but a successful DC 15 Knowledge (local) check enables a PC to recognize the infamous design of the armor and identify the bodies for what they are.

Speak with dead can tell the PCs much here, depending on the questions they ask. Both Gray Maidens can confirm they were once sworn to protect Queen Ileosa Arabasti, but now serve Commander Oriana and came to the Lady's Light to seek powerful magic to aid in retaking Korvosa from the pretender on the throne.

Treasure: Each grave is covered by a heavy steel shield (emblazoned with the symbol of lust), while both bodies still wear their suits of full plate and clutch their masterwork longswords.

K8. LASCIVIOUS MURAL

The walls of this room are covered by detailed murals depicting wanton acts involving otherworldly beings of every description. The murals cover every vertical surface, but stop abruptly after turning down the hallway to the south, as though abandoned by the artist.

Sorshen once planned on having this entire wing covered in such lascivious scenes, but the artist (a particular favorite of the runelord) was killed on one of her capricious whims. The artist was truly gifted, and careful observers who succeed at a DC 18 Perception check note his signature—"Amivadeus Yasrin." The keen observer also notes the subtext of the work: subtle suggestions of deep spiritual rot and decadence are apparent in throughout. The name of the artist could prove useful in area **L18**.

K9. A SPURNED CONSORT (CR 7)

Entry into this room is barred from the west by a wide, locked iron gate. The gate's lock can be picked (Disable Device DC 30) or it can be forced open (hardness 10, hp 60, break DC 25)—in either case, this should give the room's occupant time to react (see Creature, below).

The stone walls, floor, and ceiling of this hall are polished to an almost mirrorlike sheen. The arching ceiling is supported by twin rows of columns, all of which have been carved to resemble the same beautiful woman dressed in revealing robes.

Creature: The guardian of this room is one of Ashamintallu's charmed minions—a deathly pale man with long, bone-white hair woven into a long braid, dark eyes, and well-fitting and revealing clothes. This is Gnaeus Gnaru, a dhampir who was, until recently, "Sorshen's" champion. Gnaeus is a native of the city Pangolais in Nidal, but his work as a sellsword saw him traveling across Avistan as different jobs took him different places. Several months ago, he took a job as a bodyguard for a Korvosan wizard who had uncovered a map of the chambers below and within the Lady's Light, and wanted to loot the infamous ruin. The expedition went well, with the wizard's use of *dimension door* to enter the caves without interacting with the troglodytes or boggards at all, but soon after they reached the interior of the Lady's Light, things went bad as they were confronted by Ashamintallu herself, disguised as Sorshen. The wizard panicked and fled, and Ashamintallu swiftly

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charmed Gnaeus and sent him off to kill his previous employer. For many months thereafter, Gnaeus served “Sorshen” as a lover, guardian, and pet, always under the thrall of her enchantment magic. She forbade him from wearing his breastplate, telling him “it was a shame to cover up that incredible body.” But when the Gray Maidens arrived, “Sorshen” cast Gnaeus aside in favor of a new plaything—Oriana.

Now, Gnaeus has been all but discarded. He suspects his mistress commanded him to guard this room from further intruders as much to get him out of sight as anything else. He’s still under the lingering influence of a *charm monster* spell, but this does nothing to blunt the jealousy and depression he’s suffering at having been cast aside by the woman he has come to love. Madness has begun to eat away at him, and he’s been spending a fair amount of time lately brooding over his fate.

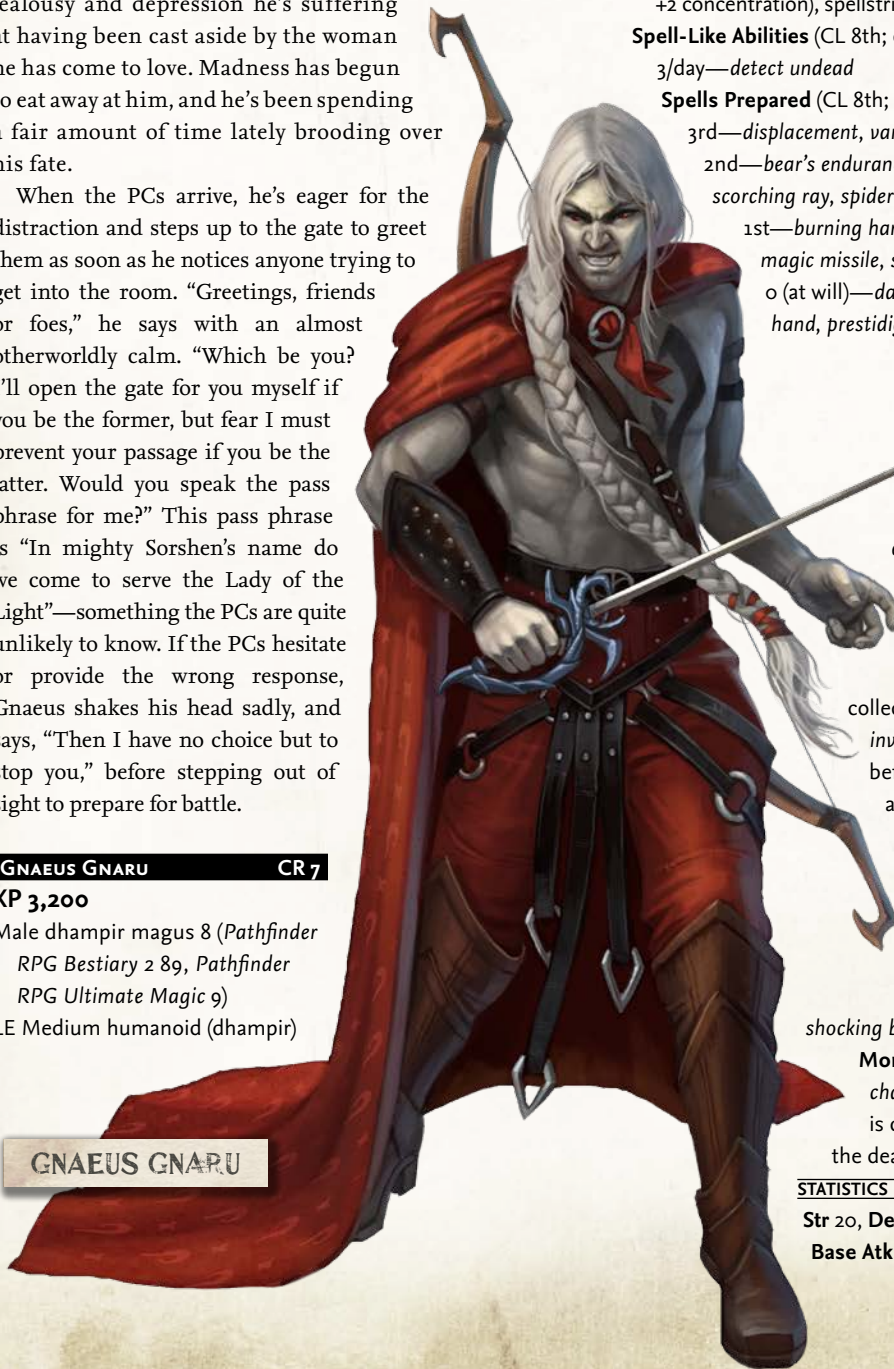
When the PCs arrive, he’s eager for the distraction and steps up to the gate to greet them as soon as he notices anyone trying to get into the room. “Greetings, friends or foes,” he says with an almost otherworldly calm. “Which be you? I’ll open the gate for you myself if you be the former, but fear I must prevent your passage if you be the latter. Would you speak the pass phrase for me?” This pass phrase is “In mighty Sorshen’s name do we come to serve the Lady of the Light”—something the PCs are quite unlikely to know. If the PCs hesitate or provide the wrong response, Gnaeus shakes his head sadly, and says, “Then I have no choice but to stop you,” before stepping out of sight to prepare for battle.

GNAEUS GNARU CR 7

XP 3,200

Male dhampir magus 8 (*Pathfinder RPG Bestiary* 2 89, *Pathfinder RPG Ultimate Magic* 9)
LE Medium humanoid (dhampir)

GNAEUS GNARU



Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

DEFENSE

AC 17, touch 13, flat-footed 14 (+2 Dex, +1 dodge, +4 shield)

hp 79 (8d8+40)

Fort +10, **Ref** +7, **Will** +7; +2 vs. disease and mind-affecting effects

Defensive Abilities negative energy affinity, resist level drain

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee *Silverfang* +12/+7 (1d6+6/18–20)

Ranged mwk composite longbow +9/+4 (1d8+5/x3)

Special Attacks improved spell combat, spell combat (–2 attack, +2 concentration), spellstrike

Spell-Like Abilities (CL 8th; concentration +8)

3/day—*detect undead*

Spells Prepared (CL 8th; concentration +10)

3rd—*displacement*, *vampiric touch*

2nd—*bear’s endurance*, *bull’s strength*, *invisibility*, *scorching ray*, *spider climb*

1st—*burning hands* (DC 13), *chill touch* (DC 13),

magic missile, *shield*, *shocking grasp*

0 (at will)—*dancing lights*, *detect magic*, *mage hand*, *prestidigitation*, *ray of frost*

TACTICS

Before Combat

Gnaeus casts *bear’s endurance*, *bull’s strength*, and *shield* if he can before combat.

During Combat Gnaeus feels vulnerable without his armor (which remains in his mistress’s collection for now), so he casts *invisibility* and then *displacement* before he sets himself up for a good attack against the least-armored target. If he’s not been able to cast his three preparatory spells, Gnaeus casts them as well before making his first attack. He uses arcane pool to enhance his first attack with *shocking burst*.

Morale Gnaeus surrenders if the *charm monster* effect in place on him is dispelled; otherwise, he fights to the death.

STATISTICS

Str 20, **Dex** 14, **Con** 16, **Int** 14, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +11; **CMD** 24

Feats Arcane Strike, Dodge, Lightning Reflexes, Power Attack, Toughness

Skills Bluff +2, Knowledge (arcana) +9, Knowledge (nobility) +6, Perception +10, Spellcraft +13, Use Magic Device +11

Languages Common, Infernal, Shadowtongue

SQ arcane pool (6 points, +2), knowledge pool, magus arcana (arcane accuracy, empowered magic), medium armor proficiency, spell recall

Combat Gear *wand of detect secret doors* (11 charges); **Other Gear** *Silverfang*, masterwork composite longbow with 20 arrows, *cloak of resistance* +1, spell component pouch, spellbook, 1 week of iron rations and water

Development: If captured, Gnaeus refuses to divulge any information as long as he remains charmed by “Sorshen.” The spell effect has only 2 days left of its duration from the first time the PCs encounter him, though. If the effect ends or is dispelled, the dhampir is ashamed at how long he’s been under his mistress’s control—he has no desire to confront her again, and writes off his armor as a lost cause as he wants nothing more at this point but to flee the area. Before he flees, though, he’ll certainly be willing to reward the PCs with what he knows of the area and his mistress. He can confirm that a group of Gray Maidens led by a woman named Oriana now serves the Lady of the Light, whom he has started to believe may not actually be Sorshen—he’s caught glimpses of what he believes is her “true form” three times, that of a beautiful but frightening demonic woman with bat wings and horns.

If asked about the layout of the dungeons and what dangers lie ahead for them, Gnaeus can tell the PCs that the route he and his previous employer took led them down the waterfall at area **K6** to the lower level. They navigated the lake to the beach at area **L7**, and followed the wizard’s maps into areas **L12** and beyond through the secret door, but were attacked by “Sorshen” before they made it much farther into the complex. Gnaeus spent most of the time since then in area **M3** with Ashamintallu or standing guard in area **M2b**. She brought him there and then back down to this room via *dimension door*, so he’s not quite sure where in the dungeon he’s currently located (he was under orders to stay here until told otherwise), but he can certainly give the PCs a good idea of the dangers they might face in the areas he has visited (although he warns them that he’s not sure what changes the Gray Maidens may have made in the meantime). He can also warn the PCs that there are many secret doors in the dungeon—the wizard’s map included several, but alas, he cannot remember their locations. As thanks for being saved by the PCs, though, he’ll give them his *wand of detect secret doors*. This piece of equipment was given to him by his doomed employer so long ago to aid in

navigating the dungeon. He admits that he had trouble getting it to work, but suggests that perhaps a PC might be able to use it more easily than he could.

K10. PILLARED HALL (CR 7)

A row of marble pillars, each carved to resemble a beautiful woman, supports the ceiling of this long curving hallway, although the pillar closest to the western door seems to be missing its head.

Creatures: The PCs’ previous experiences in area **J** might prepare them mentally for a fight against constructs in this room, but the actual guardians here are not caryatid columns. Rather, they are unusual constructs known as Thassilonian sentinels. These constructs consist of a statue’s head connected to a number of limber legs and claws—when the PCs approach within 10 feet of one of the columns (save for the westernmost one, whose sentinel was destroyed long ago), that column’s head thrashes and detaches, crawling down the column like a spider to attack the PCs. Once activated, a Thassilonian sentinel pursues foes as long as they remain in sight of this area, but not beyond. These marble sentinels are keyed to Ashamintallu—when they activate, they mentally alert her that intruders are in the dungeons below her lair.

MARBLE SENTINELS (3)

CR 4

XP 1,200 each

hp 43 each (see page 90)

K11. PIT TRAP (CR 6)

An incredibly realistically rendered mural decorates an alcove here. The painting depicts a grand assembly hall thronged with hundreds of adoring spectators focused on a beautiful woman who stands upon a dais, arms outstretched as she addresses those gathered. Behind her, several nude men and women are chained between upright pillars.

Trap: This mural is a depiction of area **L20**, and to a certain extent is meant to distract intruders into stepping upon the hidden pit that fills the room. This pit can be bypassed by pressing a hidden switch in the southern wall near the floor on either side of the pit’s edge—a successful DC 30 Perception check reveals this hidden button. The pit trap triggers 1 round after a Medium or larger creature first steps upon the dotted outline.

SPIKED PIT TRAP

CR 6

XP 2,400

Type mechanical; Perception DC 25; Disable Device DC 25

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EFFECTS

Trigger location; **Reset** automatic (after 1 minute); **Bypass** Perception DC 30

Effect 40-foot-deep pit (4d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d6+2 damage each); Reflex DC 20 avoids; multiple targets (all targets in area **K11**); 1 round onset delay

K12. BATTLE SITE (CR 6)

A pair of columns carved to resemble a beautiful woman flank a fifteen-foot-wide alcove in the west wall of this forty-foot-long hall. A mural of the same woman standing atop a towering pyramid is painted on the wall of the alcove, but it, like the walls and floor of the hall, is splashed with blood.

The mural depicts Sorshen standing atop the Grand Mastaba of Korvosa—a successful DC 12 Knowledge (local) check is enough for a PC to recognize the structure that, today, serves as a foundation for Castle Korvosa.

Creature: This room represents the limit of how far the Gray Maidens made it into the dungeons. Originally, a dozen incubi stood guard in this room, but over time their numbers have dwindled. When the Gray Maidens arrived, two of the remaining incubi confronted them while the third teleported up to Ashamintallu's side to inform her that the dungeons had been invaded. By the time the alu-demon got to this room, the Gray Maidens had defeated the other two incubi, but several of their number had been critically wounded—they were easy prey for the alu-demon, who swiftly controlled Oriana and took command of the group. The surviving incubus has since resumed his post here.

INCUBUS

CR 6

XP 2,400

hp 76 (*Pathfinder RPG Bestiary* 3 73)

K13. CHAMBER OF THE GRAY FLAME (CR 6)

The air in this large octagonal chamber is dreadfully hot—the very air shimmers with heat and almost drips with humidity, leaving every surface within shiny with condensation. The walls, floor, and thirty-foot-high domed ceiling are of polished white marble. Ten feet into the room, the floor rises up in a three-foot-high step, then again at twenty feet in. At the center of the room, a strange gray flame dances in a central firepit. Two smaller octagonal chambers lie to the south and west, while to the east a ten-foot-square section of wall is a dull gray, contrasting with the white of the walls surrounding it. A single torch in a sconce protrudes from the middle of this gray square on the wall.

The humidity in this room is unpleasant, but causes nothing more than moderate discomfort. The slippery

floor is a bit more dangerous, and increases the DC of Acrobatics checks here by 5.

The torch in the sconce on the wall radiates faint transmutation magic. It's not lit, but the end is charred as if it had been lit at one point in the past. If this torch is removed, lit in the gray flame in the middle of the room, and then replaced in the sconce, the block of stone barring access to area **K14** pivots outward like a huge gray door—this stone remains open for 10 minutes, at which point the torch gutters out and the door closes on its own.

Creatures: If anyone who isn't prominently displaying something emblazoned with the rune of lust steps on the raised central area of this chamber, four cacodaemons, shrieking spherical creatures made mostly of mouth, burst forth from the gray flame and attack, fighting until destroyed. These creatures ignore anyone who displays the rune of lust unless that person attacks one of them, in which case all daemons turn their attention to that character.

CACODAEMONS (4)

CR 2

XP 600 each

hp 19 (*Pathfinder RPG Bestiary* 2 64)

K14. SHRINE OF SUPPLICATION

A long stairway of polished stone steps descends nearly forty feet before ending at a ten-foot-square landing with no apparent way onward. The wall opposite the final step depicts a lascivious painting of a beautiful woman, arms outstretched as if to welcome one into an embrace, lips twisted in a faintly cruel smile. A phrase in a foreign tongue is inscribed in gold across the top of the mural.

This image of Sorshen radiates strong conjuration magic. The writing above her reads, in Thassilonian, "Prostrate thyself and demonstrate proper devotion, my sweet slave, if you wish to enter my domain." An examination of the mural and a successful DC 20 Perception check reveals that the image's feet display more wear than anywhere else. By kissing Sorshen's feet, a person is immediately teleported away to appear on the platform at area **L1**.

If the slab of stone that normally blocks access into this area from area **K13** closes, it opens again automatically if its inner surface is touched by exposed flesh.

Treasure: The gold leaf from the lettering can be pried out of the wall with several minutes of work—it's worth 250 gp in all if scavenged completely.

K15. HALL OF BEDCHAMBERS (CR 6)

A total of ten wooden and iron doors line the walls of this long hall—five doors to a side. Each door bears an identical inscription on its face, as does the blank wall at the western

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end. Only the easternmost door to the north seems to have a different inscription on it—this door is also caked with a sheen of frost.

Most of the doors in this hallway open into bedrooms once used by those of Sorshen's students and apprentices she deemed talented or attractive enough to deserve the honor of studying and living below the Lady's Light. The door to each room swings open silently at a mere touch of bare skin, and the contents of each room, like the doors themselves, are well preserved by Thassilonian magic. Floral scents linger in the air, sheets are soft and warm, and the temperature is always just right in these chambers, although all of them are currently abandoned.

The inscriptions on most of the doors and on the wall at the end of the hall reads, in Thassilonian, "Thou wouldst enter? Then thou must touch!" The secret door at the end of the hall can be found with a successful DC 30 Perception check, or can be opened by touching the word "touch" inscribed upon the wall with bare, living skin.

Trap: The easternmost door to the north bears a different inscription from the other doors: "Thou wouldst enter to enjoy the company of the Runelord of Lust herself? Then thou must touch!" This door is, in fact, Sorshen's way of saying none can choose to be with her—she's the only one who chooses her lovers and pets. Anyone audacious enough to touch the false door or otherwise attempt to open it sets off a trap. Fortunately, the trap's magical energies have decayed somewhat over the years, resulting in a less deadly effect and a more obvious danger as the cold magic stored within seeps out to give a distinctive visual clue (the ice on the door) of the danger.

SORSHEN'S DISDAIN

CR 6

XP 2,400

Type magical; Perception DC 15; Disable Device DC 26

EFFECTS

Trigger touch (opening the door); **Reset** automatic (once the door is closed)

Effect spell effect (*freezing sphere*, 10d6 cold damage, Reflex DC 19 for half); multiple targets (all creatures in a 40-foot-radius burst centered on the door)

K16. MISTRESS'S BEDCHAMBER

This opulent marble chamber is dominated by an enormous bed that sits on a raised dais. The walls bear frescos of a woodland scene, with leering satyrs chasing nubile nymphs. A domed ceiling inlaid with mother-of-pearl rises twenty feet above the opulent bedchamber.

This room was one of many once used by Sorshen to indulge her carnal appetites—favored students or

apprentices were the typical guests of this particular boudoir. The room's placement between the laboratories and the apprentice bedchambers is intentional—Sorshen wanted each of her students to be aware of the proximity of this room and its use each and every day.

K17. PREPARATION ROOM

The erotic frescos in this domed chamber have faded, but their intent to inflame the passions of those occupying the room is still plain. Four marble benches sit against the walls and a complex mosaic of thousands of colored chips form a huge starburst on the floor.

This chamber was once used by Sorshen or a senior apprentice to lecture to students, who would sit upon the benches along the walls and observe the lecturer who stood at the center upon the starburst. This starburst radiates moderate magic—anyone who stands upon it can use *suggestion* once per hour as a spell-like ability (Will DC 14 negates, CL 20th). A successful DC 35 Spellcraft check is enough for a PC to determine how this magical pattern on the floor functions—but at the GM's whim, a PC who stands on it and issues an order could unknowingly activate the effect.

A study of the paintings on the walls reveals that the figures depicted in them are engaged in more than just acts of passion—they are also engaged in the three forms of magic with which Sorshen herself was the most fascinated by when she built the Lady's Light: alchemy, enchantment, and conjuration.

K18. CLEANSING ROOM

A simple pool of pure, clear water fills the central area of this room. Doors lead out of the room in all four cardinal directions

The pool is 3 feet deep, with a 2-foot-diameter grating in the center that connects to a tunnel that winds northwest to connect to the river near area K5. The grating is made of brass, and can be wrenched open with a successful DC 24 Strength check.

The pool itself magically enhances the waters within it (but not the water in the tunnel below) so that anything that is completely submerged in the water is subjected to a *dispel magic* effect (caster level 20th). The alchemists used this pool's effects to end unwanted magical effects, either to purify things for further experimentation in a nearby lab or to remove unwanted side effects on themselves. Water transported from the pool is nonmagical, as it's the location that bears the enhancement—likewise, removing the pool itself causes the magic effect to end.

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K19. ALCHEMY LAB (CR 6)

Stone counters line the walls of this chamber. An additional work slab sits in the center of the room—all of these countertops are cluttered with beakers, jars, tubes, tools, and all manner of ancient alchemical equipment, many of them caked with strange encrustations of crystals, stains, or other residues. A particularly large urn of corroded-looking metal sits in the center of the westernmost countertop.

The substances that remain in this alchemist's lab, sealed in airtight flasks and such, have been sitting here for thousands of years. Most of the substances have long since become inert or have even evaporated away, but a few of the items here retain their magical effects. The large metal urn contains something else entirely—a thick mass of gray protoplasm that, if exposed to air, immediately self-organizes into a pair of ravenous gray oozes. The contents are exposed to air if anyone pries open the lid atop the urn (doing so is a full-round action), but this is more likely to occur if one of the unstable chemicals in the room explodes (see *Treasure*, below). Once released, the gray oozes attack all living foes at once, pursuing victims as far and as long as they are able if their prey flees. If the PCs attempt to transport the urn, it (and its inert-for-the-moment contents) weighs 300 pounds.

GRAY Oozes (2) **CR 4**
XP 1,200 each
hp 50 (*Pathfinder RPG Bestiary* 166)

Treasure: *Detect magic* can quickly sort out which containers may be of value, but it also indicates which containers are dangerous—without necessarily revealing that danger. In all, there are seven containers of magical fluids and powders in the room, of which three are dangerously unstable. Each of the three unstable containers can be identified as dangerous with a successful DC 25 Craft (alchemy) or DC 30 Spellcraft check. Each round one of these contents is jostled, examined, or carried, there's a flat 25% chance the chemicals within explode. If one of the unstable containers is opened, it also explodes. A container can be thrown as a splash weapon as well; doing so causes it to automatically explode upon hitting its target. Each of the containers explodes in a 20-foot-radius burst, and all deal 5d6 points of damage (Reflex DC 15 halves). The type of damage varies: one container does fire damage, one acid damage, and one cold damage. You should keep track of where each container is located—if an unexploded container is caught in the blast area of another container, it automatically explodes as well. Likewise, any explosion that catches the metal urn in the area causes it to burst open as well, releasing (and damaging) the gray oozes.

The other four containers are stable and valuable magical items. They include a *potion of displacement*, an *elixir of love*, 1 dose of *stone salve*, and an urn containing 10 doses of *wax of defiance*.

K20. ENCHANTMENT LAB

Six stone platforms draped with white sheets stand in this room, with manacles affixed to the four corners of each. What appears to be a metallic bookstand stands at the foot of each platform—one of these stands still holds a large leather tome. The walls are painted a soft, soothing blue.

This room was used by Sorshen's apprentices to experiment upon willing or (more often) unwilling subjects with various enchantment magics. The subjects were usually bound to the slabs for the duration of the experiment, to prevent unwilling test subjects from disrupting the proceedings.

Treasure: The book on the stand is an ancient Thassilonian text called *Dreams and Desires* that explores the mysterious link between dreams and enchantment magic. The book itself is magically preserved, and if used as an aid in any question involving dreams or enchantment magic, it grants a +2 circumstance bonus on Knowledge (arcana) checks. The book is worth 400 gp, but the three arcane scrolls slipped in between the pages are worth more—these include a *scroll of dream*, a *scroll of symbol of sleep*, and a *scroll of mind fog*.

K21. CONJURATION LAB (CR 7)

The center of this domed chamber is dominated by a complex design painted on the floor in dozens of colors, which is oddly unsettling. Broken furniture and other debris is scattered across the room and a faint acidic odor tickles the nostrils, while an overturned bookstand with a large black tome sits near the far wall.

Sorshen's apprentices used this chamber to practice conjurations—and at times, Sorshen herself used the room to summon creatures to bind into the Lady's Light or simply to pleasure her. The complex magical circle in the floor augments all conjuration spells cast in this room, increasing the save DC to resist them by +2 and increasing the spell's effective caster level by +1. A successful DC 25 Spellcraft check is enough for a successful PC to identify these effects, but perhaps more worrisome is the results of a DC 20 Knowledge (arcana) check, which reveals the magic of the circle is unstable—as if it's mid-conjuration.

Creature: In fact, a strange and sinister monster from the depths of the underground Abyssal realm of

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Sekatar-Seraktis has been trapped in mid-conjuration in this room for thousands of years by a strange defect in a partially finished spell interrupted by the fall of Thassilon. This monster is a foul, wormlike monstrosity—a fiendish seugathi. Sorshen was fascinated by the strange powers possessed by seugathi (particularly their ability to drive victims mad and command confused creatures) and often had her apprentice conjure fiendish examples of the race from the Abyss to dissect and examine.

If anyone steps within 5 feet of the summoning circle's edge (such as to retrieve the fallen book at the far end of the room), the presence of life in close proximity triggers the long-delayed effect, and with a blast of smoke, the fiendish seugathi appears in the middle of the room. The monster is not aware that any time has passed, nor does it know it was being summoned by a Runelord's apprentice, but it certainly is furious at being called away from the Abyss. As no protective wards are in place, it can immediately attack any living creatures it sees, and does so at once. This fiendish seugathi has

been called to the Material Plane, not summoned, and it is thus trapped here. The monster brings with it two potent items—a *+1 keen longsword* and a *wand of cure critical wounds* (10 charges), both of which it wields in combat (using the wand on itself whenever it's reduced to 20 or fewer hit points).

FIENDISH SEUGATHI

CR 7

XP 3,600

hp 67 (*Pathfinder RPG Bestiary* 2 243, 292)

Treasure: Apart from the items carried by the seugathi, the book at the far end of the room is valuable. Titled *From the Minds of Monsters*, the book is an incredibly well-preserved investigation of the nature of many monsters that are capable of strange mind-controlling powers. The truly astounding thing, though, is that the book is penned by Sorshen herself, written in her hand in an elegant script. The book is in fact a minor artifact—it functions as a *tome of clear thought +1* that automatically

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recharges its power a month after it is used, although a single creature can benefit from the book only once. In addition, if it is referenced, it grants a +10 circumstance bonus on all Knowledge checks made about monsters that utilize significant mind-affecting attacks (subject to the GM's approval).

L1. ARRIVAL PLATFORM

This stone platform overlooks an enormous watery cavern, whose walls are covered by phosphorescent lichen that provides modest, yet eerie illumination. Three rowboats are tied to stone posts on the dock's northwestern side, while a carving of a leering demon extending a hand in greeting decorates the stone wall just to the north of the platform. A word has been carved into the stone wall just below the demonic carving.

This platform is where travelers from the teleporter in area **K14** arrive. The word carved under the statue is in Thassilonian, and reads, "Farewell." The carving itself radiates moderate conjuration—anyone who grips the carving's offered hand is immediately teleported back to area **K14**.

Both rowboats are equipped with oars and can accommodate three Medium creatures—unlike the boats in the level above, these and their mooring posts are nonmagical. If the PCs take rowboats into the lake, note that the unstable footing is enough to impart a -2 penalty on all attack rolls made while in the boat.

L2. THE PHOSPHORESCENT LAKE (CR 7)

The walls of this level's huge central lake-cavern are covered with phosphorescent lichen that produces illumination equal to dim light throughout the area. The water itself is shallow near all beaches, but its depth averages 30 feet everywhere else. Although this water is fed by the river on the level above via the magnificent waterfall along the eastern wall, the lake itself is also connected to the sea via an underwater tunnel in area **L6**, making the water here increasingly brackish and salty the farther west one travels. There's very little current here—swimming in this water only requires succeeding at DC 10 Swim check. As with the water above, the water here is quite silty—Perception checks made to notice things in the water take a -5 penalty.

Close examination along the walls of this cavern (and a successful DC 30 Perception check) reveals tiny clusters of runes carved into the wall at water level that radiate strong conjuration magic—these are magical enhancements placed ages ago by Sorshen that not only help to preserve the cavern itself but also maintain a constant water level. Excess water from the sea or the river above is siphoned back through microportals

leading back to the Plane of Water, keeping this entire cavern pristine and beautiful, just like Sorshen wanted. There are hundreds of these runes; destroying them all would take hours, if not days, of work and would cause the water level here to rise steadily until areas **L1–L3** and **L5–L11** are completely underwater—the doors into areas **L4** and **L12** being airtight, the rooms beyond remain dry as long as those doors remain closed. An expensive way to maintain a chamber, but child's play for one of Thassilon's most powerful wizards!

Creatures: The waters here hide a group of eight lacedons—undead horrors who have dwelt here for many years after wandering into the area via the sea tunnel in area **L6**. The sound of boats splashing through the water is more than enough to attract their attention, and they start peeking out of the black water near the edges of the cavern to watch the PCs if they use boats to navigate the place. They wait until the PCs are in the middle of the lake before swimming out to attack. The lacedons start their attack by grabbing onto a boat from the sides and shaking it violently in an attempt to capsize it. Each round on their initiative, one of the lacedons shaking the boat attempts a DC 25 combat maneuver check, and any others also shaking the boat make combat maneuver checks to aid another on the first roll. On a successful check, the lacedons capsize the boat. Each round the lacedons shake the boat, penalties for attack rolls made from within the boat double to -4. The shaking counts as violent motion for the purposes of spellcasting and concentration checks. A lacedon who takes damage immediately switches tactics and stops shaking the boat, instead attacking the PCs within from the water. The hungry undead fight to the death, but do not pursue PCs beyond sight of the water.

LACEDONS (8)

CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary* 146)

L3. STONE PLATFORM

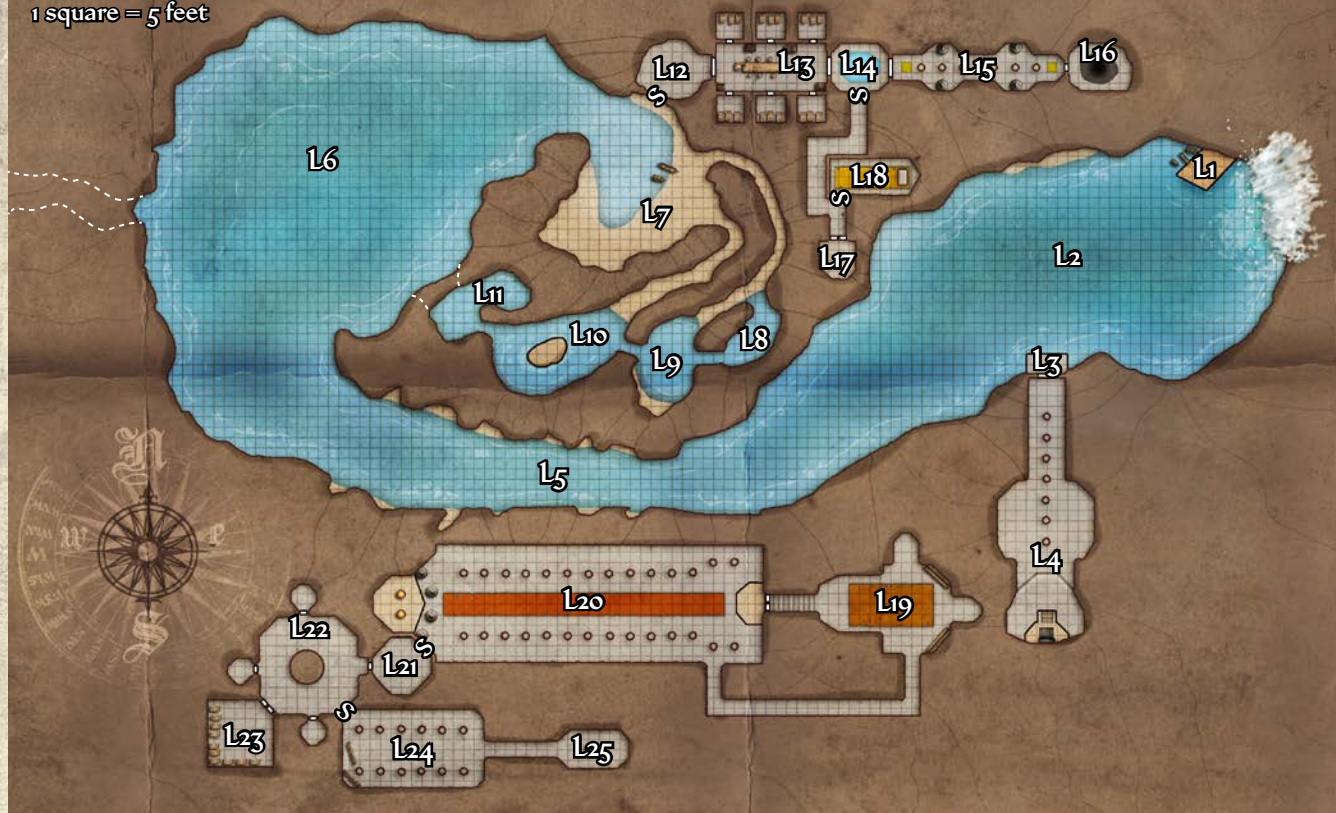
A stone platform extends from the cave wall here, its floor a foot from the water surface. An immense red metal panel sits in the far wall, its face engraved with numerous scenes depicting a beautiful woman on a throne as numerous strange monsters bow before her.

This red door, like the one in area **K3**, is made of a djezet alloy. Like that door, a successful DC 25 Perception check reveals that it is in fact a door and not just a decoration. And like that door, the panels on its face (these depicts Sorshen using her magic to dominate all manner of powerful monsters, including giants, dragons, neothelids, sea monsters, mobogos, and the like) are

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1 square = 5 feet



essentially buttons. Pressing the central button, which depicts Sorshen dominating a giant, causes the panel to glow softly as Thassilonian writing appears along the panel's upper edge, spelling the phrase "And so do the mighty Architects serve eternal" as the door swings open.

L4. MOCHTAU'S HALL (CR 7)

This long, grand marble hall features a single row of pillars down its center. The vaulted ceiling thirty feet above is painted with lewd frescoes depicting giants and humans engaged in carnal acts set among pastoral scenes. To the south, the hall widens before rising up in a series of steps to a white marble throne. Six large treasure chests sit next to the throne.

Thousands of years ago, Sorshen greeted her giant supplicants and minions in this rich hall, typically after having a dominated transmuter cast *enlarge person* on her to increase her stature. Today, Ashamintallu has somewhat misunderstood the purpose of this chamber, and instead uses it as a sort of exhibition to honor ancient Thassilon's mastery over giants.

Creature: Ashamintallu's current exhibition is Mochtau, a cave giantess the alu-demon encountered living a solitary

life in a cavern several miles northeast of the Lady's Cape. She charmed the creature and led her back here, keeping her as something of a pet in the same way she assumes Sorshen once did her own giants. The alu-demon visits the cave giant twice a week to resupply her with food and water, to re-cast *charm monster*, and to torment/play with the giantess. After nearly 20 years of this, Mochtau is more than a little insane, and has started thinking of herself as Sorshen when she's not being visited by the "real Sorshen." Even if the *charm monster* effect is dispelled, Mochtau retains these delusions.

She spends a fair amount of her time seated on her throne, periodically barking orders to hallucinatory courtiers. Ashamintallu often brings the giant pets of her own to entertain her, with the full knowledge that most of these pets won't last that long before the giant eats them. Her current pets are two immense swamp monitors, lumbering green-and-brown lizards that swiftly move to attack any creature smaller than Large that they notice. As she notices the PCs, she bellows out a challenge: "You dare enter my throne room, little mortals! If you kneel to me now, I, Sorshen, shall call off my pets and eat only one of you!" Of course, the giant lizards aren't trained (they only avoid attacking Mochtau because of her size), and even if the PCs comply, Mochtau's commands to the lizards are

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ignored—much to her surprised delight. Mochtau is content to watch the battle at the start, but as soon as one of the lizards is slain or she is herself harmed, she roars in rage and joins the attack. As she fights, she continues to bellow out evidence of her madness, roaring phrases like, “Kneel, little mortals, I am SORSHEN!” When she enters battle, she prefers throwing her treasure chests as rocks—they burst open when they hit, scattering their contents in a filthy 5-foot-radius burst. All creatures in this area must succeed at a DC 12 Fortitude save to avoid being sickened by the fact that the “treasure chests” contain little more than the rotted remnants of Mochtau’s last several meals.

MOCHTAU CR 6

XP 2,400

Cave giant (*Pathfinder RPG Bestiary* 3 127)

hp 67

MONITOR LIZARDS (2) CR 2

XP 600 each

hp 22 each (*Pathfinder RPG Bestiary* 194)

Treasure: Five of the six treasure chests are filled with rotting meat and decay—remnants from Mochtau’s meals. The sixth contains the same, along with 20 tourmalines worth 2,000 gp in all.

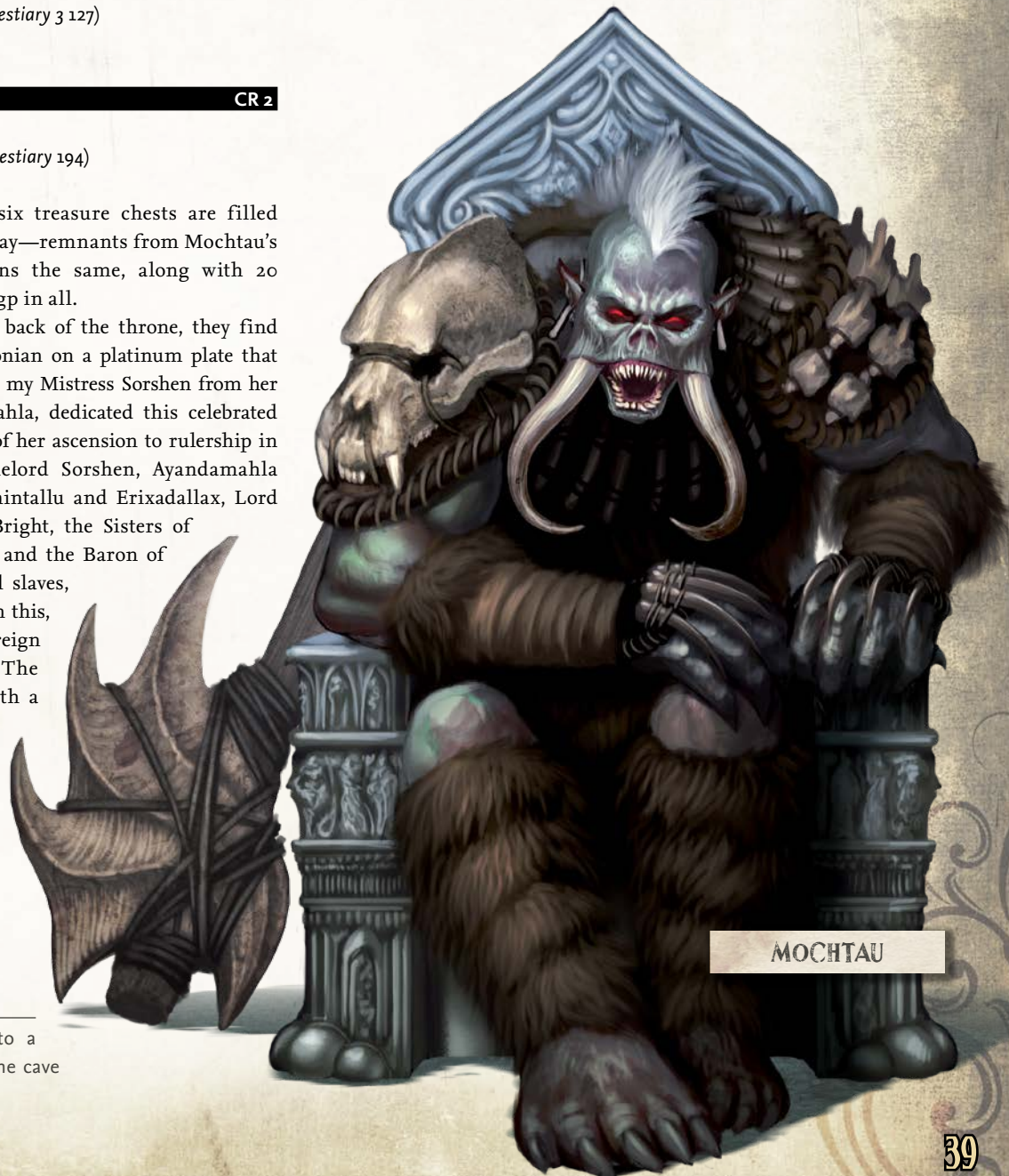
If the party checks the back of the throne, they find an inscription in Thassilionian on a platinum plate that reads as follows: “A gift for my Mistress Sorshen from her humble servant Ayandamahla, dedicated this celebrated day, the 25th anniversary of her ascension to rulership in Eurythnia. Present—Runelord Sorshen, Ayandamahla and her daughters Ashamintallu and Erixadallax, Lord & Lady of the Burning Bright, the Sisters of Charming & Delectation, and the Baron of Calamities, along with all slaves, servants, and supplicants in this, the Lady’s Light. May she reign unchallenged forever.” The plate can be pried off with a successful DC 16 Strength check, and is worth 750 gp for its platinum content alone, but to a scholar who recognizes the names, it is worth 3,000 gp.

L5. SKAVELING NICHES (CR 8)

The lake constricts here to a width of thirty feet or so, the cave

walls narrowing down to form a tunnel. The ceiling is thirty feet above, while numerous ledges line the walls at varying heights. Several of these ledges contain manacled humanoid bodies. The remains are in advanced stages of decomposition, and in many cases are no more than skeletons.

The bodies placed on display here are the remains of the false Sorshen’s previous consorts—mostly men and women plucked from ships or the Mushfens over the centuries as Ashamintallu grew bored and sought out new playthings. None of the corpses hold anything of value, as Ashamintallu takes care to keep anything useful before chaining her victims here to die slow, agonizing deaths of starvation and thirst.



MOCHTAU

Creatures: A pair of undead guardians that date back to Thassilonian times linger on here—two large skavelings, known also as ghoul bats. The creatures swoop down to inspect all passing groups, but do not attack those that contain someone disguised as Sorshen (including a PC brought back to life as her clone). If they're attacked, or if they see none who look like their long-lost mistress, they attack at once. The undead bats know better than to attack those the false Sorshen has chained up here, but that doesn't prevent them from enjoying tormenting such unlucky souls.

SKAVELINGS (2) **CR 5**

XP 1,600 each

hp 58 each (*Pathfinder RPG Bestiary 2 42*)

L6. THE LAKE OF LONGING (CR 6)

The ceiling peaks nearly forty feet overhead in this enormous underground lake. Phosphorescent lichen and fungus cling to the stalactites above, reflected by the waters below to make the walls of the cave dance with a pearlescent shimmer.

The waters of this lake are 30 feet deep on average. A submerged tunnel to the west winds up through the rock from the lake's bed where indicated—this tunnel runs for a mile before emerging into the sea amid a bed of seaweed under 40 feet of water to the west of the Lady's Light. A second submerged (and much shorter) tunnel connects the depths of the lake to area L11 to the east.

This entire cavern bears the decayed remnants of a once-quite-powerful enchantment effect that would overwhelm the minds of all intruders, forcing them to fall under the effects of a geas to seek out Sorshen and present themselves, unarmed and unarmored, to her for appraisal. Today, this effect has degraded to a sinister shadow of its former power. All creatures that enter this cavern hear strangely familiar, seductive whispers in their native language. Each round, the urgings become more urgent, building an overwhelming sense of need and longing pounding in the chests of the victims. These whispers are supernatural, and affect even creatures that plug their ears. The effect is a language-dependent compulsion, and as such can be protected against with applications of *wax of defiance*. This effect does not extend underwater—although those who have already fallen under the effect are not released from the compulsion once they enter the water.

After 3 successive rounds of exposure, a creature must succeed at a DC 14 Will save or be compelled to strip naked, discard all gear, dive into the water, swim for area L7, and claw at the wall where the secret door to area L12 is located. The compulsion fades once the secret door to area L12 is opened. Thereafter, creatures that remain

in the room must save again against the whispers once every minute.

Creatures: The waters of this lake are far from safe, for a pair of giant moray eels dwell within. They do not attack boats passing by above, but quickly move to attack any living creatures they notice swimming in the waters of their den.

GIANT MORAY EELS (2) **CR 5**

XP 1,600 each

hp 52 (*Pathfinder RPG Bestiary 119*)

L7. THE BRIGHT GROTTO

Large amounts of lichen on this cave's walls glow with intense vibrancy, providing brilliant illumination to the cave and making the sandy beach along the lakeshore glitter. Two rowboats are beached on this sandy shore. Two dry tunnels head off to the east, while to the west the waters of the lake widen into a much larger cavern.

The secret door to the north is airtight and difficult to locate, requiring a successful DC 25 Perception check to spot. The Gray Maidens from area L13 and beyond, often travel to this beach to fish for food. They do their best to hide their tracks, but a successful DC 15 Survival check is good enough to note a trail of footprints that leads to the wall at the secret door's location—noting this grants a +10 bonus on Perception checks made to locate the secret door. Furthermore, every hour the PCs spend here, there's a cumulative 10% chance that 1d4 Gray Maidens from area L13 enter this area through the secret door to fish for dinner.

A PC who succeeds at a DC 15 Perception check notes the faint smell of decay wafting from the northernmost tunnel leading to area L8 and L9. A successful DC 10 Perception check enables a PC to notice cries of anguish and pain coming from the southern tunnel—cries that end abruptly a few seconds after they're first heard.

L8. CORPSES IN SEAWATER (CR 3)

This cave is flooded with water, in which bob three bloated corpses, naked and facedown.

The bodies in here are all human women who bear scarred faces—these unfortunates are Gray Maidens who displeased Ashamintallu, who handed them over to the sea hag Daefu (see area L10) as punishment. They carry nothing of value. The water in this cave is 10 feet deep.

Creatures: Some of the fuaths (lobster-clawed and dog-headed little gremlins) who serve the sea hag Daefu enjoy frolicking and splashing in the water here. If surprised by the PCs, two of the gremlins are encountered here

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playing a grisly game of catch with a rotten eyeball as they leap from body to body. If they spot the PCs (either before or after the PCs notice them), they leap into the water and swim west to join their kin and warn Daefu.

FUATH GREMLINS (2)

CR 1

XP 400 each

hp 7 each (*Pathfinder RPG Bestiary 3 142*)

L9. MANACLED PRISONERS

This cavern is partially flooded with seawater. A watery channel leads to the east and another to the west, while a dry tunnel leads northeast. A narrow beach lies to the south.

The water here is 20 feet deep. Unlike the larger caverns, this cave is dark—any significant amount of noise or light here brings the denizens of areas **L8** and **L10** investigating at once.

A pair of bodies lie upon the small beach to the south. Each is manacled hand and foot and wearing only underclothes—both bodies have scarred faces and are recently dead. These two women were Gray Maidens who displeased the false Sorshen and were handed over to Daefu for “correction.” (The other Gray Maidens assume that these two were brought up to the Lady’s Light itself to serve at Sorshen’s side, as Oriana and a few others have been.) As usual, the unbalanced sea hag went too far in her eager ministrations. Once Daefu realizes these two have died from her tortures, she’ll toss the remains into area **L8** with the others. Clad only in their torn undergarments, a successful DC 12 Heal check reveals that they were horribly tortured, but the scars on their faces are not recent.

L10. WHIPPING POST PLATFORM (CR 7)

Water fills the majority of this cavern, although an oval rock island protrudes from the middle of the water. A single stone post extends from the middle of the island, while watery tunnels lead east and west. A dry tunnel leads up to the northeast.

Creatures: The first time the PCs visit this area, they come upon a grim scene. A woman with a scarred face and wearing nothing but her undergarments is bound to the post on the island by lengths of seaweed. Numerous fresh wounds bleed on her unconscious body, while looming over her, poking at her body with the butt of a spear, is a hunch-backed humanoid woman with wet green skin, dripping white hair, and bulging orange eyes. Four strange creatures caper and dance at her feet—wolf-headed, lobster-clawed little men.

This is the sea hag Daefu with four of her six fuath gremlin “children,” looming over the latest victim supplied by Ashamintallu, a Gray Maiden named Helanda Mertien. Helanda is unconscious—stable at –7 hit points—but if the PCs don’t intervene, Daefu soon gets frustrated with her. Thinking the swordswoman is playing dead, the sea hag stabs her in the belly to wake her up and only succeeds in killing her.

If she notices the PCs, she cackles in glee and quickly forgets Helanda, shrieking out, “Oh, oh! New playmates here for Daefu to toy with! Sorshen is good to Daefu! Sorshen loves Daefu as Daefu loves her! One? Two? Three? How many more playmates come to Daefu? More sweet, pink flesh to poke and prod, more mouths to sing



DAEFU

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songs of agony, all because Daefu is loved by Sorshen. She sent you to me, yes? Sorshen loves Daefu because Daefu is loyal and Daefu is cruel and Daefu does her will eagerly. Who starts this? Who wants the first kiss from Daefu? Be patient, new flesh, all will get a turn!”

The PCs are, of course, free to attack the wretched creature before she finishes her diatribe—if she’s allowed to finish, she attacks instead, eager to add the PCs to her collection as she assumes they were indeed sent to her as new things to play with. If the PCs manage to capture Daefu alive and interrogate her, the sea hag proves to be somewhat useless as an informant; she’s quite deranged, and while not under the effects of a charm monster by Ashamintallu, she does harbor an obsession for the woman she believes is named Sorshen (even though she doesn’t recognize the name from history). If given the chance, though, Daefu doesn’t stick around to be captured, instead fleeing to the open sea if reduced below 5 hit points.

DAEFU CR 5

XP 1,600

Advanced sea hag (*Pathfinder RPG Bestiary* 243)

hp 46

Melee +1 keen longspear +11 (1d8+9/19–20/x3) or
2 claws +10 (1d6+6)

FUATH GREMLINS (4) CR 1

XP 400 each

hp 7 each (*Pathfinder RPG Bestiary* 3 142)

Treasure: Daefu keeps most of her treasure in her lair (area L11), but is never found without her magic longspear or her necklace of bones (a *deathbalm talisman*).

Development: If the PCs can save her and restore her to consciousness, Helanda Mertien can be a significant source of information. She’s certainly had a change of heart about belonging to the Gray Maidens, and at this point wants nothing more than to escape these dungeons and make her way to Magnimar so she can hop a ship to some distant port and start a new life. She can confirm to the PCs that the Gray Maidens do indeed have a presence in the surrounding dungeons, and can confirm that she’s followed the commands of Commander Oriana for years, and that her plan to come to the Lady’s Light to find treasure and magic to aid in reclaiming the Crimson Throne of Korvosa from its current “pretender” seemed like a good idea at the time. Helanda can describe to the PCs how the Gray Maidens made their way into the dungeons below the Lady’s Light (traveling from area I to J to the upper level while avoiding the guardians there with pheromones or by displaying the symbol of lust, or moving from area K1 to K3 to K4 to K6 where two of them

were slain by a glass golem, then on to area K12 where they were attacked by incubi).

After that fight, they were attacked by a beautiful woman who looked and sounded and certainly acted like Runelord Sorshen reborn. At first, Helanda believed this, as did the other Gray Maidens, and she rejoiced—getting a reborn runelord on their side would guarantee retaking the Korvosan throne, after all! Helanda goes on to describe how “Sorshen” teleported them one at a time using a wand (actually a *wand of dimension door*) from the room in which they’d fought the incubi into area L13. It’s that room and areas L7, L12, and L14–L17 that Helanda is the most familiar with, and she can describe them and the dangers within in detail. She knows that Oriana, her second-in-command Quenelle, and some others were taken away to serve “Sorshen,” although she now suspects most of those Gray Maidens ended up in the sea hag’s clutches. She herself ended up here after she’d grown suspicious of “Sorshen” and attempted to lead several other Gray Maidens in something of a revolt to contact Oriana and try to find out what was really going on—Helanda bitterly notes that the other Gray Maidens sold her out, and that “Sorshen” herself arrived to punish her by leading her into this cave, stripping her of her gear, and leaving her in the vile and violent clutches of “that horrible sea witch.”

Helanda now suspects more than ever that “Sorshen” is not the real Sorshen, but some sort of deceiver—perhaps a succubus. She’s also come to believe that this deception isn’t entirely at “Sorshen’s” choice, but that she actually believes she’s the runelord of lust. As such, Helanda theorizes, if one were to confront “Sorshen” with evidence that she wasn’t who she claimed to be, and thus reveal her madness to her, she would likely be put at a significant disadvantage. It was such evidence Helanda had hoped to lead her allies to find (she particularly hoped to find out the actual name of the being pretending to be Sorshen), but as she notes angrily as she indicates her current state, “You can see what trusting my so-called friends got me.”

At your discretion, Helanda can join the party as an ally, although she’ll need some equipment if she’s to be of any real help. Left to her own choices, she’d prefer to be led out of the dungeons and back to civilization, but if the PCs offer her the chance to get some revenge on her backstabbing kin or (even better) a chance to expose “Sorshen” for what she really is, the ex-Gray Maiden quickly agrees to the alliance.

L11. DAEFU’S LAIR

The ceiling in this watery cavern dips down to a mere couple of inches above the water level. Something under the water itself glows brightly, causing the water to shimmer and shine.

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The water here is 30 feet deep. This room serves Daefu as a lair—she's gathered large amounts of glowing lichen from the caves along with seaweed and the like to decorate the place. She has also used a woven net of seaweed to create a sort of barrier along the submerged tunnel leading to the waters of area L6. This barricade can be torn through as a full-round action, but is more than enough to prevent the giant eels from the cave beyond from entering (the sea hag otherwise relies on her gremlins' ability to congeal water to keep the eels at bay—the eels are spooked by this supernatural effect, and do not approach this cavern as a result).

Treasure: Daefu stores her treasures here, in a net of woven seaweed in the eastern part of her cave. This collection consists of a large number of beautiful but otherwise worthless seashells, two *potions of cure moderate wounds* (both with watertight seals), and a sack containing 36 gemstones worth a total of 900 gp as well as two fire opals worth 1,000 gp each and a pair of *elemental gems* (earth and air; Daefu is unaware they're magical, valuing them only as gemstones).

L12. ROUGH HEWN CAVERN

The cave's walls are rough-hewn and embers of a large fire burn dimly, with an iron pot and other cooking implements sitting beside it. A narrow natural chimney extends through the roof twenty feet overhead. On the east wall stands a huge red panel covered with images, while to the west lean several crudely made fishing poles and nets.

The Gray Maidens in the next chamber prepare meals here—smoke from their cooking fire wafts up through the fissure above to escape from the cliff face to the northwest of the Lady's Light (this fissure never widens more than 3 inches, making it a difficult method of entry and exit at best). The fishing poles and nets were provided to the Gray Maidens by Ashamintallu (she took them from the boggards) so that the Gray Maidens could provide for themselves.

The door to the east functions identically to the door in area K3, save that all of the images on the door's panels depict Sorshen in dalliances with attractive humanoids. Until Earthfall brought her reign to an end, this section of the dungeon housed her harem.

L13. GRAY MAIDEN QUARTERS (CR 7)

A long, wooden table of ancient design sits in this room, surrounded by uncomfortable-looking wooden chairs. Crates and chests are scattered against the walls, and several doors line the north and south walls between the crates. Huge red panels of painted murals stand to the east and west.

The red door to the east here is identical to the one to the west connecting to area L12.

Creatures: This hall is where those Gray Maidens who have yet to be taken away by Ashamintallu remain. In all, six Gray Maidens wait patiently here, under the assumption that they're simply biding their time while their commander Oriana works with Sorshen to prepare for their triumphant return to Korvosa. It's been several weeks since the waiting began, though, and some of the Gray Maidens are beginning to wonder if something else is going on, but since the only ones who have vocalized their growing suspicions have vanished, the remaining Maidens here have wisely chosen to stay silent for some time longer.

The Gray Maidens themselves spend most of their time either resting in the well-decorated but otherwise relatively unremarkable chambers to the north and south, fishing and cooking food in areas L7 and L12, bathing in L14, or trading stories and gambling with cards and coins here in the main room. When the PCs first visit this chamber, six Gray Maidens are gambling at the table in this room. Presented with intruders, they rise up, draw their swords, and order the PCs to surrender. If the PCs comply, they're stripped of their gear, tied with rope, and imprisoned in one of the side rooms until "Sorshen" can come and deal with them.

If one of the PCs appears to be Sorshen, the Gray Maidens instead adopt a more deferential pose, lowering their weapons as one asks, "Is it time to march on Korvosa, Mistress?" Tricking these Gray Maidens into thinking that a PC is in fact their false mistress requires constant Bluff checks, but as long as the PC playing Sorshen can keep the charade up, these Gray Maidens follow her commands. Unfortunately, they don't know much information to help the PCs (see Development, below). The first time the PCs fail a Bluff check against even one of the Gray Maidens' Sense Motive checks, they grow suspicious and one of them asks, "Lady Sorshen, where are the magic shields you promised us?" This is a trick question, for the Gray Maidens have been promised no such shields, and if the PCs answer in any way that implies that they think such a promise has been made, the Gray Maidens attack, accusing the PC "Sorshen" of being an imposter. If the PCs manage to navigate this trick question, the Gray Maidens remain loyal until a second failed Bluff check, at which point they attack as mentioned above.

GRAY MAIDENS (6)

CR 2

XP 600 each

Female fighter 3

CN Medium humanoid (human)

Init +1; Senses Perception +6

SHATTERED STAR

DEFENSE

AC 22, touch 11, flat-footed 21 (+9 armor, +1 Dex, +2 shield)

hp 30 each (3d10+9)

Fort +5, Ref +2, Will +4; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft.

Melee mwk longsword +8 (1d8+3/19–20)

Ranged light crossbow +4 (1d8/19–20)

TACTICS

During Combat The Gray Maidens fight ferociously, favoring Power Attack and using bull rush to force PCs into squares occupied by other enemies or furniture in order to make them fall down. Favoring melee over ranged combat, they fight in pairs, working to flank foes or to

prevent themselves from being flanked. They rely upon their high AC in combat to protect them from attacks of opportunity. Should they be reduced to 15 hit points or fewer, they drink a *potion of cure light wounds*.

Morale The Gray Maidens fight ferociously and to the death.

STATISTICS

Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Base Atk +3; CMB +6; CMD 17

Feats Alertness, Improved Bull Rush, Iron Will, Power Attack, Weapon Focus (longsword)

Skills Intimidate +5, Perception +6, Sense Motive +6

Languages Common, Varisian

SQ armor training 1

Combat Gear *potions of cure light wounds* (2); **Other Gear** full plate, heavy steel shield, light crossbow with 15 bolts, masterwork longsword, 30 gp

Treasure: The crates contain the Gray Maidens' diminishing food supplies, along with camping gear, rope, tools to repair armor, and other miscellaneous supplies. Some of the crates contain extra armor and weapons; in all, there are four suits of full plate, six heavy steel shields, three masterwork longswords, three light crossbows, and 120 bolts in these crates. One of the chests is locked (Oriana has the key, or the lock can be picked with a DC 30 Disable Device check)—it contains 4,178 gp.

Development: Once the Gray Maidens confront the PCs here, the additional Gray Maidens bathing in area L14 can attempt DC 5 Perception checks (the DC for this check has been modified for distance and the intervening door) each round to hear the commotion. If they do, they don their armor and join the events in this room 4 minutes after their successful Perception check.

If the PCs manage to establish a conversation with one of the Gray Maidens (likely only possible through deception or magical control), the Gray Maidens prove to have little more information beyond that possessed by Helanda in area L10. A Gray Maiden captured alive and interrogated without trickery or magical control tries to feed the PCs misinformation, such as by exaggerating how many Gray Maidens make up their group, or by trying to encourage the PCs to go explore a dangerous room such as area L17.

L14. AN INTERRUPTED BATH (CR 6)

The air in this room is almost uncomfortably warm and filled with steam. A grand, tiled bathing pool, the waters steaming hot, sits at the center of the room, while two large red panels stand in the east and west walls.



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Both doors here appear and function identically to the one in area L12. The secret door to the south can be found with a successful DC 25 Perception check—the Gray Maidens know about it, but also know it leads to a trapped room and so they only use this door if they're hoping to trick the PCs down to area L17.

The steam in this room isn't so thick as to interfere with vision, but it does make the floor here slippery (+5 to the DC of any Acrobatics check). The waters of the bathing pool are always hot and scented with lilac and lavender, and constantly refresh to remain pure and clean as filth and dirt is washed away.

Creatures: This bath is the Gray Maidens' favorite place to rest and relax, and the first time the PCs visit this wing of the dungeon, four Gray Maidens are enjoying the chamber. Their armor lies in organized piles near the north edge of the bath—if they hear violence in area L13, they help each other back into the armor (this takes 4 minutes) before moving to investigate. If confronted before that, they rely upon their shields only to defend themselves in combat, but fight no less ferociously.

GRAY MAIDENS (4)

CR 2

XP 600 each

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 shield)

hp 30 each (see page 43)

L15. THE GOLDEN GALLERY

This long gallery is striking and gaudy. The walls are painted a shimmering golden hue, with similarly gilt columns running down the center. Black marble statues of the same beautiful woman stand to the north and south—an inscription has been carved into each statue's base. Each statue holds out a hand as if in greeting. Rich tapestries hang on the walls at the center of the gallery, while set at intervals along the tiled floor are three great golden plates, slightly recessed. The ceiling is made of black marble shot through with a sparkling material.

All four statues are of Sorshen. The inscriptions at the base are identical, and read (in Thassilonian), "By my touch may you enter the shining glory of my inner sanctum." This is a clue to the working of the teleporter in this room. All of the statues and all three of the golden plates in the floor emit strong conjuration magic. The westernmost and easternmost plates have a dull finish, but the central one is brightly polished. If someone touches a statue's hand, all three plates start to glow equally (masking the fact from that point that the central one was more polished), growing brighter with each hand touched. Once someone has touched all four hands, the next person to step upon the central gold plate is immediately teleported to the eastern alcove in area L19. Someone who instead steps

onto the western or eastern plate is teleported to area L17. Once a person teleports, the plates stop glowing and the four hands must be touched again to restart the process. A person can touch a hand as a free action as she passes a statue, but even racing around the room, there's likely to be a gap of a few rounds between each activation of the teleporter, successful or not, and you should keep close track of this gap as those who teleport into other rooms may be forced to endure the dangers there alone for a bit.

The broad oaken door to the east has no lock or handle, and needs only to be pushed open. The door's a little sticky, though, so pushing it open requires a successful DC 15 Strength check—a DC 20 Disable Device check (or a *knock* spell) suffices to more gracefully open the door.

L16. FOOLS RUSH IN (CR 4)

A large sinkhole dominates the center of this damp chamber. A five-foot-wide ledge runs around the pit, but the ledge slopes downward and is crusted with slippery-looking slime.

A character who forces the door from area L15 into this room open with a Strength check must succeed at a DC 12 Reflex save or slip on the slick floor and slide into the pit—such a character may attempt a second DC 15 Reflex save to catch himself at the edge before falling into the sinkhole. Characters who move around the pit may do so only at half speed—moving any faster results in a DC 12 Reflex save to avoid slipping and falling as described above. The slick floor increases the DC of Acrobatics checks by +5.

The sinkhole itself is 30 feet deep. The walls are slippery and steep—a successful DC 20 Climb check is needed to navigate them. A character who falls into the sinkhole takes only 2d6 points of falling damage, but the sinkhole's floor is covered by a pool of green slime. This dangerous plant is kept alive by ancient magic, and was used back in Sorshen's time to dispose of unwanted organic and metal waste. The same magic that keeps the slime alive prevents it from growing beyond its current size, but does not restore the slime if it is destroyed via cold, fire, sunlight, or *remove disease*.

GREEN SLIME

CR 4

XP 1,200

Pathfinder RPG Core Rulebook 416

L17. PERFUMED TRAP (CR 7)

The air in this room is thick with the scent of expensive perfumes. Dozens of delicate crystal jars and vials are displayed on pedestals of polished pink marble along the walls. A glass orb that swims with liquid amber light hangs from the ceiling fifteen feet above on a delicate, ten-foot-long golden chain.

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Hazard: Sorshen stored her collection of rare perfumes here—the strange scents are all preserved by magic and guarded by a devious trap. Any who breathe the air in this room must succeed at a DC 15 Will save to resist becoming confused by the potent scent in the air. Any result of “Attack nearest creature” or “Deal damage to self” has a 50% chance instead of compelling the confused victim to attack the hanging globe. The confusion effect lasts until the confused creature rolls a confusion result of “act normally,” which affords her 1 round to act before she must start making new DC 15 Will saves to avoid becoming confused again. Once a victim succeeds at one of these Will saves, she is forever immune to the scent in the room.

Trap: The hanging globe of glass is a trap. If it is jostled in any way or if any of the perfume is removed from any shelf, the globe explodes with an ear-splitting blast that causes several specially prepared vials on the surrounding pedestals to shatter—each of these vials contains a dose of burnt othur fumes that quickly fills the room once released.

PERFUME TRAP

CR 7

XP 3,200

Type mechanical; Perception DC 20; Disable Device DC 25

EFFECTS

Trigger touch (perfume vials or glass orb); **Reset** none

Effect deafness for 2d6 rounds (DC 15 Fortitude negates); burnt othur fumes (the 6 vials disperse into the room and effectively expose each person in the chamber to only 1 dose of the poison; Fort DC 18, frequency 1/round for 6 rounds, effect 1 Con drain/1d3 Con, cure 2 saves; multiple targets (all creatures in area L17))

Treasure: The golden chain that suspends the glass orb is worth 250 gp, but the true treasures in this room are its perfumes. In all, there are 20 vials of exotic perfume here (*Pathfinder Campaign Setting: The Inner Sea World Guide* 293), with each vial containing 3 doses of perfume—each vial is worth 300 gp. If the trap is disarmed, 3 vials of burnt othur fumes can be safely salvaged as well.

L18. SECRET SHRINE (CR 8)

The secret door to this room can be found with a successful DC 25 Perception check—the Gray Maidens do not know about this door or the chamber beyond.

This black marble-walled chamber’s ceiling is lost in a layer of shimmering black fog, while a long golden rug runs down the center of the room on the floor. A rectangular block of polished stone, black with fat blood-red streaks, sits at the eastern end of the rug. Several objects sit atop this stone, and the cinnamon-scented air is filled with a strange, nagging hum like that of a swarm of buzzing insects. The wall beyond the

altar stone is decorated with a detailed mural of a voluptuous demonic woman with bat wings, a serrated tail, legs of molten stone, and a crown of seven horns. Both of her hands are held out to her sides, palms turned up toward the ceiling—a globe of blackness hovers above each palm.

With the exception of Alaznist (whom everyone knew worshiped demon lords) and Xanderghul (who never bothered hiding his admiration and respect for the Peacock Spirit), the runelords of Thassilon presented to their nations a relatively secular face. Sorshen’s faith was one of convenience; she switched deities as often as she switched outfits, as necessitated by her goals at the time. In building the Lady’s Light, she planned on powering many of its magical effects with magically bound outsiders and spirits, primarily those of succubi and incubi. In order to augment these effects, she trafficked with the queen of succubi, the demon lord Noctacula. In return for Sorshen building a shrine to her and offering sacrifices now and then, Noctacula aided Sorshen by providing the runelord with suitable demons to enhance the Lady’s Light. Since Sorshen didn’t want the rest of those dwelling in the structure to be distracted by the hand of anyone other than herself, she built Noctacula’s shrine in this secret room.

The shrine and the painting on the wall behind it can be identified as being devoted to Noctacula with a successful DC 20 Knowledge (planes or religion) check. A successful DC 20 Perception check made while examining the painting reveals what seems to be a line of letters carved into the painting above both upturned hands but hidden behind the globes of blackness. These carved messages are in Abyssal and are hidden by very small *illusory walls* (CL 20th) just in front of the script—someone who notices the letters by touch can attempt to disbelieve the illusion with a DC 16 Will save, but simply making a rubbing of the runes also reveals the messages.

The message above the left hand reads: “In deference to Our Lady of Shadows, the following are hereby consigned to servitude within the Lady’s Light.” The space below is mostly blank—it once listed all of the names of the succubi and alu-demons who were imprisoned or bound to the Lady’s Light, and as time went on and those demons escaped or perished, their names faded from the carving. Today, only one name remains: Ashamintallu. (Neither Sorshen nor Noctacula bothered recording the names of the incubi who served.)

The message above the right hand reads: “Those who would seek my inner sanctum need only speak my artist’s name.” A PC who succeeds at a DC 20 Craft (painting) check (or any similar check, at your discretion) confirms that the art style of the painting of Noctacula matches the style of the mural in area K8—speaking that artist’s

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name (Amivadeus Yasrin) aloud in this room causes the person who spoke to be immediately teleported to the eastern alcove in area **L19**.

Creatures: The black fog above is a harmless but spooky manifestation of Nocticula's favor, but the creatures bound within the fog are a different story. As soon as any creature that is not chaotic evil enters this room, tendrils of black fog drip down from the mist to form the room's guardians—three chaotic evil shadow mastiffs. The otherworldly hounds all appear directly before the altar and immediately use their bay attacks, following that up by attacking any who remain in the room. They do not pursue foes outside of the shrine.

SHADOW MASTIFFS (3)

CR 5

XP 1,600 each

hp 51 each (*Pathfinder RPG Bestiary* 3 241)

Treasure: The objects that sit atop the altar consist of a golden cup with ancient bloodstains within (worth 450 gp), a +1 *adamantine dagger* with a curved blade (also crusty with long-dried blood), an incense burner bearing a minor magical enhancement that allows it to constantly emit cinnamon-scented smoke (worth 200 gp), a narrow bronze incense case containing 2 doses of *incense of meditation*, a silver scroll tube (itself worth 250 gp) containing a *scroll of heal*, and an unholy symbol of Nocticula (a seven-pointed crown wrapped with thorny vines) made of onyx and pearl and worth 1,000 gp.

L19. OPULENT CHAMBER (CR 6)

This magnificent marble chamber is richly appointed. Its domed ceiling is frescoed with an image of a starry night sky, while a thick rug of exquisite manufacture covers much of the floor. A stairway rises to a pair of double doors to the west, while a hallway leads away to the south. Large alcoves decorated with gold tiles extend to the north and east. Black marble benches carved to represent coiling serpents sit on the northeast and southeast walls.

Anyone who uses the teleporter effects in either area **L15** or **L18** appears in the eastern alcove of this room. The northernmost alcove radiates strong conjuration magic—any creature that steps into the northern alcove is immediately teleported to the center of area **L15**.

Creatures: Although Sorshen took with her most of the more powerful guardians of the Lady's Light when she left the structure for the last time, she did not bring them all. This room is guarded by a group of lust sinspawn—hideous creatures with the torsos of voluptuous women but with arms, legs, and heads of nightmarish parodies of the human form. These lust sinspawn have stood

guard patiently here for thousands of years, needing neither food nor water to survive, and remaining loyal to Sorshen's memory because of enchantment magic woven directly into the fabric of their being. The four sinspawn stand guard in pairs before the two exits from the room; each is armed with a guisarme, and they attack most intruders on sight, although they let those who appear to be Gray Maidens pass unchallenged. The presence of a PC disguised as Sorshen has a more immediate effect—the sinspawn drop to their knees in worship and do not attack that PC or her companions. A PC disguised as Sorshen can attempt to give orders to the sinspawn, but must make a successful Bluff check against the sinspawn in order to do so. If the sinspawn sees through the bluff with its Sense Motive check, it realizes it has been deceived and immediately attacks. Likewise, a sinspawn who sees through a Sorshen disguise immediately attacks as well (note that a sinspawn has no chance to see through such a disguise in the case of a PC who has been reborn as Sorshen in her clone, but can still detect the trickery if that character fails a Bluff check).

LUST SINSPAWN (4)

CR 2

XP 600 each

Female lust sinspawn (*Pathfinder RPG Bestiary* 2 246)

NE Medium aberration

Init +1; **Senses** darkvision 60 ft., sin-scent; Perception +6

DEFENSE

AC 17, touch 12, flat-footed 15 (+3 armor, +1 Dex, +1 dodge, +2 natural)

hp 19 (3d8+6)

Fort +2, **Ref** +2, **Will** +3

Immune mind-affecting effects; **SR** 13

OFFENSE

Speed 40 ft.

Melee mwk guisarme +4 (2d4+1/x3), bite –2 (1d6 plus sinful bite) or

bite +3 (1d6+1 plus sinful bite), 2 claws +3 (1d4+1)

Special Attacks sinful bite (DC 14)

TACTICS

During Combat The sinspawn fight separately, each seeking to engage her own target in battle and ganging up on a foe only if they outnumber the enemy. They do not pursue foes into the northern teleporter, but do pursue foes who flee into area **L20**.

Morale The lust sinspawn fight to the death.

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 10, **Wis** 11, **Cha** 16

Base Atk +2; **CMB** +3; **CMD** 15

Feats Dodge, Toughness

Skills Intimidate +9, Perception +6, Stealth +7, Survival +6

Languages Thassilonian

Gear masterwork studded leather, masterwork guisarme

SHATTERED STAR

L20. THE GRAND BALLROOM (CR 8)

This cavernous hall is made of marble, with two rows of pillars carved to resemble tree trunks supporting the ceiling thirty feet above. The frescoed ceiling is painted to depict the canopy of foliage such trees would produce, and a star-flooded sky, full moon aglow, peeks through the boughs here and there. A lavish rug, colored burnt orange shot through with threads of gold, runs the length of the room. Two great tapestries of rich burgundy hang from the sides of a balcony on the east wall that overlooks the ballroom from a height of thirty feet, while at the opposite end of the room, four statues of a beautiful woman guard a large stage.

As the PCs approach this chamber, regardless of the direction of their approach, the sound of a large party in full swing—delighted laughter, spirited music, the clinking of fine crystal, and the murmur of a large crowd—becomes increasingly obvious. When they first enter this room, they're greeted by what might be an unexpected sight—a grand masked ball in full swing. Dozens of men and women dressed in fine clothing dance to the music of a small orchestra on the stage, while just below the stage sits none other than Runelord Sorshen herself on a ruby throne, clad in a scandalously revealing gown. As the PCs enter, she rises from the throne and claps her hands twice. This causes the orchestra to fall silent and the members of the dance to immediately hush and turn their attention to her as she speaks.

"Oh my sweet subjects," she coos, her voice seductive and penetrating. "Now is the time for us to enjoy the succulent fruits of our labor. I give you license to indulge your appetites, every unexpressed libidinous impulse, for by such indulgences you honor me. Those who would interfere with this sacrament are like the blind chastising the sighted for looking with pleasure upon a rainbow. Why, some in our midst this very moment actively work against us—obstacles between us and the indulgence of our passions. Behold the cold and bloodless prudes who even now stand before us!"

At this point, all turn to face the PCs, their expressions a mixture of contempt and disgust. One looming man dressed in green-and-gold robes (who can be identified as none other than Karzoug, the runelord of greed, with a successful DC 25 Knowledge [arcana or history] check), raises an accusing finger at the PCs and yells venomously: "The proper place for those without the Inner Fire is the grave! Come, let us drag them there!" At this command, the crowd surges toward the PCs in an angry mob, emitting a unified, growing howl of fury.

Fortunately for the PCs, this is all an elaborate *programmed image*, one set in place ages ago by Sorshen

to trigger whenever anyone other than a sinspawn approaches within 20 feet of this room. The illusion is meant mostly to shock, impress, and perhaps frighten intruders—as soon as the first illusory reveler reaches a target, the entire thing vanishes, leaving the room empty of all save one creature. The *programmed image* recharges after a day, so that the next time the room is entered, the illusion plays out again. A character who interacts early with the illusion can attempt a DC 19 Will save to disbelieve it.

The secret door leading to area L21 can be discovered with a successful DC 20 Perception check.

Creature: In fact, only one creature stands guard in this chamber—a lust sinspawn sorcerer who, as with the sinspawn in area L19, was left behind by Sorshen so long ago. Named Chanukrah, this sinspawn knows someone's coming near as soon as the *programmed image* activates, and immediately begins casting her preparatory spells as described in her tactics. The illusion doesn't hide her completely, but it does allow her to "mill with the crowd," granting her cover to use Stealth as soon as the PCs enter the room. As with the lust sinspawn in area L19, Chanukrah allows fully armored Gray Maidens to pass unchallenged—provided they don't behave suspiciously (such as by attempting to interact with the illusion). Her long experience with illusions combined with the conviction that the real Sorshen is long gone (she's one of the few creatures in the Lady's Light who knows Ashamintallu is a false Sorshen, but sees no reason why she should reveal that to anyone) means that a PC disguised as Sorshen won't automatically distract or trick her—if such a "Sorshen" enters the room alone or in the company of only Gray Maidens, Chanukrah lets her pass by unchallenged, but if a group including a "Sorshen" enters with other companions (or if the group reacts to the illusion with anything other than indifference), she assumes that such a "Sorshen" is an illusion as well and attacks.

CHANUKRAH

CR 8

XP 4,800

Female advanced lust sinspawn sorcerer 6 (*Pathfinder RPG*)

Bestiary 2 246, 292

NE Medium aberration

Init +4; **Senses** darkvision 60 ft., sin-scent; Perception +14

DEFENSE

AC 21, touch 15, flat-footed 16 (+4 armor, +4 Dex, +1 dodge, +2 natural)

hp 94 (9 HD; 3d8+6d6+60)

Fort +8, **Ref** +7, **Will** +10; +2 vs. poison

Immune mind-affecting effects; **Resist** electricity 5; **SR** 13

OFFENSE

Speed 40 ft., fly 60 ft. (good)

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Melee +1 guisarme +13 (2d4+11/x3) or bite +12 (1d6+7 plus sinful bite), 2 claws +12 (1d4+7)

Special Attacks sinful bite (DC 18)

Spells Known (CL 6th; concentration +13)

3rd (5/day)—*summon monster III*

2nd (7/day)—*bull's strength*, *summon monster II*, *touch of idiocy* (DC 19)

1st (8/day)—*cause fear* (DC 18), *charm person* (DC 18), *mage armor*, *magic missile*, *ray of enfeeblement* (DC 18)

o (at will)—*bleed*, *daze* (DC 17), *detect magic*, *flare* (DC 17), *mage hand*, *prestidigitation*, *read magic*

Bloodline Abyssal

TACTICS

Before Combat Chanukrah casts *mage armor*, *fly* (from her wand), and *bull's strength* on herself.

During Combat Chanukrah casts *invisibility* on the first round of combat. She then casts *summon monster III* each round, switching to *summon monster II* once she's out of the more powerful spell, hoping to overwhelm the PCs with conjured monsters. She prefers summoning dretches and multiple giant fiendish spiders with *summon monster III* and lemures and multiple dire rats with *summon monster II*. She uses her ranged spells and wands against foes who seem to be able to see her or otherwise counter her invisibility, resorting to melee only as a last resort, using *arcane strike* with each attack to deal an additional +2 points of damage with her guisarme.

Morale Chanukrah fights to the death.

STATISTICS

Str 24, **Dex** 19, **Con** 20, **Int** 12, **Wis** 15, **Cha** 24

Base Atk +5; **CMB** +12; **CMD** 27

Feats Arcane Strike, Augment Summoning, Dodge, Eschew Materials, Spell Focus (conjunction), Toughness

Skills Acrobatics +16, Fly +10, Intimidate +16, Perception +14, Stealth +16

Languages Aklo, Thassilonian

SQ martial proficiency, bloodline arcana (summoned creatures gain DR 3/good)

Combat Gear *wand of acid arrow* (11 charges), *wand of fly* (9 charges) *wand of lightning bolt* (6 charges); **Other Gear** +1 guisarme, silver crown worth 800 gp

L21. WARDED ANTECHAMBER

The floor of this octagonal antechamber is decorated with a colorful mosaic depicting hundreds of interwoven, multicolored

serpents intermingled with disembodied human arms. An iron-bound oaken door sits in the west wall.

This room is warded with a magical alarm—as soon as any creature enters the room, the lights in area L22 flash silently with red light. A successful DC 25 Perception check made for the room before it is entered reveals the magical energies of the alarm, which can then be disarmed with a successful DC 30 Disable Device check as if it were a magical trap. The presence of someone who appears to be Sorshen prevents the alarm from triggering—as does *invisibility* or a successful DC 30 Stealth check. The alarm can be bypassed by merely waiting 1 minute after opening the door before stepping into the room, but closing the secret door resets the alarm.



CHANUKRAH

L22. CHAMBER OF CORRECTION (CR 7)

A broad central column of stone fills the center of this octagonal chamber. A flight of stairs coils up around this column, passing through an opening in the ceiling thirty feet above. Several doors lie in the chamber's walls. The room itself features a large amount of ancient and archaic but no less frightful-looking torture implements.

The stairway spiraling around the central column winds up through the rock for nearly 200 feet before emerging into the base of the actual Lady's Light at area M1.

The smaller octagonal chambers to the north, south, and west are cells—the doors separating them from the main room are iron doors with narrow sliding slats at eye level that allow for the passage of a plate of food or a saucer of water. The doors feature rotating wheels that can be turned to lock them in place—unlocking a door from the L22 side is a full-round action, but from within the cell, unlocking the door is impossible, as there are simply no moving parts available to disable. Currently, none of these cells are occupied—those Ashamintallu wishes to punish are generally sentenced to death by torture at Daefu's hands (see area L10). If the Gray Maidens capture any PCs, though, they'll end up in one of these cells while their gear is placed in another. A captured PC languishes here for 2d4 days before Ashamintallu eventually comes to try to charm the PC.

A successful DC 30 Perception check reveals the cleverly hidden secret door to area L24—the Gray Maidens do not know about this door.

Creatures: Quenelle Page, the second-in-command of the Gray Maidens, is typically found here with three of her subordinates. All of the Gray Maidens found here and in rooms beyond consist of those whom, for whatever reason, Ashamintallu took a liking to and wanted to have closer at her side should she need them. The majority of this second group of Gray Maidens spends their time in this room working on their increasingly complex plans for retaking Korvosa or resting in area L23. The rank-and-file Gray Maidens can be easily duped by a competent Sorshen or Gray Maiden disguise, but not so with Quenelle, who reacts to attempts by the PCs to pose as Sorshen in a similar way to the Gray Maidens in area L13. Confronted with PCs in Gray Maiden disguises, she'll ask them to remove their helmets to identify them. As soon as she suspects treachery (with a successful Perception or Sense Motive check against the PCs' Disguise or Bluff checks—she gains a +10 circumstance bonus on Sense Motive checks if the alarm in area L21 was set off), she pretends to be tricked (making her own Bluff checks as appropriate) as she asks the PCs if they would like to hear her latest plans for retaking Korvosa. Given the chance,

she goes on in great detail as long as she can about her plans, hoping to give the additional five Gray Maidens in area L23 time to don their armor and come to her aid. After 4 minutes, these five enter the room; Quenelle then smiles, applauds the PCs on their brave attempt at trickery, and attacks.

Quenelle is, perhaps more than any other Gray Maiden, completely enthralled by "Sorshen," and has wholly bought into her deception. A brutal fighter with a sadistic sense of humor, she cries out, "In the name of Sorshen and Eurythnia Reborn!" as she attacks.

QUENELLE PAGE	CR 5
XP 1,600	
Female fighter 6	
CN Medium humanoid (human)	
Init +4; Senses Perception +5	
DEFENSE	
AC 21, touch 10, flat-footed 21 (+9 armor, +2 shield)	
hp 55 (6d10+18)	
Fort +7, Ref +2, Will +3; +2 vs. fear	
Defensive Abilities bravery +2	
OFFENSE	
Speed 20 ft.	
Melee +1 <i>longsword</i> +13/+8 (1d8+8/19–20)	
Special Attacks weapon training (heavy blades +1)	
TACTICS	
During Combat Quenelle is an excellent tactician, and despite her heavy armor does her best to stay mobile in fights, attempting to flank foes with her underlings or trying to force enemies to move to keep up with her to deny them full attacks. In lieu of making full attacks herself, Quenelle uses Vital Strike and Power Attack. She's not afraid to use Improved Sunder on weapons, particularly if their wielders seems particularly good at dealing damage with them.	
Morale If reduced to fewer than 20 hit points, Quenelle makes a fighting retreat up the stairs to area M1, calling any surviving Gray Maidens to her side to cover her retreat. Her goal is to reach Commander Oriana or, preferably, "Sorshen," to gain additional support in defeating the PCs. Otherwise, she fights to the death.	
STATISTICS	
Str 18, Dex 10, Con 14, Int 8, Wis 12, Cha 13	
Base Atk +6; CMB +10(+12 sunder); CMD 20	
Feats Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Power Attack, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)	
Skills Intimidate +8, Perception +5, Sense Motive +5	
Languages Common	
SQ armor training 1	
Combat Gear <i>potion of cure moderate wounds</i> ; Other Gear masterwork full plate, masterwork heavy steel shield, +1 <i>longsword</i> , 215 gp	

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GRAY MAIDENS (3)

CR 2

XP 600 each

hp 30 each (see page 43)

Treasure: Two stretching racks serve the Gray Maidens as improvised war tables, on which they've spread a large number of books, maps, and battle tactics on scrolls for how they plan to retake Korvosa from the current ruler. These plans are well thought out, detailed, and capitalize upon a number of flaws in Korvosa's current defenses—they are quite valuable as a result, both to Korvosan agents (who would pay to keep them out of enemy hands while using them as a guide to shore up their defenses) or to Magnimarian government officials (who are always looking for advantages over their traditional Korvosan competitors). To either, this collection of notes is worth 10,000 gp.

L23. BARRACKS (CR 7)

Lines of bunk beds stand against the west and south walls in this otherwise empty room.

Creatures: This room was originally the quarters for the guard force of the Lady's Light, but is used today by the Gray Maidens. The first time the PCs visit the area, there are five Gray Maidens here—two who are awake and three who are sleeping. All of them are out of their armor. If they hear Quenelle's call of alarm or the sounds of combat in area L22, they quickly work to get into their armor. This takes 4 minutes, at which point all five Gray Maidens burst into area L22 to provide what aid they can.

GRAY MAIDENS (5)

CR 2

XP 600 each

hp 30 each (see page 43)

L24. UNFINISHED MURAL (CR 8)

Columns resembling sensuous limbs entwined in a complex and improbable embrace support the ceiling of this large chamber. Its walls are covered in a minutely detailed mural depicting imaginative and horrific acts involving bloodletting and blood drinking. The blood in the painting seems to ripple and reflect light as if it were freshly painted onto the wall. However, the project is unfinished, and the remains of partially collapsed wooden scaffolding slump against the walls to the southwest.

Sorshen was never truly finished with adding rooms to the Lady's Light—the various wings below the structure were not all built at the same time, with new wings being added as the inspiration took her. Near the end

TWO DEADLY ROOMS

Areas L24 and L25 are to a large extent “optional.” These two rooms contain nothing to aid the PCs in their quest for the Shard of Lust, but guard a relatively important secret about Runelord Sorshen—her final resting place. Feel free to remove these two encounters (as well as the rooms and the secret door leading to them) from your game if you feel that the encounters here would be too much for your group. Alternatively, you could reduce the number of monsters encountered in these two rooms, but this could well undermine the importance of the information awaiting discovery in area L25.

of Thassilon, Sorshen grew more and more interested in developing methods of extending her life and youth into immortality. She was particularly interested in the nature of vampirism, and how vampires used the blood of the living to retain the appearance of youth. Necromancy was never a strong point for Sorshen, though, and so she was forced to attack the question of “what in blood gives vampires life” from an alchemical angle instead. Much of her work into this topic was done deep under what is now known as Castle Korvosa, but she planned on building a secondary complex here under the Lady's Light where she and her favored (usually dominated) allies could further study the phenomenon. This room was to serve as the grand entrance hall to the complex, but she didn't get much further in her plans than what exists here and in area L25 before Thassilon fell.

The mostly completed mural radiates strong conjuration magic—for the blood depicted in the mural is quite real. The magic of the mural causes it to weep blood, constantly refreshing the substance. Sorshen's original intent for this effect is unclear, but today it serves as little more than a grisly curiosity to most, and to the creatures who dwell here now, a constant source of food.

Creatures: A gang of vampiric mists have dwelt in this chamber for many years after sensing the blood weeping from the walls and seeping into the dungeon via narrow fissures. They have little reason to leave this room, and while they are far from hungry, they quickly move to defend their home from intruders. All of these vampiric mists are effectively constantly overdosed on blood (and thus gain a +2 bonus to AC and on Reflex saves, and can take an additional move action each round).

VAMPIRIC MISTS (6)

CR 3

XP 800 each

hp 30 each (*Pathfinder RPG Bestiary* 2 277)

SHATTERED STAR

Treasure: One pot of *marvelous pigments* lies amid the ruined scaffolding—all that remains of a large amount of the stuff (which served as a component for the creation of the real blood bled by the mural).

L25. SORSHEN'S GREAT SECRET (CR 9)

The walls, floor, and ceiling of this room are rough and unfinished, as if the construction of the chamber had simply ended the step before these surfaces were smoothed and polished. A single pillar supports the ceiling twenty feet above. The wall to the east depicts a detailed carving of a stone pyramid looming over a coastline. The lower half of the carving seems to depict a cutaway view of the ground below the pyramid, indicating several levels of chambers and caverns. Blood appears to be flowing down these channels into a chamber deep below the pyramid in which an enormous nude woman reclines, her back arched as though in the throes of sexual ecstasy as the blood runs down into her open mouth.

As in area **L24**, the blood on the walls here is quite real. The carving itself is a representation of Sorshen's final resting place below the Grand Mastaba—a successful DC 12 Knowledge (local) check is enough for a PC to recognize the pyramid as the same one that serves as the base for Castle Korvosa. The indication that Sorshen may well be buried below this castle is sobering, but the implications of the carving are beyond the scope of this adventure.

Creatures: At one point, Sorshen planned to bind several powerful demons into the carving on the east wall of this room, but she never got the chance to bind more than a trio of babau demons into it. These demons served more as placeholders than as the final intended guardians, but still dwell within the carving, and as soon as anyone approaches within 20 feet, they seem to emerge from the walls as if stepping through nothing more than a curtain of fog. The three demons have waited long for something to trigger their release, and eagerly attack all who stand before them.

BABAU DEMONS (3) CR 6
XP 2,400 each
hp 73 each (*Pathfinder RPG Bestiary* 57)

Treasure: The nature of this carving represents the single most important discovery the PCs could make in the Lady's Light. If the PCs provide a detailed description or depiction of the carving, as well as a detailed map of area **L25**, to the Pathfinders in Magnimar, they not only earn 8,000 gp from the Pathfinder Society but also 4 points of Fame and 4 Prestige Points if they're members of the Pathfinder Society faction (see the *Shattered Star Player's Guide*).

M1. CHAMBER OF THE SEVEN (CR 7)

This is a grand chamber of polished marble with a wide pillar rising from the center. A curving flight of stairs winds around this pillar down into the depths. A starburst pattern in brilliant shades of orange surrounded by flowing script decorates the floor, while the domed ceiling twenty feet above evokes the opalescent interior of a rare seashell. Eight alcoves line the walls—standing in seven are regal statues of imperious figures carved from basalt.

The stairs lead down to area **L22**. This chamber exists at approximately foot level within the Lady's Light, but has no access to the outside world.

The writing in the floor is in Thassilonian, although the florid nature of the carvings make the words difficult to read. A successful DC 12 Linguistics check or DC 18 Intelligence check enables a PC to decipher the writing correctly: "She who desires to ascend the Lady's Light must first deign to embrace the Lady and the Lie." You should make this check secretly for the PCs, for a failed check results in a slight misinterpretation: "She who desires to ascend the Lady's Light must first deign to embrace those with whom the Lady Lies." *Comprehend languages* (or similar magic) automatically provides the correct translation.

Seven of the eight alcoves contain statues of runelords, as follows.

M1a—Alaznist: Runelord of Wrath (a beautiful red-haired woman with a look of fury twisting her expression)

M1b—Xanderghul: Runelord of Pride (a handsome, haughty man with arms crossed contemptuously)

M1c—Karzoug: Runelord of Greed (a stern-looking man offering the gift of a golden rose with his left hand)

M1d—Sorshen: Runelord of Lust (a beautiful, voluptuous woman, in the act of sensuously opening her robe)

M1e—Belimarius: Runelord of Envy (a plump and homely woman, face twisted in resentment as she looks upon Sorshen's alcove with jealousy)

M1f—Krone: Runelord of Sloth (a short man with a hooked nose and beady eyes, his shoulders slumped as if in fatigue)

M1g—Zutha: Runelord of Gluttony (an obese man with diseased, leprous flesh, who hungrily gnaws at a huge haunch of meat)

A PC who succeeds at a DC 25 Knowledge (arcana or history) check correctly identifies the subject of a single statue. Each statue radiates strong conjuration magic. If someone embraces a statue, the floor of area **M1h** begins glowing with golden light. When a second statue is embraced, this light begins to flicker as if it were flames. If the statue of Sorshen (the Lady) and the statue of Karzoug generously giving a gift (the Lie) are embraced (in either order), the air in area **M1h** grows smoky with

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THE LADY'S LIGHT—UPPER LEVEL

1 square = 5 feet



golden mist—this effect lasts for 1 minute (during which embracing further statues has no further effect). Anyone who steps into this mist is immediately teleported to a random one of the three **M2a** areas above.

Stepping into area **M1h** before it fills with mist or before a third statue is embraced causes the alcove to stop glowing and effectively resets the room.

Although this room's wards are not a typical trap, they include a summoning element that can be discovered and disarmed as if it were a magical trap with a DC 30 Perception check followed by a DC 30 Disable Device check. Alternatively, a PC could attempt to activate the teleporter blindly using Use Magic Device—this is a DC 25 check, but if it fails by 5 or more, the room summons its four elementals to attack the party (see Creatures, below).

Creatures: If three or more statues are embraced, a thunderous roaring fills the room, like a combination of crashing waves, thunder, a roaring inferno, and a rock fall all combined into one cacophonous fury—all creatures in the room must succeed at a DC 14 Fortitude save to resist being deafened for 2d6 rounds. At the same moment, area **M1h** stops glowing (effectively resetting the room), and four Medium elementals—air, earth, fire, and water—appear in area **M1h** and immediately surge out to attack intruders. These elementals are summoned (and persist no longer than 10 rounds before vanishing);

further elementals cannot be summoned by the room as long as one still lives, but otherwise there is no limit to the number of elementals this room can conjure.

MEDIUM ELEMENTALS (4)

CR 3

XP 800 each

Air, Earth, Fire, and Water Elementals (*Pathfinder RPG Bestiary* 120–126)

hp 30 (air, fire, and water) or 34 (earth)

Story Award: If the PCs manage to reach area **M2** without summoning any elementals, award them 3,200 XP as if they had defeated the elementals in combat. And if the PCs end up fighting multiple waves of elementals, award them XP only for defeating the first set.

M2. THE SPINNING SERPENTS (CR 7)

These chambers are located at hip-height within the Lady's Light. Characters who teleport into this level from the alcove at area **M1h** below arrive in one of the three side rooms labeled **M2a**.

The seven stone walls of this heptagonal chamber are polished to a reflective sheen. A red metal door sits in one wall—the only other feature in the room is a five-foot-wide mosaic of a coiled serpent slightly offset from the room's center in the floor.

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Sorshen generally came and went from the higher levels via her own teleportation spells—these routes were intended for her visitors, and prepared them for her presence. As soon as a character teleports into this room, two things happen in rapid succession as the room seems to pulse and shine with golden energy. First, all ongoing spell effects in effect on the characters are subjected to a *dispel magic* effect (CL 20th). Second, the character is subjected to a *remove disease* and a *neutralize poison* effect (CL 15th). This effect also neutralizes any poisons carried by the PCs (but does not affect poisons carried in extradimensional spaces, such as in a *bag of holding*). These effects happen instantaneously—1 round later, the door to area **M2b** swings open automatically (closing an instant before a new arrival appears in the room it connects to).

The central part of room **M2b** is likewise empty of furnishings. The floor of its two wings are decorated with circular snake mosaics twice the size of those in the smaller rooms. A 3-foot-tall post capped by a horizontally aligned wheel protrudes from the center of each mosaic. By turning this wheel, the PCs can rotate the mosaics clockwise at a rate of 45 degrees per full-round action (doing so makes a loud rumbling sound that reverberates throughout these areas of the Lady's Light, alerting the occupants of area **M2c** and **M3**). Once both snake mosaics are rotated such that the heads of the two snakes aim directly at each other, the space between the two rooms fills with a semitransparent curtain of golden mist. Any creature that steps through this mist is immediately teleported to area **M3**. Currently, the northwest snake's head is pointing north, while the southeast snake's head is pointing east—thus, it takes a minimum of 3 rounds to aim the northwest snake to the middle of the room and a minimum of 5 rounds to do the same for the southeast snake.

Creature: Area **M2c** normally can serve as a teleportation destination, but unfortunately its teleporter has been damaged. This room now serves as a prison of sorts for the onetime leader of the Gray Maidens here at the Lady's Light—Commander Oriana. See pages 60–61 for her full description and a brief history of the events that led her to her current state: a broken captive of the one she'd hoped would aid in retaking Korvosa.

Oriana is in a dark place emotionally at this point—she knows she's been under the effects of enchantment magic and suspects "Sorshen's" plans for her and the Gray Maidens are far from beneficial. Very little actually frightens Oriana, but the idea that her mind might not be her own for much longer shakes her to the core. Suicide has always seemed to Oriana as the coward's route, but currently she feels she has no other options.

When the PCs arrive, she sees them as a convenient delivery for her death.

Once she notices their arrival, she gathers her courage over the course of 2d4 rounds, then steps into area **M2b** if she's not yet been confronted. Upon seeing the PCs, she cries out, "Who are you? Sorshen's latest pawns? Her newest playthings? Let me welcome you to this cursed place with all you deserve!" With this, she launches into a furious attack on the PCs, but once she's reduced to 20 or fewer hit points, the fight goes out of her. She cries out in anguish, casts aside her sword, falls to her knees, and shrieks to the closest PC to end her anguish with a blade, "And be quick about it before your mistress finds out!"

Quick-witted and diplomatic PCs can end her attack early by convincing Oriana that they're here to oppose Sorshen—doing so requires a successful DC 21 Diplomacy check. Once a PC attacks Oriana, a diplomatic solution is impossible; they must fight her until she surrenders in this case. If one of the PCs appears as Sorshen, no diplomacy attempt is possible, and if she feels someone is trying to control her with magic, even the option to surrender vanishes—this is the one condition under which she'll fight to the death.



ORIANA

CR 7

XP 3,200

hp 96 (see page 60)

Development: If the PCs grant Oriana mercy, they may find in her a significant ally against the alu-demon Ashamintallu. Convincing Oriana that the PCs aren't actually agents of Sorshen requires little more than telling her this once she's surrendered. No Diplomacy check is needed, as Oriana is ready to cling to a new hope. She's even willing to accept any story as to why a PC might look like Sorshen. As long as no one tries to control her mind, she puts her last ounce of trust in the PCs' hands.

Oriana can tell the PCs much about her experiences within the Lady's Light, including the fact that she's spent

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the past several weeks under mind control by Sorshen. She's not yet entertained the idea that Sorshen is anyone but the runelord, but if the PCs bring up the possibility, her eyes widen in sudden understanding and hope. She's perfectly willing to accompany the PCs up to the boudoir above, but the idea that she might actually have a chance to defeat the woman upstairs isn't something Oriana's allowed herself to have.

If any Gray Maidens survive, Oriana balks at the notion of putting them at risk in the battle to come—and in any event, there's no way to return to the chambers below from this room (there is one, she assures the PCs, in the boudoir above). She knows how to activate the teleporter in **M2b**, and advises the PCs to prepare for battle before they use the device to travel to area **M3**. Apart from confirming that "Sorshen" has powerful mind-affecting magic, she has no insight regarding how they can best fight the disguised alu-demon, although her urge to find out whom "Sorshen" really is should be well apparent.

M3. SORSHEN'S BOUDOIR (CR 10)

This ovoid, white marble chamber is an opulent, domed affair, with a ceiling of polished silver peaking twenty feet above. A pair of mosaic snake patterns decorate the floor to the north and south. Polished black marble pillars rise up along the edges of the room, metal manacles hanging from their inward-facing sides at a height of five feet. Articles of armor and clothing lie scattered on the floor, while to one side of the room an upraised platform sits a foot above the rest of the room. This platform is strewn with furs and blankets, and at its back near the wall sits an enormous canopied bed.

This area is at chest level within the Lady's Light.

When characters step into this room through the teleporter in area **M2b**, they emerge between the two western pillars—no return through this particular portal is possible. The two snake mosaics in the room mark the locations of the two actual exits from this room. While both mosaics radiate strong conjuration, they do not currently function. A casual examination reveals that the eyes of both snakes are apparently missing, and all that remains is a circular hollow. A pair of gemstones sitting on the bed's headboard (see *Treasure*, below) fit perfectly into these hollows; if they're placed, the mosaics activate

and glow with a soft golden light. A person who thereafter steps onto the northern mosaic is teleported to the western end of area **L20** at the end of the carpet, while stepping onto the southern mosaic teleports the traveler to the mosaic in area **M4**.

A recently killed Gray Maiden (one Ashamintallu's been keeping alive for nearly the whole time the PCs have been adventuring in the dungeons below) hangs from the manacles attached to the pillar just southwest of the bed. Her body is strangely brittle and dry, and bears obvious signs of torture.

Creature: The sole occupant of this room is the alu-demon Ashamintallu, although even she has long since repressed the truth of her own identity and believes herself to be Sorshen reborn. Having just sated her violent needs on the unfortunate Gray Maiden, she's reclining on the bed when the PCs arrive, and rises from the bed in her full beauty in the image of the Runelord of Lust as she realizes she has new visitors.

Ashamintallu is a dangerous foe, and reckless PCs who simply charge forward to attack her may find themselves facing a foe beyond their capabilities. Having Oriana along will certainly help, but if the PCs spoke to Helanda in area **L10**, or if they agree to work with Oriana to try to force "Sorshen" to reveal her true form, they can significantly hinder the alu-demon in the inevitable fight to come.

As Sorshen, Ashamintallu's response to the PCs is to treat them as new minions to be, speaking to them in a seductive tone dripping with arrogance. She greets the PCs, saying, "Oh, this is a delicious surprise! Greetings, new supplicants, you've arrived just in time. My latest lost her allure when she lost her life. Perhaps you can keep me entertained a bit longer?" If Oriana is with the PCs, Ashamintallu smiles at the Gray Maiden, saying, "Oriana, my love, this is unexpected. Am I to take your return to my boudoir as indication you've had a change of heart after our previous... conversation?"

Ashamintallu wants to toy with her visitors a bit before she attempts to charm the most attractive and then kill the others. If the PCs don't act, the woman moves from one to the other, appraising them cruelly and picking one or two PCs as "worthy companions." This is a chance for the PCs to confront her with accusations that she's not truly Runelord Sorshen. You should allow the players to roleplay this confrontation out for a few minutes, after which you should have them all make DC 25 Diplomacy



SORSHEN

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or Intimidate checks (each player may choose which of the two skills to use). Certain things the PCs might bring up can modify all of their checks as follows.

- The first PC to address “Sorshen” by the name “Ashamintallu” gains a +10 bonus on all checks. Other PCs who do the same gain a +5 bonus.
- A PC effectively disguised as Sorshen gains a +10 bonus. This requires a successful Disguise check, but is automatic if a PC now lives in a Sorshen clone.
- The first PC to mention the glass golem from area **K6** gains a +5 bonus. A character who confronts Ashamintallu with a recognizable fragment from the statue (such as its head) gains a +5 bonus. If the golem is present and under a PC’s control, all checks by all PCs gain a +10 bonus.
- The first PC to confront her with the platinum plate from the back of the throne in area **L4** gains a +10 bonus, as the plate triggers memories of being present in Sorshen’s company.

If no PC succeeds at the check, Ashamintallu merely laughs at their foolishness and then attacks. If one PC succeeds at the check, Ashamintallu is visibly disturbed and gains the shaken condition for 24 hours. If two PCs succeed at the check, she is profoundly affected, and her mind begins to rebel against itself, which effectively imparts one negative level to the alu-demon. If more than two PCs succeed at the check, she shrieks in horror as she realizes the truth of their words—she immediately becomes staggered for 1d3 rounds and uses her first action in the combat to follow to revert to her true form. If all of the PCs succeed at the check, Ashamintallu gains an additional negative level and becomes staggered for an additional 2d4 rounds. These effects are cumulative.

ASHAMINTALLU

CR 10

XP 9,600

hp 129 (see page 58)

Treasure: The armor scattered about the room is a dismantled suit of full plate armor that once belonged to the poor Gray Maiden Ashamintallu just killed. If Oriana is present, she’ll want to bury the Gray Maiden (who, when alive, was named Loria Peratti) in this armor. Two fist-sized amber discs sit atop the bed’s headboard—each of these gems is worth 100 gp, but more importantly, they serve to activate the teleporter mosaics in this room.

M4. THE ARCANE OUBLIETTE

The walls of this oddly shaped room appear strangely molded, their surfaces like sweaty pink clay infused with bits of glittering crystal. The floor looks like dry, cracked mud dark red in color, and the ceiling arches only eight feet overhead. A disturbing

sound fills the space, resembling the endless exhalation of some bizarre, hulking beast. A mosaic of a coiled snake sits on the floor in a small alcove to the side, while all along the walls of the strange room sit numerous interesting-looking objects—but none more intriguing than the triangular shard of red metal that sits alone on a shelf at eye level.

This chamber is located within the head of the Lady’s Light. The snake mosaic on the floor is where visitors teleporting here from area **M3** appear. Anyone who steps onto the mosaic after first stepping off of it reappears in area **M3** atop the southern mosaic there.

This room still retains a powerful magical effect infused in the walls by Sorshen so long ago. An arcane spellcaster who prepares spells while in this room finds that all enchantment spells prepared in this room function at +1 caster level and gain a +2 bonus on checks to penetrate spell resistance. Conversely, any necromancy or transmutation (the traditional oppositional schools to enchantment in Thassilon) spells prepared in this room function at –1 caster level and the caster takes a –2 penalty on checks to penetrate spell resistance.

Treasure: Ashamintallu keeps many treasures here, from her spellbooks to trophies collected from some of her favorite past conquests. Her spellbooks sit on shelves to the west; these books contain many spells—beyond those she has prepared, all enchantment spells of 1st to 4th level from the *Core Rulebook* can be found herein. Feel free to augment these spells with additional spells from other books—there should be about 40 spells in these books in all (although there are no necromancy or transmutation spells at all). The spellbooks are littered with bits and pieces of Ashamintallu’s memories as well, and a character who studies these can piece together fragments of what has gone on in the alu-demon’s life, subject to GM approval (you can use these notes to offer the PCs answers to any lingering questions they may have about events in this adventure as you wish).

Other items are found on the other shelves, including a large pouch containing a dozen tourmalines worth 100 gp each, six black pearls worth 500 gp each, and two blue sapphires worth 1,000 gp each, as well as a *bag of holding (type II)* containing an *orb of consumption*, a pair of red leather *boots of striding and springing*, four spider silk drawstring pouches worth 50 gp each (two pouches each contain 1 dose of *dust of appearance*, 1 dose of *dust of dryness*, and 1 dose of *dust of illusion*), an *immovable rod*, a *whispering coin*, a pair of *goggles of night*, a *ring of minor electricity resistance*, and a +1 *light fortification breastplate* (this suit of armor once belonged to Gnaeus Gnaru—see area **K9**).

Of course, the most significant item to be found here is the *Shard of Lust*, which sits in a place of honor alone on a shelf in the northern wall.

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CONCLUDING THE ADVENTURE

Once the PCs have recovered the *Shard of Lust*, they can immediately use it to learn the location of the next shard in the sequence (as detailed in *Pathfinder Adventure Path* #61). Wise PCs, of course, think to activate the *Shard of Lust* with the *pink and green sphere ioun stone* given to them by Sheila Heidmarch, so as to avoid the shard's curse. While this curse won't affect them as profoundly as it did Ashamintallu, it could cause some embarrassing situations nevertheless!

With the false Sorshen exposed and slain, various surviving denizens of the dungeons beneath the Lady's Light eventually make their way out of the dungeons to find new haunts. The remaining survivors of the nearby humanoid tribes slowly recover and settle back into an uneasy equilibrium of simmering hostility. If only one of the tribes has survivors, they come to more or less dominate the Lady's Cape, until some other batch of nasties decides to move into the neighborhood. Should the party visit Maroux before leaving the Lady's Cape, she

provides another unsavory meal over which they share their adventures. She offers congratulations, thanking them for making the Lady's Cape a bit safer to live in, and wishes them luck in their future quests.

Sheila Heidmarch certainly expects an update from the PCs—at the very least, the fact that she likely has another *ioun stone* for them to use to awaken the next shard should lure the PCs back to Magnimar. Once the PCs provide a detailed report and maps of their adventure to the Pathfinders (a process that should take no more than a day's work writing), the Fame scores of PCs who are members of the Pathfinder Society faction increase by 12 and the PCs earn 12 Prestige Points for their accomplishments. In any event, their destiny now lies to the east—for any who successfully use the *Shard of Lust* to seek out the location of the next shard experience a vision of one of Varisia's most notorious locations: a strange and dangerous city known to some as the City of Strangers, to others as the Asylum Stone, but to most simply as Kaer Maga.