



MISSIONS IN MAGNIMAR

IT'S NOT MY IMAGINATION. SOMETHING'S WATCHING ME... WATCHING THE ENTIRE NEIGHBORHOOD. DON'T LOOK AT ME THAT WAY—WE BOTH WALK ON THE WOOD FLOOR IN THE DINING ROOM EVERY SINGLE DAY, AND IT NEVER CREAKS. DOES IT? YET YOU CAN'T TELL ME YOU HAVEN'T HEARD IT—THE SOUND OF SOMETHING HEAVY WALKING AROUND THIS HOUSE AT NIGHT. IT COMES AND GOES, BUT I'M NOT THE ONLY ONE WHO'S HEARD IT. LETTIE AND HER SERVANTS HAVE HEARD IT TOO, AND FELT ITS EYES.

NONE OF THIS HAPPENED UNTIL THOSE RIFFRAFF MOVED INTO THE KAIJITSU PLACE. THIS IS SUPPOSED TO BE A NICE NEIGHBORHOOD!"

—LADY FLORIMEL, SPEAKING TO HER HUSBAND RHONDO

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INTRODUCTION

For GMs running campaigns, the struggle between sandbox-style adventures and a linear story is as eternal a struggle as that between good and evil, or law and chaos. Both styles of games have their benefits and their shortcomings, but ultimately using elements of both helps create a campaign that is rich in opportunities for players to explore, but doesn't leave them floundering and wondering what to do next.

Presented here are several plot hooks and three full encounters that can be altered, expanded, and adapted to the campaign or woven into any Varisia-based Adventure Path where Magnimar is a frequently visited location—such as this one. Most of the ideas presented in this article are inspired by material detailed in *Pathfinder Campaign Setting: Magnimar, City of Monuments*, an excellent resource for expanding any Magnimar-based campaign. The *Pathfinder Roleplaying Game GameMastery Guide* stats mentioned are all available free online in the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

PLOT HOOKS

The following plot hooks can be used whenever the PCs return to Magnimar throughout the course of the Adventure Path.

Castle Donjon: A crusty old sailor offers the characters a chance at vast riches in exchange for a cut. Years ago, she used to work for a pirate captain who lost his ship at a Sczarni gambling table to the young Rassimeri Jaijarko. The captain was killed in a fight later that night, and Rassimeri sailed away with his winnings. Rassimeri returned weeks later, after scuttling the ship, and started buying up tenements to create Jaijarko Castle in Beacon's Point. It was then the old sailor realized Rassimeri must have discovered her former captain's treasure cache. The pirate treasure now languishes in the rathole that is Jaijarko's hidden pleasure den. It took years, but the salty corsair managed to enter Rassimeri Jaijarko's service as a petty smuggler, and now she needs help stealing a king's ransom in jewels. Use burglars and street thugs for the tenement lord's cronies (*GameMastery Guide* 265) and include a selection of traps (*Core Rulebook* 420).

The Fog or the Frog: Captain Karros the Far-Sighted has been commissioned by the city to investigate why three to four ships vanish in the fog every year. The wily mage-turned-sea-captain doesn't fear the fog, as her *lens of the sea* reveals underwater navigation hazards. Yet no one believes these ships are just crashing on the reefs, since there are never any survivors or wreckage. Karros is hiring capable adventures to help solve the mystery, and even has some magic items at her disposal to aid

in fighting whatever watery ghosts or sea monsters wait in the mist. No one is aware that boggards wrecked the ships and dismantled them before dawn, leaving no trace behind. Should the PCs accept, the boggards of the Seafoam tribe (some with class levels; see *Bestiary* 37) and their will-o'-wisp allies (*Bestiary* 277) might be exposed as a threat to Magnimar's sea trade and finally meet their match.

Good Clean Fight: A foreign competitor intends to cheat at the annual Golem Battles held at Serpent's Run by hiring agents (battle mage and tomb raider, *GameMastery Guide* 256 and 257) to sabotage or subvert the Golemworks contenders for this year. Their tactics include rigging accidents, abducting or murdering golem operators, or swapping out a construct control device for a faulty one. The cheater's goal is to place well in the tiered brackets in order to win lucrative work contracts and access to exotic building materials like Irespan stone. The PCs must investigate before someone gets hurt or the reputation of the games is ruined. If knowledge of the investigation is made public, the cheaters plan to frame the dwarven team from Janderhoff.

Greater Boons: A drunk adventurer claims strange and powerful boons are bestowed upon anyone who completes several of the ritual tasks of Magnimar's monuments in a specific order. The adventurer insists a book of brass sheets, bound with covers of Irespan stone and written in Celestial, lies hidden in a cave accessible through one of the statues. Its pages detail the different sequences. However, the index detailing which sequence produces which particular effects was missing. The adventurer claimed a voice told him to seek it through the sequences themselves. The story could be true, a hoax, or part of an elaborate plot by infernal powers to damage the monuments' power with accidental arcane sabotage. Depending on the agenda of the adventurer, use the storyteller or conjurist stats (*GameMastery Guide* 272 or 279, respectively).

Snatched from the Jaws: Believing the *gem of brightness* within the Wyrmswatch Tower to be a bauble of immense value, a brazen thief (use the tomb raider, *GameMastery Guide* 257) scaled the lighthouse and stole the crystal that keeps Magnimar's harbor safe. The whole of the city watch and the top squad of the mercenary Derexhi family now search for the fabled jewel. When the thief realized the magnitude of his theft, and that it was being investigated with divinations, he stashed the gem in the pack of an unsuspecting adventurer—one of the PCs. Now identified to every sellsword and bounty hunter (*GameMastery Guide* 283) in Magnimar, the characters need to infiltrate the lighthouse and restore the gem or otherwise clear their names. Yet with a reward this high, not everyone is interested in the truth.

THE SCARLET FOG (CR 8)

The city is terrorized by a series of killings perpetrated in the name of Sir Aeryn Darvengian. The PCs visit the Hells only to become privy to a terrible secret: Magnimar's most infamous serial killer is alive and well, and in control of the three lowest levels of the prison. Yet the confined Aeryn cannot be responsible for the murders, so the PCs must barter with the mad lord to gain his insight into how to stop this self-appointed apprentice.

BACKGROUND

Prior to the heinous mass murder that led to his conviction and consignment to the Hells beneath the Pediment Building, Aeryn Darvengian maintained a secret life as a worshiper of the demon lord Socothbenoth. Yet what many did not know is that he did not act alone, but rather maintained a small cult following. Tomall Ciola was an impressionable 13-year-old son of house servants on the Darvengian estate, and one of the many innocent people to be swept up by Sir Aeryn's powerful personal magnetism. Darvengian paid the youth to act as a lookout, and occasionally spared him some attention; whether this was to spread his corruption, instill loyalty, or simply amuse himself is unclear. When brought to trial, Lord Darvengian neglected to mention the boy's role in his crimes, so Tomall was never implicated in any wrongdoing. A decade later, Tomall has grown into a capable killer, and is eager to please and impress the one man who gave him a sense of self-worth. Tomall does not murder for Socothbenoth, but for Sir Aeryn himself, and his methods are less sophisticated. Down in the depths of the Hells, Sir Aeryn has heard rumors concerning copycat murders and now patiently waits for the inevitable questions to come.

INTRODUCTION

How the PCs become embroiled in the investigation influences how they approach Sir Aeryn. Darvengian's status as the ruler of the lower Hells is a state secret, but one the PCs are sure to uncover if they try to interview him or request to go through his personal effects. If they have a positive relationship with the city watch (or one of the many groups who act in that capacity, as described on page 28 of *Magnimar, City of Monuments*), they might be granted access to the lowest level still under the control of the authorities. Otherwise, if they act on their own, they might need to pay bribes to enter lower levels, or swear oaths to keep Darvengian's real status a secret from the public.

Lord Darvengian is delighted to converse from a safe distance or with magic. He claims no knowledge of the murders in order to encourage the PCs to share information so he can provide them with "some logical assumptions." In fact, he can guess the killer's identity immediately, which the PCs can discover with truth-revealing magic or

successful Sense Motive checks. Tomall has left a signature clue that Lord Darvengian identifies from the PCs' description. In the end, Darvengian does betray Tomall, but requests something in return. The PCs must promise to retrieve a portrait he painted of an adult daughter of one of Magnimar's other noble families, a woman for whom he always maintained an unctuous fondness.

DESCRIPTION

Not having grown up in a life of privilege, Tomall imitates Sir Aeryn but lacks his sense of style, perverse humor, and—when necessary—self-restraint. The public fear and outrage excites him, and he has accelerated his behavior. He's seized control of a bordello in the Naos district called the Scarlet Fog, once a favorite of Sir Aeryn. The establishment is completely closed and locked when the PCs investigate, which is unusual.

B1. Front Entrance: The front door requires a successful DC 20 Disable Device check to unlock. The door isn't trapped, but Tomall has placed an empty wine bottle on the inside door handle which, if it falls and shatters, alerts him to the presence of intruders. If the PC opening the door succeeds at a DC 20 Perception check, she notices it before opening the door further. If she also succeeds at a DC 25 Disable Device or Dexterity check (whichever is better), she can catch the bottle before it strikes the floor.

A large bar dominates the room, and to the west are several stools where the entertainers can sit while speaking with prospective clients. The area is oddly empty, but tucked behind the bar is the corpse of the barkeep. A locked metal cashbox (Disable Device DC 25) is still here, untouched, containing 200 gp in various coin denominations.

B2. Semiprivate Cells: These beds, separated by red curtains, offer minimal privacy for a reduced price. Some couples are still alive, but paralyzed—frozen in a rictus of horror and passion. Several wine bottles found nearby are poisoned with a paralytic agent similar to what Sir Aeryn used on his original victims. Tomall disguised himself as a servant and delivered "complimentary refreshments," after quietly securing area B1. The poison used is similar to oil of taggit, but instead of inducing sleep, it has a paralytic effect.

B3. Small Cells: These small rooms are lit by candles, and each contains a single stool so a guest might have a few private moments with one of the prostitutes. Some of the entertainers might be located here, bound, gagged, and condemned to wait for Tomall to return for them.

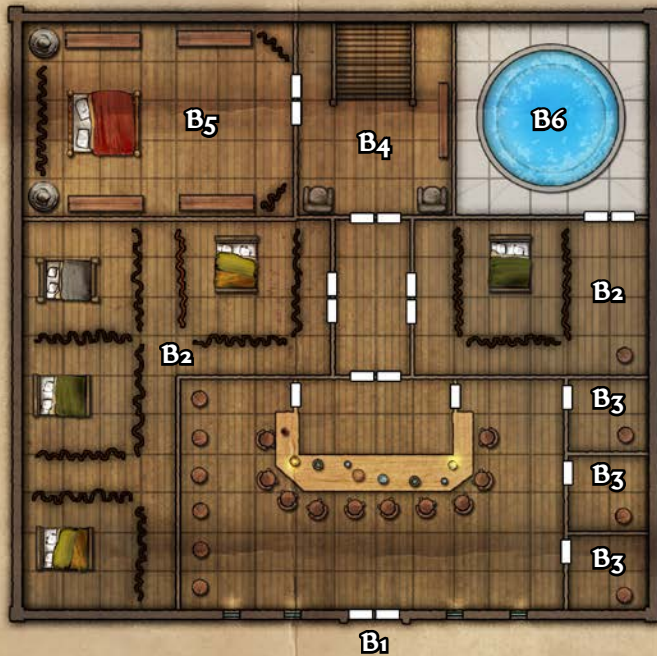
B4. Back Foyer: This is the primary station for the bordello's bouncers, who normally stay out of sight unless required. A stool sits on either side of the double doors that are open to the hallway to the south. Both guards are dead, their bodies still warm.

B5. Revelry Room: This room is reserved for private parties and acting out more lurid fantasies. Scarlet curtains

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THE SCARLET FOG

1 square = 5 feet



hang between faux pillars along the west wall and in the northeast and southeast corners to add a sense of space to the décor. (These also serve as places to hide.) Four wardrobes that sit against the walls contain numerous costumes, as well as various implements and devices. An oversized bed dominates the room, with chains and silk cords attached to the bedposts and discreetly tucked underneath. Dead victims and living hostages create a macabre tableau.

B6. Bathing Room: The large sauna and bathing pool in this room give this establishment its name. The large, tiled bath is a minor magical fixture that fills itself with water which can be heated, filling the room with steam. The natural steam affects vision as an *obscuring mist* spell and dissipates in 30 minutes. The pool's magical controls are a set of symbols just to the side of the eastern entrance. The walls are painted red, and pegs on which to hang lamps, towels, and clothing are set in the walls. The pool is 3-1/2 feet deep.

B7. Private Rooms: These rooms on the upper floor cost a modest premium over what is available downstairs. In each, a curtained window opens to the south. Every room contains candles or an unlit lamp. Some contain more of Tomall's victims or hostages, while others are empty.

ENCOUNTER

Use the slayer stat block for Tomall (*GameMastery Guide* 267). Tomall has a variety of different tactics available in this setting. His natural skills and magical cloak permit him to move around the bordello to stalk the party. In the pool room, his potion of *gaseous form* enables him to hide or stage an ambush for PCs coming in or out of the steam. A potion of *disguise self* allows him to pose as a surviving victim. If he fails to defeat the party but escapes, he can follow the PCs to wherever they're quartered to strike back.

ADDITIONAL PLOT HOOKS

Obtaining Darvengian's prized portrait from whoever confiscated it is another potential complication that can add to this encounter, expanding this hook into a longer adventure. The portrait is made of two thin canvases glued together. Their inside surfaces have been painted over with a lead-based paint, which blocks *detect magic*—sandwiched inside are new spellbook pages. Tomall's murderous spree could have been ordered by Darvengian in order to manipulate someone into petitioning him for help, so he could force them to retrieve the portrait on his behalf.

FOUR FACES OF THE FATHER (CR 12)

The mysterious cult of Norgorber that venerates the god as the Reaper of Reputation manipulates the other three Norgorber cults, operating from the sewers below Magnimar. The PCs investigate a subterranean sewer temple where worshippers from two different cults of the same deity interact.

BACKGROUND

The worship of Norgorber in Magnimar is divided into four separate cults, each devoted to a different aspect of the god of secrets. Not all of the cults are truly aware of the others, but the shadowy, unnamed cult that reveres Norgorber's aspect as the Reaper of Reputation secretly guides the other three without getting directly involved or even letting the other cults know they exist. The situation is made more complex because the cults are hierarchical, and information is usually provided on a "need to know basis" and flows from the top down—along with the authority to act upon it.

The leaders of the secret fourth cult decided they needed to place some controls on the other three groups in order to stay aware of their activities and prevent them from straying from what the fourth cult perceives to be Norgorber's true plan for his faithful. To forward this goal, they have selected certain members of the other sub-cults to be indoctrinated into their own, then placed back into the groups they came from. Specifically, three members of the secret cult have disguised themselves as Skinsaw Men in order to lead an unsuspecting candidate to their underground temple, where the truth can be revealed and the candidate's indoctrination started.

INTRODUCTION

This mission requires the PCs to explore Magnimar's extensive sewer network. This encounter works best if it is part of an existing investigation into the Skinsaw cult ordered by a benevolent church of the city or a member of the city guard. Alternatively, rumors and strange reports of nefarious activities in the sewers or the murder of a friendly NPC could lead the PCs to explore the sewers on their own.

Another possibility, requiring more staging in advance, is that the PCs are already spying on the Skinsaw Cultists. They discover one cultist has been invited to a special gathering, of which the rest of the Skinsaw Cult is unaware. The adventurers may track that cultist through the sewers, or perhaps use disguises or magic to replace the cultist with a PC. (In this case, add one more cultist to the encounter to replace the one who would have been in the PC's role.) The cultist or impostor is led to the underground temple while the party follows behind.

DESCRIPTION

The sewers were actually designed by the founder of the cult of the Reaper of Reputation, a Taldan architect who secretly served as a priest of Norgorber during Magnimar's founding. He designed an elaborate system of sewers to deal with Magnimar's drainage, but also built in means for his cultists and thieves to move about the city. Numerous other criminal groups exploit the network of tunnels, as do creatures like sewer goblins. The sewers themselves are constructed to require as little maintenance as possible, giving city authorities few reasons to venture into them.

S1. Main Sewer Channel: A small, westbound sewer channel connects here to another large channel heading south and then west. A series of bridges grants access to either side, and steps descend to a lower level to the north. Along the northwest wall sections, the wall has crumbled away in two places, exposing a natural cavern. A ceiling panel 10 feet above the western passage grants access to a building above, but there is no easy way to reach it from below. Sewer passages flow at a brisk pace to the north, east, and west (toward the sea). The channel is no more than 10 feet deep, but a DC 15 Swim check is required to keep from being swept down the channel at a rate of 10 feet per round. A grating (hardness 10, hp 60, break DC 25 to break or lift) blocks the channel from the north. There are three sets of well-crafted secret doors requiring a successful DC 30 Perception check to notice—though if the cultists are being successfully tracked, their footprints going through a wall makes this easier.

S2. Mechanical Room: This small room contains three rowboats and oars, which enable the cultists to travel through sections of the sewers where there are no walkways. In the corner is a winch mechanism that allows the grating in S1 to be raised or lowered.

S3. Cavern: This natural cavern was built around and walled off during the sewer's construction. The places where the walls have crumbled away to expose the cavern appear as if something had dug its way out. Stagnant water pools at the northern end of the cavern. This area is empty, but could be used to add an additional creature or encounter.

S4. Hidden Temple: The ceiling of this temple rises 20 feet in height, making it seem almost a cathedral in the subterranean gloom. A series of wooden benches are arrayed around the central altar to the southeast. Situated throughout the temple are 4-foot-tall brass stands, each holding a single long taper. The candles fill the area with no more than dim light. A set of unlocked double doors leads to the west. The altar stands on a raised platform 5 feet above the rest of the temple, and is accessible by two short sets of steps on either side.

Dominating the platform is a large, swirling whirlpool. A 3-foot-tall guardrail runs along the side of the pool where it faces the temple floor, but there is no railing

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around the rest of the pool or platform. The pool is nonmagical, and is created by a sewer pipe underneath the temple. The pipe opens at an angle to a fresh water main, forcing the two torrents of water to churn. A third sewer pipe at the bottom drains down, then turns to lead out of the area underneath the temple. A creature knocked into the whirlpool must succeed at a DC 15 Swim check to stay above water. Any movement through the whirlpool requires a successful DC 20 Swim check, including getting out of the south and east sides—failure by 5 or more means the creature is pulled down the pipe. A creature can hang on the guardrails indefinitely until it makes a successful Swim check. Creatures that are pulled under do not automatically drown, but end up in shallower and slower-moving sewer channels within a few rounds (usually many city blocks away). The cult of Norgorber uses this pool to dispose of the bodies of victims they sacrifice as part of their rituals.

Behind the whirlpool is an altar of black marble covered by a simple gray altar cloth. Flanking the altar along the south and east walls are polished tables of red wood covered with carefully arranged sacrificial daggers and razors.

S5. Storage: Here the secret cult stores stolen goods and supplies. As the arm controlling the finances of the four

cults, it uses this space to house goods until they can be diverted elsewhere.

ENCOUNTER

A total of five cultists are currently meeting in the temple in this encounter. For the head cultist, use the stats for the cult leader (*GameMastery Guide* 279). Replace the Healing domain with Trickery, and substitute the *elemental gem* (earth) for one associated with water. Water elementals (*Bestiary* 126) are perfectly appropriate summoned creatures for this encounter. Optionally, the elementals could have the Improved Bull Rush feat instead of Great Cleave.

The torturer stats (*GameMastery Guide* 271) can be used for the remaining cultists. All four of them are dressed as Skinsaw Men, and at least one of them actually belongs to that cult of murderers.

ADDITIONAL PLOT HOOKS

This mission can also be used as a follow-up to “The Skinsaw Murders,” the second part of the Rise of the Runelords Adventure Path. The cult leader intends to give the indoctrinated Skinsaw cultist a *ring of mind shielding* to prevent the group from being uncovered.

SHATTERED STAR

URBAN BLIGHT (CR 14)

A powerful and sophisticated gang of bandits from Korvosa has moved into the vacant Kajitsu Villa, with assistance from the shadowy Rushlight Society. They've managed to dupe city officials so far, but the neighborhood itself has become suspicious. The PCs must determine the real situation and drive the bandits off if possible.

BACKGROUND

The Rushlight Society is a covert organization that operates just outside of Magnimar and is secretly funded by Korvosan officials with a mandate to undermine Magnimar's reputation as a safe trading hub. The society typically manipulates small groups of bandits and criminals without their knowledge, but in this case it has facilitated a group of operatives nearly as powerful as the society itself. Dubbing themselves the "Houseguests," this team of spies, thieves, and saboteurs is squatting in the abandoned Kajitsu estate. The Houseguests gather intelligence on Magnimar's nobility and defenses, then forward it to the Rushlight Society. They also perpetrate heists on high-profile deliveries brought in from the Lost Coast Road. This fosters the rumors that Magnimar is "every bit as dangerous as Riddleport, but twice as expensive."

Veratrix Mendora, a powerful cleric of Asmodeus who emphasizes her deity's Trickery domain, leads the Houseguests. Veratrix has an extended contract for the services of a bone devil named Zijillrik to assist in her espionage. Wilhelm Trannus, a mercenary, is the group's competent tactical operations leader, and is reinforced by four additional seasoned bandits.

The group has occupied the villa for approximately 2 months, and has been challenged by local authorities. The Rushlight Society provided the Houseguests with falsified documents from Ameiko Kajitsu which identify them as authorized caretakers. Thanks to Zijillrik and Veratrix's powerful illusions, the members of the city watch who were invited inside were forced to conclude the complaints were unwarranted.

The worst threat to the Houseguests might be each other. Wilhelm's bandits are in it strictly for the money and quietly wish larceny were a higher priority. They're aware the group has a magical ally, but they've not seen Zijillrik (who might send them into a panic). Wilhelm Trannus, for his part, believes it is inevitable the Houseguests are going to run out of luck, and in a big way, so he's been looking for a convenient exit strategy.

INTRODUCTION

The PCs can get involved in different ways. Perhaps the Houseguests are not as thorough in deceiving the district's residents as they are its leaders, and those residents appeal to the PCs to investigate.

DESCRIPTION

The southern side of Kajitsu Villa sits right up against the Seacleft, while a 15-foot-long smooth stone wall separates it from the street to the north and Deverin Villa to the east. A tall iron gate grants access to the grounds, but Wilhelm keeps it chained shut with a good lock (Disable Device DC 30). Only a portion of the villa is visible through the gate, but when illusions are not active the grounds look unkempt and overgrown. Except where specifically noted, most of the true valuables inside the villa were stolen or vandalized years ago.

K1. Front Entrances: These doors are kept locked (Disable Device DC 20), and lead to two hallways that wrap around the main family gathering room. Trash and refuse litter the floor. Where the two hallways meet, a pentagram is painted on the floor. A successful DC 18 Spellcraft check reveals it has been used as part of a *magic circle against good* spell before. The double doors to the southwest are typically unlocked, and the hallway splits again to a set of matching staircases to the second floor.

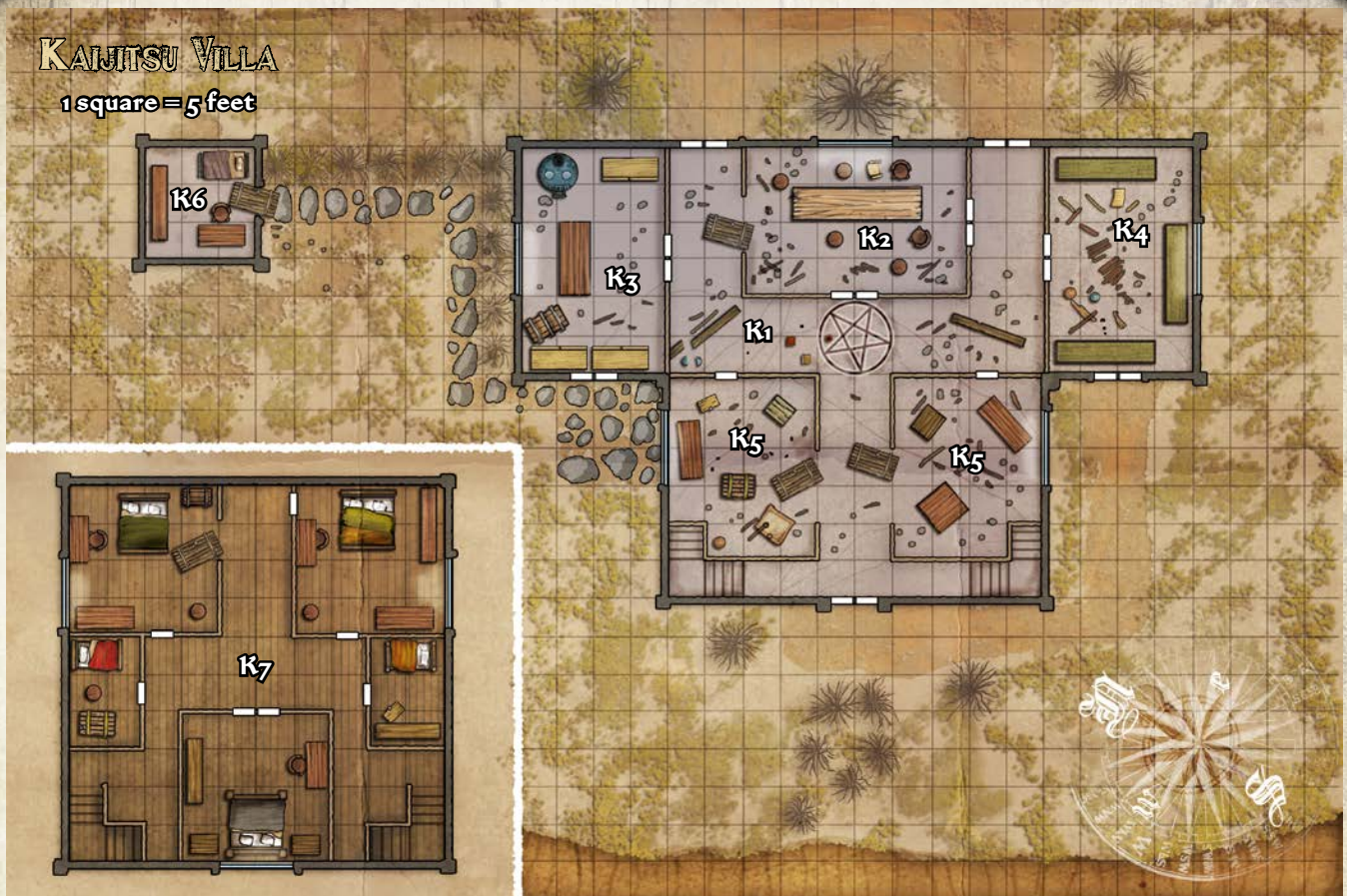
K2. Family Dining Room: The large window to the northeast is locked (Disable Device DC 20), and the curtains drawn closed. The dining table is Tian-style and low to the ground, with a series of rude names now carved in its surface. A number of discarded seat cushions are here, as well as footstools brought in from other rooms. The Houseguests sometimes have their meetings here.

K3. Kitchen: A window set in the northwestern wall has been left unlocked, and the curtains are partially open. Pantry cabinets and a stove are set against the walls, and a large food preparation table sits in the center of the room. Shattered porcelain, broken crockery, and a staved-in barrel are among the discarded refuse that litters the floor. The doors to the southwest are barricaded by tables and cabinets, and require a successful DC 23 Strength check to wedge open from the outside. If the roll succeeds by 5 or more, the doors become completely unobstructed; otherwise, only one Medium creature can enter at a time. The locks to the doors were broken by other burglars in previous years.

K4. Family Library and Study: As in the kitchen, the locks on the back door here have been busted. The Houseguests have barricaded the southwestern doors with a bookcase; breaking through requires a successful Strength check as described in area **K3**. Books are strewn across the floor, and the table and chairs in the center have been overturned. Several maps depicting sections of Varisia are nailed to wall with daggers, but otherwise undamaged. If collected, the maps are worth 100 gp combined.

K5. Family Rooms: The Kajitsu children were tutored in the northwestern room, while the adults practiced various arts or relaxed informally in the other. Both rooms have been marred by the same petty vandalism as the rest of the villa.

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K6. Caretaker's House: The door is locked, and gaining entry requires either the keys or a successful DC 20 Disable Device check. The inside is actually in better condition than the main house. Some of the gang members take turns living here when they want some peace and quiet.

K7. Upstairs Bedrooms: Aside from the remains of discarded food and drink, this area is less messy than downstairs—Veriatrix has a limit to the amount of squalor she tolerates. Most of the rooms are unremarkable, except the master bedroom to the southwest, where Veriatrix stays. In her room is a locked chest (Disable Device DC 25) lined with a thin sheet of lead to block *detect magic*. The outside of the chest is magically trapped with a *greater glyph of warding* (10d8 points of sonic damage, Reflex DC 23 for half). Finding and disabling this trap requires successful DC 31 Perception and Disable Device checks for characters with the trapfinding class ability. Inside the chest is a *stone of alarm* set to activate when the chest opens. The chest also contains 500 gp, 50 pp, various pieces of artwork stolen from other noble residences worth 750 gp, and a journal detailing several of the city's defenses, which can be turned in to the city watch for a 1,000 gp reward. Only Veriatrix and Zijillrik know the passwords, but the rest of the gang members are aware the chest is trapped.

ENCOUNTER

For Wilhelm Trannus and the four bandits, use the sellsword and highwayman stats (*GameMastery Guide* 283 and 259, respectively).

Zijillrik, the bone devil (*Bestiary* 74), is summoned temporarily by Veriatrix and gains the benefit of Veriatrix's Augment Summoning feat. Adjust its stats accordingly: **hp** 125; **Fort** 14; **Melee** bite +16 melee (1d8+7), 2 claws +16 melee (1d6+7), sting +16 melee (3d4+7 plus poison); **Poison** save Fort DC 22.

The high priest stats (*GameMastery Guide* 305) can be used for Veriatrix with the following changes: **Special Attacks** channel negative energy 5/day (DC 18, 7d6); **Domain Spell-Like Abilities** 13/day—master's illusion (DC 23); 10/day—copycat; 2/day—scythe of evil (6 rounds); **Skills** Replace Heal +11 with Bluff +11; **Cleric Spells Prepared** Remove the following spells: 7th—*repulsion*; 6th—*banishment*, *heal*, *heroes' feast*; 5th—*telepathic bond*; 4th—*discern lies*; 3rd—*magic vestment* (1), *searing light*; 2nd—*enthrall*; 1st—*divine favor*, *protection from chaos*. Add the following spells: 7th—*screen*^P; 6th—*greater glyph of warding* (DC 23), *mislead*^D, *planar ally*; 5th—*false vision*^D; 4th—*confusion*^D (DC 21); 3rd—*nondetection*^D; 2nd—*invisibility*^D; 1st—*disguise self*^P, *protection from good*; **Domains** Evil, Trickery.