

SHATTERED STAR



BEYOND THE DOOMSDAY DOOR

PART ONE: NEWS OF DESTRUCTION

A vision of Windsong Abbey in smoking ruins sends the heroes north along the Lost Coast in search of the latest fragment of the Shattered Star. Dire rumors and whispers of the devastation hint that an ancient evil has returned to the abbey.

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PART TWO: WINDSONG RUINS

Giants frolic amid the ruins of the village surrounding Windsong Abbey—and the structure itself has fared little better. Evil bloodthirsty fey, two-headed monsters, and otherworldly horrors rule here now, but could there be a few allies hiding here as well?

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PART THREE: DOWN TO DOOMSDAY

With the aboveground portion of the abbey under their control, the heroes turn their attention to the legendary dungeons below. Once a Thassilonian temple devoted to Groetus, these dungeons now serve a much darker god indeed!

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ADVANCEMENT TRACK

“Beyond the Doomsday Door” is designed for four characters and uses the medium XP track.

- 10** The PCs should be well into 10th level when they begin this adventure.
- 11** The PCs should reach 11th level soon after they begin exploring the aboveground portion of Windsong Abbey.
- 12** The PCs should reach 12th level by the time they start exploring the second dungeon level below Windsong Abbey.

The PCs should reach 13th level by the end of the adventure.



BEYOND THE DOOMSDAY DOOR

ADVENTURE BACKGROUND

Windsong Abbey has long served as a prominent landmark of the northern Lost Coast, with its stately white lighthouse standing sentinel over the Varisian Gulf. Founded in 4082 AR in the wake of the Even-Tongued Conquest by a group of priests who had grown frustrated by the machinations of politicians in matters of faith, Windsong Abbey was always intended to be a neutral ground for the adherents of diverse beliefs. Its founders envisioned a place outside of established nations where members of the 21 most widespread faiths of the Inner Sea could meet and discuss religion, current events, and philosophy in an ecumenical venue, where all beliefs were considered equal and all forms of violence between rival cults prohibited. Members of nearly every faith in the region came to represent their beliefs here over the years, with only the cult of Rovagug declining to take part. And while each faith was held equal, tradition held that the eldest priest would serve as the abbey's voice, wearing a masked headpiece to denote her role. The first Masked Abbess was a priestess of Pharasma, but over the years to follow, different faiths held the vaunted position.

The abbey itself was built over the ruins of a much older site—a temple of Groetus whose deepest chambers contained mysterious sealed doors, including a particularly ominous one that the priests identified through study and research as one of the “*Doomsday Doors*.” Many ancient temples of Groetus included these portals—massive apertures said to be counting down the days until the end of the world, at which point each would open to unleash its own localized apocalypse to aid the End Times. In their explorations of the ancient Groetan temple, the priests uncovered a *doomsday key* that would open some of these portals, but they wisely decided these doors should stay closed. The *doomsday key* was entrusted to the Masked Abbot or Abbess and was kept in a vault where none could use it to delve the deeper chambers below the abbey.

And so, for over 500 years and against all odds, this so-called “house of twenty faiths” continued to exist with little to no internal strife or trouble. A small village grew up around the abbey to support the priests, and as the prophesied day of Aroden's return drew near, the priests watched with keen interest how the world prepared.

As it did throughout the rest of the Inner Sea region, Aroden's death in 4606 AR sent shock waves through Windsong, and particularly impacted the faith and mind of the abbey's current priest of Pharasma, an elf named Ardathanatus. As happened with many of Pharasma's priests, the failure of prophecy drove Ardathanatus mad. He became convinced that Iomedae had murdered her mentor, that she assassinated Aroden in a blatant attempt to seize his power. So enraged, Ardathanatus murdered Windsong's Masked Abbess, for as a priestess of Iomedae, he blamed her as much as her deity for the onset of the

Age of Lost Omens. Several other priests died that day as well, all laid low by the mad cleric of Pharasma. By the time Ardathanatus fled the abbey, no fewer than seven of the abbey's clerics had been murdered by one of their own.

In the years to follow, Windsong began to fall apart. The wake of Ardathanatus's murder spree combined with Aroden's death to shake the faith of many of Windsong's priests. Some of them abandoned the abbey entirely, while others retreated to their own corners within the abbey to become isolationists or hermits. Only a few priests stayed on in their original posts, keeping the abbey secure in the hope of reopening it as an universal place of worship someday. Now, only five full-time priests remain at Windsong Abbey—clerics of Desna, Erastil, Gozreh, Nethys, and Zon-Kuthon. But even as the previous adventure in the Shattered Star Adventure Path got underway, this total has begun to shrink—for Ardathanatus has returned to Windsong Abbey!

After Ardathanatus fled the abbey at the dawn of the Age of Lost Omens, he wandered the wilds of Varisia for some time. Eventually, he reached Hollow Mountain and learned of the power of the nascent demon lord Yamasoth—he'd long since abandoned his faith, but in this powerful qliphoth that the elf regained it. While back in Windsong tales of his rampage had become legendary (he is remembered today as something of a bogeyman to the peasants and priests of the abbey), deep under Hollow Mountain Ardathanatus grew more powerful and more corrupt. The culmination of his fall was his discovery of an ancient artifact in the deep chambers far below Hollow Mountain—here Alaznist had hidden a stolen fragment of the *Sihedron*: the *Shard of Envy*.

As the shard's curse took hold, Ardathanatus's mind grew more and more obsessed with Windsong Abbey. Had the priestess of Iomedae died a natural death, he would have been the one to take up the mantle of Masked Abbot of Windsong. In his own twisted way, he views the events of Aroden's death as a complex conspiracy to compel him to cast away his allegiances and go into exile by tricking him into murdering the abbot. Now, Ardathanatus is consumed with envy over the fact that others rule the ancient abbey that he feels destined to command.

Ardathanatus recently returned to the mainland, bringing with him several dangerous minions recruited from Hollow Mountain. He gathered more to his side in the Fogscar Mountains, and when he finally assaulted Windsong with magic and monsters, he brought much of the monastery down in ruins and captured several of the priests. Only one, a wily old cleric of Desna named Casimir Azmeren, managed to escape, going into hiding in the ruins. As Ardathanatus left the control of the ruins above to his monsters and turned his attention to the plundering of the Groetan temple below, Casimir sent an urgent *sending*

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out to his daughter Koriah for help. Unfortunately, his cry for help neglected to convey the scope of the attack on Windsong as effectively as it did his desperation. Koriah, who was already on her way north from Magnimar to return to the Caves of the Craven for further exploration when she received the *sending*, immediately detoured to Windsong to rescue her father—only in turn to be captured herself.

And this is the state of Windsong today. Ardathanatus has lingered in the dungeons below the abbey for weeks, if not months (time his initial attack so that it occurred at about the point the PCs were halfway through “The Asylum Stone”), growing more and more obsessed with using the *Doomsday Door* to open a route to Yamasoth’s Abyssal Realm. When the PCs use the *Shard of Gluttony* to locate the *Shard of Envy*, it points them to a Windsong Abbey that lies in ruins!

ADVENTURE SUMMARY

After learning about the current location of the *Shard of Envy*, the PCs travel to Windsong Abbey. There, they find the abbey and its village in ruins, overwhelmed by evil fey and giants. They have a chance to rescue one of the few surviving priests, a man named Casamir, who can give them some guidance on how to proceed—including the fact that the one who led the attack was an ex-member of the abbey, the elf Ardathanatus.

From here, the PCs must delve into the deadly temple of Groetus that has lain for so long unexplored under the abbey. Not only has Ardathanatus populated these dungeons with his own minions and traps, but he has also managed to open several sealed areas of the temple and convinced the undead remnants of the Thassilonian cult of Groetus that the End Times are near, and that if they aid the elf cleric of Yamasoth in opening the *Doomsday Door*, their god will reward them. To win the *Shard of Envy* and reclaim Windsong Abbey, the PCs must defeat this traitorous cleric!

PART ONE: NEWS OF DESTRUCTION

Although Windsong Abbey lost much of its cultural importance and political influence in the decades following Aroden’s death, it remained a famous pilgrimage site until the present time, and the flashing, rainbow-hued light of its lighthouse, the Pharos Pharasmae, has long been a well-known navigation signal to sailors off the Varisian Coast. When the PCs determine that the *Shard of Envy* is located in Windsong’s vicinity, with a successful DC 10 Knowledge (geography or local) check, a PC can confirm that while Windsong Abbey’s influence has declined of

late, the monastery is still active and functioning—that the vision shows it in ruins should be a surprise to the PCs.

While news of the attack on the abbey has reached Magnimar, the city and temples are slow to react. As such, the PCs will find little support from either the city or the temples in terms of sending troops and other support, but both certainly express concern over the development. This adventure assumes the PCs travel alone to Windsong to investigate, but there’s certainly a chance they could attempt to recruit aid from Magnimar’s government or temples by reporting that something dire has happened to Windsong. Unfortunately, Windsong has long run under its own flag—it is not a holding of Magnimar, and most established churches and temples regard the abbey as something of a curiosity at best or a hive of heretics at worst.

Sheila Heidmarch has a slightly different take, should the PCs seek her advice—if the PCs can go up to the abbey, determine what happened, and set things right, this could well give Heidmarch Manor some more political clout in the region as an agency that seeks to help Varisia’s citizens, regardless of their politics or faith. As before, she can also supply the PCs with an *ioun stone* (in this case a *dusty rose prism*) that they can use to activate the *Shard of Envy* when they recover it. If the

PCs speak to her, she also advises them to make a brief stop in the town of Sandpoint—among the various rumors she’s heard about the attack on Windsong, the following tale is reported by a new Sandpoint resident.

A Varisian peddler and harrower named Pilla was among the first to pass by the abbey after it was attacked. She tried to investigate, and supposedly found something of interest before she was chased away by a giant, of all things! Last I heard, she’d all but moved into a room at the Rusty Dragon in Sandpoint—and I don’t blame her. If I were her, being chased by a giant would certainly put me off life on the road!

PILLA THE PEDDLER

The most important source of information regarding Windsong for the PCs is **Pilla Linuveshi** (N female human expert 5), a Varisian peddler and on-and-off-again fortune-teller who’s taken up residence in Sandpoint’s Rusty Dragon. While she was badly rattled by her close encounter with a hill giant, she loves telling her story for the attention it gets her. If the PCs stop by Sandpoint to visit her, they



PILLA LINUVESHI

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find Pilla in the tavern's front room, enjoying some free food and attention—she's only too eager to talk to the PCs.

As the PCs talk to Pilla, she repeats her story of having noticed smoke rising from the abbey and detouring from her journey to investigate. As she approached, she found a strange, small pointed cap of crimson felt that appears to have been soaked in blood. A moment later, a boulder “the size of a horse!” landed not 10 feet from her. The giant that threw it gets larger each time she tells the story (by the time the PCs hear it, the hill giant has become 40 feet tall). Pilla fled, and still isn't quite sure how she survived other than that she's always been good at running away from monsters.

She still has the red hat, and produces it for the PCs to examine if they wish. With a successful DC 16 Knowledge (nature) check, a PC identifies the hat as having belonged to a murderous type of fey known as a redcap—Pilla made this connection herself and proudly points it out if the PCs don't. Although she was chased off by a giant, Pilla suspects redcaps are the primary cause of the problems in Windsong, and if she's right, she suspects everyone in the abbey is long dead. If the PCs are thinking of heading up to Windsong, she can warn them that they should make sure to be well stocked with cold iron weapons to fight redcaps with, and also tells them that the little terrors can't stand the sight of religious icons. Whatever drove them to attack Windsong Abbey must be frightening and powerful indeed if it could force them to swallow these fears!

If the PCs ask her for more information about Windsong, she says she's never actually been in the abbey itself, but she can sketch a crude map of the village for them—although she's quick to point out that most of these buildings looked destroyed. She mentions that the entire place seemed to have been hit by an earthquake and that while two of the buildings in the abbey were destroyed, the central light, the so-called Pharus Pharasmae, still stands. In fact, she claims to have seen movement up in the tower, and wonders if, perhaps, a priest has holed up in there. After all, if the lighthouse withstood an earthquake, that could well be a great place to hold out against an invading force, yes?

Story Award: Speaking to Pilla and learning what she knows about Windsong earns the PCs 4,800 XP.

TIMELINE OF ARDATHANATUS'S ATTACK

Ardathanatus seeks to complete a plan he began almost unknowingly a century ago—using the *Doomsday Door*

as a gateway to Sekatar-Seraktis, the Abyssal realm of his master Yamasoth. Between skulk cultists from Hollow Mountain, giants and bugbear minions from Fogscar, and qliphoth conjured from the Abyss, Ardathanatus has seized control of the abbey. A timeline of how his attack played out is presented below so that, should the PCs interrogate captured prisoners or rescued clerics, you can present this information in a dynamic way. The weeks associated with this attack assume that the PCs took a month to finish “The Asylum Stone.” If they took longer, you should adjust the earlier dates as appropriate.

Week 1: Ardathanatus arrives at the Fogscar Mountains with several skulks and sinspawn, as well as a few taiga giant followers. He recruits a group of hill giants and ettins, and a band of redcaps (including a bogeyman that, much to Ardathanatus's delight, had been capitalizing on the legend of the cleric's murderous rampage to fuel his own evil) to his cause through different shows of force. One of his favorite minions from Hollow Mountain, the medusa cleric Sufestra, disguises herself as an elven princess and arrives at Windsong Abbey this same day and seduces Zolerim, the abbey's priest of Nethys. The man's curiosity about the chambers below Windsong helps win his loyalty over to Ardathanatus, and he agrees to aid in Windsong Abbey's fall in return for

rewards of power.

Week 2: Ardathanatus attacks the abbey. After throwing the area into chaos with an *earthquake* spell, he and his small army of monsters destroy the village and quickly overwhelm the abbey itself. Zolerim aids in the capture of Nildus and Gein, two of the abbey priests, after he surprises the Masked Abbot in the Council Chamber, beheading him as he sits in his chair. A final cleric, a man named Casamir, escapes and goes into hiding in the ruins. Ardathanatus secures the *doomsday key* and begins unsealing chambers into the Groetan temple below, leaving the key with Sufestra once all the doors are open. Ardathanatus turns control of the abbey's surface level and grounds to the recruits from Fogscar, leaving Sufestra in charge of them, while he moves his own followers down into the dungeons below. Meanwhile, hiding out in the abbey's lighthouse, Casamir uses a *sending* spell to call for help from his daughter Koriah Azmeren.

Week 3: Koriah arrives and manages to kill a few giants and redcaps before she's turned to stone by Sufestra. Casamir sees the horror and goes somewhat mad with grief, barricading himself deeper within the Pharus Pharasmae. In the dungeons below, Ardathanatus makes



ARDATHANATUS

contact with Kandamereus, an ancient undead cleric of Groetus, and convinces him to aid in opening the *Doomsday Door* to Sekatar-Seraktis, a process that will take many weeks, if not months, to complete.

Week 4: Ardathanatus completes his exploration of the underground levels of the Groetan temple, sealing some rooms back up, installing new guardians conjured from the Abyss, and otherwise preparing for what he knows will someday soon come—resistance in the form of do-gooders sent to the abbey to cleanse it of evil. He doesn't initially realize that the *Shard of Envy* he carries is what these adventurers seek, nor does he understand the true significance of the shard's potential.

PART TWO: WINDSONG RUINS

Windsong Abbey is approximately 120 miles north of Magnimar as traveled via the Lost Coast Road. As the PCs should be well into 10th level by this point, details on the relatively short trip to Windsong from Magnimar are not necessary here. Feel free to add in new encounters as they travel north as you see fit.

As the PCs approach the abbey's vicinity, the rolling hills, light forests, and coastal cliffs give way to devastation. Farm fields scorched black, houses turned into jumbles of timber, and the mangled remains of half-eaten livestock rule the view. Turkey vultures wheel in the skies above, and the smell of ash and decay taints the air even now, weeks after the initial destruction was wrought.

Windsong Abbey appears remarkably different from a distance depending on whether it is day or night. During the night, the iridescent light of the Pharus Phasasmae shines regularly in the lantern of the lighthouse, and the damage caused by Ardathanatus's attack is mostly concealed by the darkness. But during the day, the light of the central tower fades and the rest of the structure offers a sad spectacle. What were once two of the most impressive structures of the complex, the central chapel and the great guesthouse, have been almost completely destroyed. The tallest building of the abbey complex remains the 150-foot-tall Pharus Phasasmae, a white marble lighthouse, but now that the chapel and guesthouse lie in ruins, the second tallest structure is the 60-foot-tall gatehouse, followed by the 40-foot-tall chapter house. The Windsong Tower (area **A22**), connected to the main complex by an elevated corridor and standing more than

100 feet above the foamy waters of the reef, is the only part of the abbey that seems not to have suffered any kind of damage during the recent assault. The abbey grounds also show signs of abuse and destruction, especially the service buildings and the graveyard.

The current occupants of Windsong have been left to their own devices—the medusa Sufestra has little interest in delegating tasks and spends most of her time in area **A22**. The abbey itself is primarily the domain of the redcaps, with the ruins of the village and the graveyard now serving, quite literally, as stomping grounds for ettins and giants. These creatures prefer spending the days asleep in various ruined buildings, coming out at night to cavort among the ruined towns. Every few nights, a new ruined house is selected to serve as a bonfire and its ruins are put to the torch.

An old 20-foot-wide stone wall encompasses the actual abbey grounds. This 10-foot-tall stone belt dates back to the times when the cult of Groetus dominated the region, and was the plinth of the outer palisade of a primitive fort, which was destroyed and abandoned a long time before the foundation of Windsong Abbey. The base of the old wall has been long plundered for construction material, and presents many gaps and collapsed sections along its course.

The abbey's wharf, consisting of a pier and a boathouse, lies on a small sandy beach at the base of the cliffs. On the landward side, the structure is surrounded by impassable rocks, and is connected to the

top of the cliff by a wooden staircase built on sturdy poles. No boats remain moored to the pier. A short walk along the beach eventually reveals the entrance to a cave under the abbey (area **E2**), and a successful DC 30 Perception check made while looking up at the cliff above, atop which the abbey itself sits, reveals numerous narrow niches and hollows that connect to various chambers of the dungeon levels. A successful DC 10 Perception check allows a PC to notice the stained-glass window opening into area **C3** from the shore below. Canny PCs can certainly use these openings to enter the dungeon's lower chambers, but they may find themselves ill-prepared for the dangers within if they don't first explore the upper levels!

THE WINDSONG

A famous feature of Windsong Abbey is the fact that the entire structure functions something like a musical instrument. As the winds blow in from the sea, they funnel



WINDSONG ABBEY FLAG

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through a number of pipe-like tunnels located at the base of Windsong Tower, creating a haunting sound known as the Windsong, and giving the abbey its name.

On a typical day, the breeze blowing in from the sea picks up in intensity as the day goes on, while at night the typical wind patterns avoid the pipes entirely. Almost completely silent at night, the tower pipes and the air ducts that crisscross the abbey and the dungeons begin producing low, whistling sounds as the day progresses. When the wind blows just right, the resulting solemn and peaceful tune can be heard throughout the abbey and its surroundings. Variations on the song exist, influenced by seasons, weather, and even the phases of the moon. The possible effects of the Windsong are as follows.

Land Breeze: In the 12-hour period from midnight to noon, the Windsong is almost completely silent.

Sea Breeze: In the 12-hour period from noon to midnight, the murmur of the wind can be clearly heard throughout most of the structure, with the exception of the fourth dungeon level, which is not fitted with sound tubes. Perception checks that involve hearing in the abbey are made at a –2 penalty.

Windsong: At some point during sunset each night, there's a 25% chance that the tower pipes catch the wind and play the Windsong. The tune can clearly heard throughout the entire complex. Perception checks that involve listening done in the abbey grounds are made at a –4 penalty (or –2 on the fourth dungeon level). The Windsong lasts for 1 hour, during which all divine spells function at +1 caster level and the redcaps are sickened.

THE GIANTS (CR 11, 13, OR 14)

Creatures: A few giants are allowed to dwell within Windsong Abbey proper, but the bulk of the lumbering oafs recruited by Ardathanatus have been left to dwell in the ruined buildings surrounding the abbey. In theory, these giants compose the initial guardians of the region, but in practice they're not all that observant. If the PCs approach Windsong by day, the giants are asleep in various ruined buildings, and as long as the PCs are reasonably stealthy, the PCs should be able to reach the abbey without rousing them. Note, however, that if the abbey alarm is raised, these giants waken and eventually lumber over to join any fights there. In this event, you can have the giants arrive in waves as you see fit.

At night, the giants are out and about—some of them lumber into the hinterlands to scavenge or hunt for food, while the remainder cavort and roughhouse. Each night, there's a 30% chance the giants decide to light a ruined building on fire for entertainment. The giants who leave the area to hunt return at dawn, and as the sun rises, they feast before going back to sleep.

In all, six hill giants and nine ettins dwell among these buildings. If the PCs attract their attention, the giants

hoot and roar and attack—forming into three groups of two hill giants and three ettins each. One group moves to attack the PCs at once, while a second group lumbers up to take shelter behind the stone wall. This second group waits and watches, ready with stacks of boulders to throw if the PCs defeat the first group or approach within 50 feet of the wall. The third group comprises the hunters and scavengers—if they're present when the PCs arrive, they join the first group in the attack. A single group of giants is a CR 11 encounter, so if the PCs are forced to handle two groups at once, they may find the giants to be overwhelming and should consider fleeing.

Any giant reduced to fewer than 15 hit points immediately loses interest in the fight and flees north, abandoning Windsong forever. A slain giant carries 3d20 gp worth of looted treasure in its bag.

HILL GIANTS (6)

CR 7

XP 3,200 each

hp 85 each (*Pathfinder RPG Bestiary* 150)

ETTINS (9)

CR 6

XP 2,400 each

hp 65 each (*Pathfinder RPG Bestiary* 130)

WINDSONG ABBEY FEATURES

There are numerous methods by which the PCs can enter the abbey. While the following encounters are organized with the assumption that the PCs enter through the main gate (area A1), they could just as well enter through other means, such as clambering through a ruined wall, flying or climbing over a wall into the courtyard, using *gaseous form* to pass through a narrow window, entering a room via *dimension door* or *teleport*, and so on. The denizens of the abbey are alert and expecting an attack, but until the PCs are actually fighting within the walls, the redcaps and other creatures within remain at ease—even if they know that intruders are fighting the giants down in the village. Each encounter area has details on how the denizens of each room react to fights elsewhere in the keep, so you should be very familiar with all areas of the abbey before running this section. Fights here can be very dynamic indeed, with new waves of creatures from adjoining rooms arriving at one battlefield just as the previous fight is ending. Chaining multiple fights together in rapid succession like this can quickly deplete party resources, but fortunately for the PCs, the inhabitants of Windsong interpret any PCs fleeing from a fight as victory, and send jeers and calls of triumph after them. At your whim, if the PCs make multiple strikes against the abbey, the denizens may get more diligent about pursuing foes.

Though half-destroyed by the recent assault, Windsong Abbey still retains a significant portion of its structure

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WINDSONG ABBEY

1 square = 10 feet

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intact. The ground floor of the buildings is made of large, well-squared sandstone blocks quarried from the surrounding cliffs. With the exception of the gatehouse and now-ruined chapel and guesthouse, the upper floors are reinforced with carved terra-cotta wall veneers. The surviving pitched roofs of the abbey are similarly tiled and topped by a forest of decorative steeples and broaches, which rise on slender pillars from the underlying stone structure. The ceilings of the abbey are high, usually 15 to 20 feet, and the structures and interior spaces are generally very large for humans, conveying a sense of grandeur. The stone walls rising from the foundations have just a few arrow slits opening here and there, while the timber-framed structures atop them are abundantly windowed with stained glass. The roofs are fitted with an efficient gutter system to collect rainwater, which is mostly conveyed by pipelines into a subterranean cistern. Many decorative oil lamps made of copper and crystal hang from the ceiling and walls inside the structure to provide light during the nighttime hours, although they are mostly left unlit by the current occupants of the abbey.

A1. MAIN GATE (CR 11)

The main entrance to the abbey opens into the middle of an enormous gatehouse. A monumental archway, twenty feet wide and almost as tall, allows passage under the bulk of the structure into the abbey courtyard to the west. The great wood-and-iron outer gate has been battered down, one massive leaf partially open, the other unhinged and lying on the stone-paved floor. Fragments of stained glass lie scattered over the ground.

The gates were smashed open by Ardathanatus's giants, and as a result neither can now be effectively closed. In the coffered ceiling between the two gates are four murder holes, which can be noticed from below with a successful DC 25 Perception check. The stained-glass fragments are the remains of the windows in area A9.

Trap: The four murder holes are manned by the redcaps in area A8. The industrious redcaps have significantly weakened the murder holes from above, and with the aid of a few ettins, have hauled four massive stone blocks from the ruined cathedral up here. The blocks now hang above the murder holes by thick lengths of rope—a single redcap can release all four by tugging on a cunningly tied knot, sending all four boulders crashing down through the floor and into the 20-foot-square area between the inner and outer doors. Of course, the redcaps do their best to time this to hit as many PCs as possible. If they notice a PC attempting to disable the trap, though, they immediately trigger the blocks even if they only have a chance to get that single character. Once the trap is triggered, the fallen blocks fill the area and make it extremely difficult terrain

to traverse (with 1 square counting as 4 for the purposes of movement).

FALLING BLOCK TRAP

CR 11

XP 12,800

Type mechanical; Perception DC 25; Disable Device DC 35

EFFECTS

Trigger manual; Reset none

Effect Atk +20 melee (1d6); multiple targets (all creatures between the two gates in area A1)

A2. COURTYARD (CR 10)

This large, stone-paved courtyard is dominated by a one-hundred-fifty-foot-tall tower constructed of pure white marble. Other than a set of white double doors set at the tower's base, the structure's walls present no windows or openings except for at the peak, which is constructed after the fashion of a lighthouse. The immaculate tower makes a stark contrast with the devastated appearance of the courtyard, whose pavement slabs are cracked and disconnected on the south and covered with ash and soot to the northwest where the great thatched roof of the guesthouse was consumed by a huge fire.

Now that the abbey has become a place of madness and chaos, the courtyard is most of the time empty and eerily desolate. Near the middle of the courtyard, about 30 feet west of the entrance to area A4, a small 15-inch-diameter hole drops 20 feet down into area B3, facilitating air circulation in the cistern below. A wooden lid once covered the hole, but it was destroyed during the attack.

Creatures: During the day, the balcony on the southwest corner of the courtyard attached to area A20 serves as a sentry post for a group of four redcaps armed with crossbows and *screaming bolts*. A door leads from this balcony into area A20—during the day, the door is barred from the inside. A successful DC 15 climb check enables a PC to clamber up a support beam from below to the balcony, and these redcaps have no problem doing so when necessary. At night, the four redcap sentries relocate to area A9, but during the day they remain relatively alert. Upon seeing intruders in the courtyard below, they wait until their foes are on the western half before opening fire with their *screaming bolts*. The sound of this attack is more than enough to alert the denizens of the abbey that trouble has arrived, if the PCs haven't already made their presence known.

REDCAPS (4)

CR 6

XP 2,400 each

hp 60 each (*Pathfinder RPG Bestiary* 2 233)

Ranged heavy crossbow with *screaming bolt* +11 (1d10+2/19–20)

Gear leather armor, Medium heavy crossbow with 10 *screaming bolts*, Medium scythe

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Development: There's a 20% cumulative chance each round that combat continues that the ettins in area **A15** make a sortie to attack the PCs in the courtyard instead of waiting for them in ambush. In addition, there's a 25% chance that the redcap musician Larla Clankypump and her dust mephit minions (see area **A11**) come into the courtyard to attack as well once they hear the ettins join the fight. Finally, there's a cumulative 10% chance per round that the qliphoth within the ruined cathedral (area **A14**) slither out to attack as well—if they do, any surviving ettins (who are particularly unsettled by these monsters) beat a fighting retreat back to area **A15**.

A3. POSTERN GATE (CR 9)

A fifteen-foot-high vaulted passage runs through a gap between the western buildings of the abbey here. Both the outer and inner doors at the ends of the passage hang partially open.

Trap: Both of the postern gate doors are still functional (they have been opened from inside) and can be bolted shut from within. Ardathanatus placed one of the many magical traps he's set in the area here, and left the doors open to lure intruders into the area. This *greater glyph of warding* trap is loud enough to be heard throughout the abbey's upper level.

GREATER GLYPH OF WARDING

CR 9

XP 6,400

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger location; Reset none

Effect spell effect (*greater glyph of warding*, sonic blast glyph, 7d8 sonic damage, DC 21 Reflex save for half damage); multiple targets (all creatures in area **A3**)

A4. LIGHTHOUSE ENTRANCE

The stem of this tall, white tower seems built out of a smooth, marble-like substance, very hard and uncannily flawless. A spiral staircase built on the surface of the wall leads up to the top.

The double door at the base of the tower, made of the same light and quasi-indestructible marble-like substance as the walls, is shut tight. A permanent *arcane lock* (CL 17th) augments the door's existing lock, and the stone and door of the tower are magically treated for strength. The door (Disable Device DC 40 to pick the lock, hardness 16, hp 120, break DC 38) and tower walls (hardness 16, hp 1,080 per 5-foot section, break DC 70) survived the earthquake and assault intact as a result.

A person who carries a specially prepared miniature tower carved in the spire's likeness can open and close the door with ease—currently, one of these miniatures is

in Casamir Azmeren's possession. The tower's walls are smooth and cannot be climbed without magic such as *spider climb*.

The interior of the structure (areas **A4** and **A5**) are warded by a *forbiddance* spell (CL 17th) attuned to chaotic good. The password "Pharasmae" allows free passage into the area.

A5. PHARUS PHARASMAE

The room at the top of the spiral stairway is encased in thin, immaculate walls windowed with large, colorless glass panes. In the middle shines a huge iridescent sphere, whose dazzling colors are magnificently reflected all over the surrounding white walls and window panes. The walls of the room have been covered to a height of seven feet with tangled scribbles and drawings of butterflies and angelic women.

These windows are in fact permanent *walls of force* (CL 17th), placed here when the spire was first constructed over 500 years ago. The sphere at the center of the room is a permanent *prismatic sphere* (CL 17th), suspended 10 feet off the ground and 10 feet from the ceiling—nearby mirrors can be wound so that they sweep back and forth, the source of the light's unique kaleidoscopic look.

Creature: When Ardathanatus stormed the abbey, one of the local clerics, a man named Casamir Azmeren, took refuge here, knowing that the structure was a solid fortress. Before the attack, Casamir was the tender of the lighthouse, in fact—when the violence came, he made a decision that haunts him to this day. Rather than join what he knew would amount to a slaughter, Casamir instead fled here, hoping to hold out until salvation arrived so that he could report what happened to the abbey. When his first attempt to call for help from his daughter Koriah ended in her defeat and petrification, he went a little mad—since that tragedy, he's been busying himself by writing prayers to Desna on the walls, using sticks of charcoal mixed with spit and drops of his own blood. When he grows hungry, he casts *create food and water*. He hasn't left the Pharus Pharasmae in weeks, and the room reeks of his occupancy.

Getting in to talk to Casamir could be tricky—the entrances to the Pharus Pharasmae are well warded, after all. If the PCs get into a particularly noisy fight in the courtyard below, if they hammer for at least 10 minutes on the door at area **A4**, or if they manage to get up to the *wall of force* windows and catch Casamir's attention, the distraught cleric realizes that hope may have finally come. Communicating with Casamir is at first difficult, as he doesn't want to let the PCs in to talk to them until he's sure they're here to kill the monsters. Once he witnesses them slaying giants, redcaps, or other monsters in the abbey, he opens the door at area **A4** long enough to let them in, then leads them up here to speak.

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If, on the other hand, Casamir notices the PCs but they don't attempt to contact him, he prepares a *divination* spell the next day to learn more about them—satisfied with the result that they're here to help, he then casts *sending* to arrange a meeting with the PC who looks most likely to be a worshiper of Desna. He informs the PCs of the password to avoid the lighthouse's *forbiddance* effect in this message.

Casamir experienced Windsong Abbey's fall firsthand, and can fill the PCs in on what happened. The cleric correctly suspects that Ardathanatus, recorded as the last priest of Pharasma on duty at the abbey before the death of Aroden, has turned to chaos and evil, and intends to bring on a catastrophic invasion of demons on the Material Plane. Casamir also knows that Zolerim, the local priest of Nethys, violated the Windsong Truce and aided Ardathanatus by killing the Masked Abbot, although he's not sure why Zolerim betrayed the abbey. He goes on to tell of his daughter's capture, barely managing to hold back tears as he describes how Koriah succeeded in killing several redcaps before what could only have been a medusa emerged from the refectory (area A15) to turn her to stone. The statue remained in the courtyard for a day as the redcaps despoiled it, but eventually an ettin dragged it off into the refectory. Casamir is distraught about his daughter's fate, and hopes the PCs can save her.

If the PCs think to ask, Casamir can confirm that Ardathanatus did indeed carry a strange triangular-shaped shard of metal on him, and that he seemed particularly taken with caressing it when he was barking orders to his monstrous minions during the attack on Windsong.

Further information about Casamir and the role he can play in this adventure can be found on pages 56–57.

CASAMIR AZMEREN

CR 7

XP 3,200

hp 35 (see page 56)

Story Award: If the PCs manage to contact Casamir and secure his aid and learn what he knows, award them 6,400 XP.

A6. GATEHOUSE STOREROOM (CR 11)

This room contains a large barrel and a couple of wooden shelving units. Several opened crates and burst sacks lie scattered here and there. There is a trap door in the southwest corner, next to the entrance.

The iron-shod door of this room is unlocked and slightly ajar. The abbey guards kept supplies here, including fresh food and water delivered on a daily basis from the countryside. The redcaps ransacked the supplies, and nothing of value remains here. The barrel is half full

of stale water. The trap door, which once gave access to the dungeons below, has been turned into a trap by the redcaps.

Trap: The redcaps have weakened the floor in the 10-foot square where the trap door is located, so that it collapses as soon as two Medium creatures simply stand near to it. Under the trap door, 20 feet below, the redcaps have fitted a bed of poisoned spikes and erected a brick wall to isolate the bottom of the trap from the rest of the complex.

POISONED PIT TRAP

CR 11

XP 12,800

Type mechanical; Perception DC 30; Disable Device 30

EFFECT

Trigger location; **Reset** none

Effect 20-ft.-deep pit (2d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage each plus poison [giant wasp poison]); DC 20 Reflex avoids; multiple targets in a 10-ft.-square area)

A7. GATEHOUSE STAIRWAY

A wooden stairway ascends the inner wall of this otherwise empty room.

The iron-shod door of this room is locked (Disable Device DC 30, break DC 25). The stairway leads up to area A8.

A8. GATEHOUSE GUARDPOST (CR 10)

The gatehouse's second floor consists in a single, huge room. In the north part of the room are a round table with some chairs and a fireplace.

If the trap in area A1 hasn't been triggered, the four huge blocks of stone still hang over the floor in the middle of the room; the weakened murder holes are still strong enough to support the weight of Medium or smaller creatures. If the trap has been triggered, the central 20 square feet of the room's floor are gone, fallen away into the rubble of the area below. Hanging ropes make it possible to swing across the gap with a successful DC 15 Acrobatics check.

The table near the fireplace is usually used by the redcaps to consume meals and play games. A number of pulleys and levers are used by redcaps to trigger the trap in area A1, and a couple of peepholes allow an unseen observer to keep an eye on the passage below. Near to the staircase in the south sits a human-sized cage made of wood. Currently empty, the cage is used by the redcaps to hold recently captured prisoners until they are transferred to the dungeon. The cage is held together by rope and nails, and can be closed with a padlocked chain. If the PCs inspect the interior of the cage carefully, they find tiny

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graffiti recording the names of captured peasants and their desperate invocation of help from the gods.

Creatures: Four redcaps are stationed here in a constant state of readiness—they sleep in shifts after dark but are awake during the day. Although not particularly on the alert, the redcaps keep an eye on the fireplace, the cage, the murder holes, and the arrow slits, promptly responding to any menace.

If the PCs confront the redcaps before the falling block trap (see area A1) is triggered, the monsters try to lure the PCs into the dangerous area in the middle of the room, then trigger the trap with one of the ropes (a redcap can do this as a move action from any square adjacent to the trap's boundary), causing the floor to fall away and dealing damage (plus 2d6 falling damage for the 20-foot drop) to anyone in the danger zone who fails a DC 20 Reflex save.

If the PCs confront the redcaps after the trap is triggered, the redcaps move back and forth over the hole by jumping (with their +27 bonus to jumping, they can succeed at the check automatically if they have a running start).

The redcaps flee upstairs to area A9 once at least two of their number are slain.

REDCAPS (4) **CR 6**
XP 2,400 each
hp 60 each (*Pathfinder RPG Bestiary 2 233*)

Story Award: If the PCs reach this area without triggering the trap in area A1 and manage to defeat the redcaps before they can trigger the trap or endure the trap's triggering during the battle, award them 12,800 XP for the trap as normal.

A9. GATEHOUSE WATCHPOST (CR 12)

A single large room encompasses the entire top floor of the gatehouse. A large treasure chest sits among several bedrolls to the north. The stained-glass windows along all the walls have been universally smashed out.

Most of the furniture of this room has long ago been chopped to pieces and burned as firewood, but the stained-glass windows were destroyed simply because the redcaps hated the religious imagery they contained. Besides the bedrolls of the recaps, their sleeping area contains a small chest with the band's most precious treasures.

Creatures: While there are bunks here to accommodate all of the redcaps, in fact, many of the fey simply choose to sleep near their actual post when night falls. The leader of the redcaps,

a brute named Roy Flaxbeater, is always encountered here, enjoying the comforts of being in charge by eating, drinking, sleeping, and tormenting prisoners or (when prisoners are in short supply, as they are now) other redcaps. During the day, Flaxbeater and his four unfortunate minions can be found alert and awake in this room, while at night, the five redcaps are all sleeping. If any redcaps from area A9 fled up here, Flaxbeater and his playthings are alert and ready for combat. Likewise, if the trap in area A1 gets triggered, Flaxbeater prepares for combat. Flaxbeater himself is a foul-mouthed, energetic monster who put out his own eye simply so he could wear a large spherical garnet in the socket to make himself look more frightening.

ROY FLAXBEATER **CR 10**
XP 9,600

Male redcap rogue 7 (*Pathfinder RPG Bestiary 2 233*)
NE Small fey

Init +10; **Senses** low-light vision; **Perception** +19

DEFENSE

AC 25, **touch** 18, **flat-footed** 18 (+4 armor, +6 Dex, +1 dodge, +3 natural, +1 size)

hp 141 (15 HD; 8d6+7d8+82); **fast healing** 3

Fort +9, **Ref** +17, **Will** +9

Defensive Abilities evasion, trap sense +2, uncanny dodge; **DR** 10/cold iron

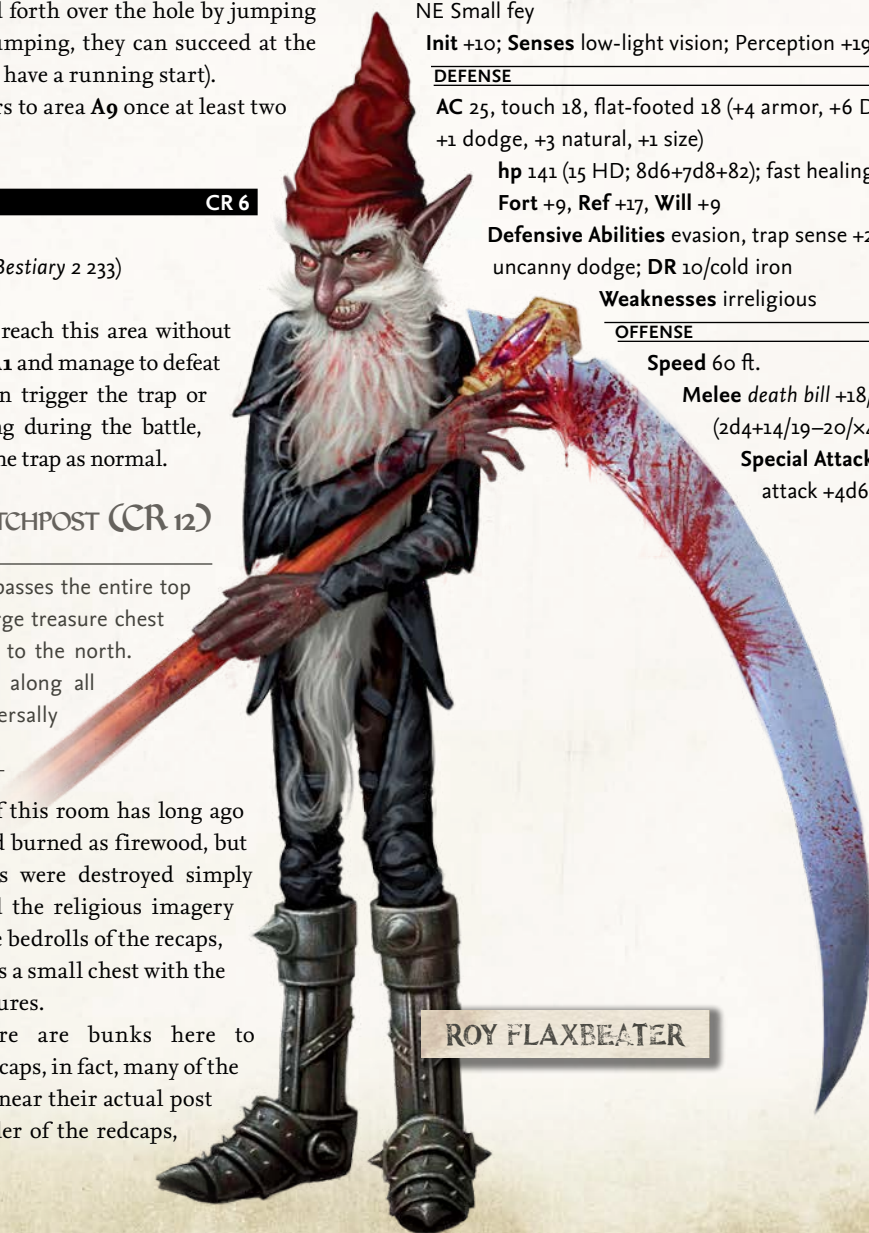
Weaknesses irreligious

OFFENSE

Speed 60 ft.

Melee death bill +18/+13
(2d4+14/19–20/x4)

Special Attacks sneak attack +4d6



ROY FLAXBEATER

BEYOND THE DOOMSDAY DOOR

TACTICS

During Combat If he's expecting trouble, Flaxbeater hides near the south stairs so he can sneak attack the last PC to enter the room once combat starts. He uses his minions as nothing more than flanking partners, and tries to avoid fighting in melee against foes that wield weapons capable of penetrating his damage reduction.

Morale Flaxbeater panics if reduced to fewer than 20 hit points. He sacrifices any and all of his followers in order to escape death in this case—if he can't flee downstairs, he climbs out a window. His goal is to find somewhere to hide until he's healed back to full hit points, whereupon he stealthily tracks down the PCs and waits for them to get into another fight before leaping out to stab them again.

STATISTICS

Str 22, **Dex** 23, **Con** 20, **Int** 14, **Wis** 13, **Cha** 18

Base Atk +9; **CMB** +14; **CMD** 31

Feats Combat Expertise, Combat Reflexes, Dodge, Improved Critical (scythe), Improved Initiative, Mobility, Spring Attack, Vital Strike, Weapon Focus (scythe)

Skills Acrobatics +24 (+36 when jumping), Bluff +22, Climb +24, Escape Artist +24, Intimidate +22, Perception +19, Sense Motive +18, Sleight of Hand +24, Stealth +28; **Racial**

Modifiers +12 Acrobatics (when jumping)

Languages Aklo, Common, Giant, Sylvan

SQ boot stomp, heavy weapons, red cap, rogue talents (bleeding attack +4, combat trick, resiliency), trapfinding +3

Other Gear +2 leather armor, death bill (see page 60), garnet eye worth 5,000 gp, key ring

REDCAPS (4)

CR 6

XP 2,400 each

hp 60 each (*Pathfinder RPG Bestiary* 2 233)

Treasure: The treasure chest amid the bedrolls is locked (Disable Device DC 40), but Flaxbeater carries the key. The chest contains 922 sp, 600 gp, a pouch of seven gems worth 100 gp each, and about 40 pounds of silverware stolen from the abbey (cutlery, vases, bottles, and cups) worth 1,300 gp in total thanks to their excellent workmanship. Roy Flaxbeater's bundle of keys opens most locks in the abbey buildings save for the doors at areas **A4** and **A10**.

A10. LABYRINTH WITHOUT WALLS (CR 12)

The iron-shod door into this room from the courtyard is sealed with a particularly ominous-looking lock bearing a metal plate fashioned in the shape of a moonlike skull. A successful DC 20 Knowledge (religion) check is enough to recognize the lock as being carved in the shape of the holy symbol of Groetus. The housing for the lock, as well as the door itself, appears to be quite old, as a PC who succeeds at a DC 15 Knowledge (engineering) can confirm. In fact, this door and the wall of the room around it predate Windsong

Abbey by many centuries—it is of Thassilonian make, and once served as the back entrance to the temple of Groetus in the cliff below.

An examination of the lock reveals its true complexity, for even as it is studied, the mechanism of the lock itself twists and changes. The entire thing is a magical item known as a *doomsday lock*. It radiates strong transmutation magic, and any attempt to pick the lock causes the skull to bite down on the key or lockpick. The user must make a DC 20 Reflex save each round—failure indicates the biting skull deals 1d6+10 points of damage to the item (enough to automatically destroy most normal or masterwork lockpicks). A new Reflex save must be made each round. The lock can, however, be opened if the attempt is made while invisible. Attempts to pick the lock using Disable Device take a –10 penalty if the skull is attempting to chew the lockpick.

While the lock can perhaps be picked (with a series of six consecutive successful DC 35 Disable Device checks to decode the six-part combination), an easier method of unlocking the door exists—the *doomsday key* carried by Sufestra in area **A22** fits this lock perfectly and does not trigger the biting skull. Unfortunately, the lock itself is a combination lock that requires a specific pattern to open. Using the *doomsday key* bypasses the trap associated with the area only if the correct combination is used.

Trap: An ancient trap wards this old entrance to the vaults below, one that the priests of Windsong knew about but never removed, as they felt that the trap served just as well to keep any dangers in the dungeons below from escaping as from keeping anyone from above getting in (the priests and servants used trap doors elsewhere in the abbey for ingress and egress). Casimir can warn the PCs about this trap if they speak to him. He knows that the door's lock requires a combination, but doesn't know that combination—that secret was kept by the Masked Abbot. Although the abbot is now dead, Casimir muses that, perhaps, the combination can be found in his quarters (area **A19**).

Using the *doomsday key* to unlock the trap bypasses it—but only if the correct combination is entered. The lock itself turns both left and right, with each turn twisting the key 90 degrees in one direction before the lock makes a satisfying click. The correct combination to open the *doomsday lock* is as follows: 2L–3R–1L–2R–2L–3R, with the numeral indicating how many clicks the key must be turned and the L or R indicating direction (left or right). Once the right combination is entered, the door swings open.

Any other method used to force open the door (including a series of Disable Device checks made without a *doomsday key*) triggers the trap. A ripple of cold air radiates out from the lock to a radius of 30 feet, and all creatures in this area are subjected to the *labyrinth without walls* trap. This effect is similar to that generated by a *maze* spell—all creatures within 30 feet of the door when it is opened are shunted

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into an extradimensional realm unless they are warded by a *dimensional anchor* or similar effect. This realm is a featureless gray and infinite expanse with a ruined, empty cathedral of Pharasma at its heart. The sky is black and starless, with only an immense skull-shaped moon hanging above. Despite the lack of walls, the method of escaping this realm is identical to that of a typical *maze* spell—each round as a full-round action, a character may attempt a DC 20 Intelligence check to escape. If multiple creatures are caught by the trap, they all share the same fate and are together in this eerie realm—if one creature in the group succeeds at the DC 20 Intelligence check, all of its allies can opt to escape the realm as well. Each round that passes, creatures in this realm must make a successful DC 20 Will save to avoid taking 1d4 points of Charisma drain. A creature drained to 0 Charisma is comatose and cannot make Intelligence checks to escape, and at your option, becomes afflicted with agoraphobia (fear of open spaces—see page 250 of the *Pathfinder RPG GameMastery Guide* for rules on madness).

If the attempt to open the door succeeds, the door remains open for only 1d10 rounds before it closes automatically with a resounding slam. This deals 3d6+10 points of damage to any object or creature in the doorway—only if the object or creature is not destroyed or slain by this damage can the door be effectively propped open. The trap automatically resets each time the door is closed.



DOOMSDAY LOCK

The iron-shod door of this room, slightly ajar, is blackened by soot but still in working order. The ground floor of this burned guesthouse now appears as a large open space with just a few rooms surviving along the other walls. The rooms on the ground floor of this building once served as guest rooms, while the bulk of the abbey's priests dwelled in rooms on the upper floors, now completely destroyed. The surviving side rooms were originally cleared and intended to serve as a place for many of Ardathanatus's minions to rest, but after a few weeks of infighting, these rooms are empty save for the northernmost room, which is now occupied by Larla Clankypump, the redcap musician.

Creatures: Clankypump, whose music is seldom appreciated by her brethren, was selected by Ardathanatus to serve as the "leader" of the redcaps, but the elf miscalculated the amount of respect the redcaps have for her. Poor Clankypump has never been able to maintain much in the way of respect of her kin, and after Flaxbeater more or less stole her thunder by taking over, the depressed redcap began spending most of her time in this building—its ruined skeletal remains serving to perfectly augment her bleak mood. Several dust mephits (a small gang of outsiders that have long followed Clankypump around and enjoy her music in ways the other redcaps do not) dwell here as well, perching amid the ruins like

tiny little gargoyles.

If Clankypump hears combat, she watches from hiding and casts *whispering wind* to alert the skulks in area B10, but otherwise she feels no real loyalty to the other inhabitants of the abbey. She does not join in any battles as a result. Clankypump alone among the redcaps might be willing to listen to reason, but only if the PCs immediately compliment her or her musical skills—otherwise, her instinctive reaction is to attack.

LABYRINTH WITHOUT WALLS CR 12

XP 19,200

Type magic; Perception DC 33; Disable Device DC 33

EFFECTS

Trigger touch; **Reset** automatic (as soon as door closes)

Effect spell effect (*maze*, CL 20th, DC 20 Will save each round to resist 1d4 Charisma drain); multiple targets (all creatures within a 30-foot-radius spread of the door)

A11. CHARRED DORMITORY (CR 11)

Once a three-story-high building, this structure is now little more than a charred pile of ruins surrounded by a twenty-foot-high enclosure of blackened wall. A few smaller rooms remain along the walls, but even these are partially collapsed. Fragments of furniture suggest this was once the abbey guesthouse before the fire ruined it all.

LARLA CLANKYPUMP CR 9

XP 6,400

Female redcap bard 6 (*Pathfinder RPG Bestiary* 2 233)

NE Small fey

Init +10; **Senses** low-light vision; Perception +19

DEFENSE

AC 23, touch 17, flat-footed 17 (+3 armor, +6 Dex, +3 natural, +1 size)

BEYOND THE DOOMSDAY DOOR

hp 117 (14 HD; 8d6+6d8+62); fast healing 3
Fort +8, Ref +17, Will +13; +4 vs. bardic performance, language-dependent, and sonic
DR 10/cold iron
Weaknesses irreligious

OFFENSE

Speed 60 ft.
Melee mwk scythe +16/+11 (2d4+11/x4)
Special Attacks bardic performance 19 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2, suggestion)
Bard Spells Known (CL 6th; concentration +11)
2nd (4/day)—*glitterdust* (DC 17), *hold person* (DC 17), *invisibility*, *whispering wind*
1st (6/day)—*charm person* (DC 16), *cure light wounds*, *hideous laughter* (DC 16), *ventriloquism* (DC 16)
o (at will)—*dancing lights*, *ghost sound* (DC 15), *mage hand*, *message*, *open/close*, *summon instrument*

TACTICS

Before Combat Clankypump casts *invisibility* if she has time.
During Combat Clankypump tries to avoid combat. She inspires the dust mephit minions with courage, then uses *glitterdust*, *hold person*, and *hideous laughter* to keep the PCs disorganized and distracted. She prefers to hold back on physical attacks until she's got the bulk of the party blinded or otherwise incapacitated, in which case she focuses those attacks on any PCs who still remain able to fight back.
Morale If she is reduced to fewer than 20 hit points, Clankypump surrenders, begging for mercy and promising that she can help the PCs. She knows the PCs need the *doomsday key* to open the door to area **A10**, and that the key is held by the medusa in area **A22**. She agrees to help the PCs recover the key if they promise to let her go once they secure the key, but in fact, she attempts to flee as soon as she has a chance to heal herself back to full hit points.

STATISTICS

Str 20, Dex 23, Con 18, Int 14, Wis 15, Cha 20
Base Atk +8; CMB +12; CMD 28
Feats Arcane Strike, Combat Casting, Combat Reflexes, Improved Initiative, Power Attack, Vital Strike, Weapon Focus (scythe)
Skills Acrobatics +23 (+35 when jumping), Escape Artist +23, Knowledge (engineering) +15, Knowledge (religion) +15, Perception +19, Perform (comedy) +22, Perform (wind) +22, Sense Motive +19, Stealth +27; **Racial Modifiers** +12 Acrobatics (when jumping)
Languages Aklo, Common, Giant, Sylvan
SQ bardic knowledge +3, boot stomp, heavy weapons, lore master 1/day, red cap, versatile performance (comedy, wind)
Combat Gear *wand of confusion* (13 charges); Other Gear +1 *light fortification leather armor*, masterwork scythe, 112 gp

ADVANCED DUST MEPHITS (5)

CR 4

XP 1,200 each

hp 25 each (*Pathfinder RPG Bestiary* 202, 294)

A12. KITCHEN

A great fireplace, almost ten feet tall, dominates this large kitchen from a circular alcove to the northwest. Several workbenches covered with food scraps and dirty chopping boards and bowls lean against the walls; and a central table with chairs stands in the middle.

The iron-shod door of this room is unlocked and slightly ajar. The kitchen, now used only occasionally by the redcaps, is impressive for its size, but otherwise unremarkable. A PC who inspects the mess and succeeds at a DC 15 Perception check notices that someone seems to have been recently preparing sausages with ingredients like meat, onion, oatmeal, suet, spices and salt. A successful DC 15 Heal check is enough for a PC to confirm that the meat seems to have come from humans.

A13. PANTRY (CR 10)

This large pantry contains many wooden shelving units and all kinds of kegs, barrels, and crates. The majority of these containers have been ransacked, although numerous bunches of sausages and misshapen leathery bags hang from the ceiling beams near the middle of the room.

The wooden door of this room is locked (Disable Device DC 25, break DC 18). The pantry is almost completely empty, swept barren by hobgoblin mercenaries, and the only visible foodstuffs are the sausages (all that remains of the abbey's acolytes), a few rounds of sheep cheese, and a half-dozen barrels of salted fish. Among more conventional sausages are some bulging stomachs filled with offal, similar to large white puddings. These are actually redcap haggis made with the entrails of human victims. One of these swollen stomachs, a bit darker and larger than the others, is painted in blood with intricate designs. The stomach radiates strong evocation magic and has the word "peel" written on it both in Aklo and in Abyssal.

Trap: The painted stomach is a curious trap left here by Ardathanatus. This stomach has been enchanted to summon a monster that shares an affinity with its horrid content—a revolting, intestine-like nyogoth. If anyone but a redcap examines it, or if a lawful or good creature comes within 10 feet, the stomach bursts open, releasing the summoned nyogoth qliphoth. The nyogoth remains on the Material Plane for 15 rounds, trying to kill any living being but a redcap or Ardathanatus himself.

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QLIPPOTH HAGGIS TRAP

CR 10

XP 9,600

Type magic; Perception DC 32; Disable Device DC 32

EFFECT

Trigger proximity (true seeing); Reset none

Effect spell effect (*summon monster VII*, summons a nyogoth qliploth for 15 rounds—see *Pathfinder RPG Bestiary 2 224*)

A14. DESTROYED CATHEDRAL (CR 12)

What was once a magnificent cathedral now lies in ruins, its outer wall almost completely obliterated. The space inside is clogged with rubble, broken beams, and shards of stained glass. Splashes of dried blood and fragments of flesh and bone lie throughout the ruined chamber.

This formerly breathtaking cathedral has been all but ruined, the statues of the 21 deities that once sat in niches in the walls having all been pulled down and reduced to rubble. It was through the earthquake-induced breach in the wall here that the bulk of the giants and monsters under Ardathanatus's command invaded the abbey, and it was here that the battle was lost.

Creatures: Ardathanatus called a pair of disgusting qliploth from the depths of the Abyss to guard this room. Both monsters resemble tangled, glistening coils of intestines wrapped around a fanged mouth—these, like the creature summoned by the trap in area A13, are nyogoth qliploth. The strictures of Ardathanatus's *planar ally* spell prevent the nyogoths from leaving the abbey, but as detailed in area A2, they may move into the courtyard to join a battle there. If fought here, the two monsters begin combat with *acid fog* along the ruined southeast portion of the area to make fleeing difficult, then move to fight in melee. They do not pursue foes out of the abbey, but don't hesitate to use *acid arrows* and *fear* against those who try to remain at range.

NYOGOTH QLIPPOTH (2)

CR 10

XP 9,600 each

hp 125 each (*Pathfinder RPG Bestiary 2 224*)

Development: This cathedral is in ruins, and repairing and restoring it should be a difficult, long-term task. Nonetheless, if a worshiper of any of the core 20 deities of the Inner Sea region (save for Rovagug) casts *hallow* or *unhallow* on the remains of the cathedral, that caster's deity rewards her for the act by immediately targeting the caster and any allies with one *heal* spell and one *greater restoration* spell each. In addition, for the next 24 hours, anyone who gains this boon also gains a +4 sacred or profane bonus to her highest ability score. This award is granted only once, upon the first casting of a *hallow* or *unhallow* spell here.

A15. REFECTORY (CR 11)

An elaborate fresco depicting a banquet shared by the many deities of Golarion decorates the four walls of this dining hall. The refectory is in complete disarray, with smashed tables and chairs and all kinds of cutlery and crockery scattered here and there amid loads of dirt and rubbish.

Creatures: The refectory is currently occupied by a group of ettins who remained at the abbey after the departure of most of Ardathanatus's mercenary force out of loyalty to their leader, a brute named Kob-Kog who wraps one of his heads in bandages because he only has one helmet. Needed at first to secure the abbey grounds before the arrival of more reinforcements from the Hollow Mountain, the ettins are now considered a nuisance by Ardathanatus due to their exceedingly gross and unruly behavior. Shortly before the PCs arrival, the ettins slew a stray cow and obtained a large cask of wine that had gone unnoticed. Their revolting jamboree left them sluggish and hungover, and as a result, all of them are sickened.

KOB-KOG

CR 9

XP 6,400

Male ettin fighter 3 (*Pathfinder RPG Bestiary 130*)

CE Large humanoid (giant)

Init +5; Senses low-light vision; Perception +16

DEFENSE

AC 24, touch 10, flat-footed 23 (+6 armor, +1 Dex, +8 natural, -1 size)

hp 113 (13 HD; 10d8+3d10+52)

Fort +14, Ref +5, Will +7; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 40 ft.

Melee mwk battleaxe +15/+10 (2d6+13/19-20/x3), mwk heavy pick +15/+10 (1d8+13/19-20/x4)

Space 10 ft.; Reach 10 ft.

Special Attacks superior two-weapon fighting

TACTICS

During Combat Until seriously wounded (see *Morale*, below), Kob-Kog is a bastion of fury, barreling into the PCs to attack on sight. He is fond of using bull rush to knock down smaller foes, and always uses Power Attack to gain a +6 damage bonus at the cost of a -3 penalty to hit (these modifiers are included in the stats above).

Morale If reduced to fewer than 25 hit points, Kob-Kog attempts to flee, pushing any other remaining ettins aside in an attempt to throw off pursuit.

STATISTICS

Str 25, Dex 12, Con 19, Int 6, Wis 12, Cha 9

Base Atk +10; CMB +18; CMD 29

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Feats Improved Bull Rush, Improved Critical (heavy pick), Improved Critical (battleaxe), Improved Initiative, Improved Iron Will, Iron Will, Power Attack, Weapon Focus (heavy pick), Weapon Focus (battleaxe)

Skills Intimidate +10, Perception +16

Languages pidgin of Giant, Goblin, and Orc

SQ armor training 1

Gear breastplate, masterwork battleaxe, masterwork heavy pick, large burlap sack containing silverware, jewelry, and art objects looted from the abbey and worth 4,550 gp in total

ETTINS (3)

CR 6

XP 2,400 each

hp 65 each (*Pathfinder RPG Bestiary* 130)

A16. GUARDROOM (CR 12)

A grand stairwell to the upper floor is set along the west wall, splitting to the north and south in flanking ascending flights. An extravagant headdress consisting of a veil hanging from a silvery crown is draped over the north banister at the foot of the stairs.

This room was used for rest and recreation by the abbey guards. The fine weapons stored here have been stolen by Ardathanatus's minions—what remains is unremarkable and worthless.

Traps: Two more of Ardathanatus's devious traps await opportunities to devastate would-be rescuers here. The first of these is a *greater glyph of warding* centered on the headdress that explodes into a blast of sonic energy if the raiment is moved. The other trap is a pit trap similar to the one in area A6—a pit carved under a trap door that once led down into the basement.

HEADPIECE BOOBY TRAP

CR 9

XP 6,400

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger location; **Reset** none

Effect spell effect (*greater glyph of warding*, sonic blast glyph, 7d8 sonic damage, DC 21 Reflex save for half damage); multiple targets (all creatures in area A16)

POISONED PIT TRAP

CR 11

XP 12,800

Type mechanical; Perception DC 30; Disable Device 30

EFFECT

Trigger location; **Reset** none

Effect 20-ft.-deep pit (2d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage each plus poison [giant wasp poison]); DC 20 Reflex avoids; multiple targets in a 10-ft.-square area)

Treasure: A successful DC 20 Knowledge (religion) check identifies the headpiece as the raiment of the Masked Abbot of Windsong Abbey. This beautiful item is a *headband of mental prowess +4* (Wisdom and Charisma).

A17. NORTH SEA TOWER ROOM

The northwest corner of this room is circular, with windows that overlook the sea. In the round-shaped section of the room, a high-backed leather armchair sits facing one of the windows, its leather surface stained and stinking of decayed meat.

Development: This room has been occupied by the undead bugbear Luthask, who spends most of his time sitting on the armchair, staring out to sea in deep thought. Luthask is found here only if the PCs have arrived here completely undetected. Otherwise, the armchair is unoccupied, and Luthask is in the council chamber (area A20).

A18. SOUTH SEA TOWER ROOM

The southwest portion of this room is circular, with windows that overlook the sea.



KOE-KOG

Two to left for annis hag.
 Three to right for banshee nag.
 One to west for greenie crone.
 Two to east for spinster lone.
 Two to dusk for wife in tears.
 Three to dawn for witch's leers.

Player Handout

Development: This room is where Luthask's undead bodyguards, three mummies, often wait upon their master's orders. The mummies are found here only in the unlikely case that the PCs have arrived here completely undetected. Otherwise, the three chairs near the windows are unoccupied, and the undead are in the Windsong council chamber (area A20).

A19. ABBOT'S CHAMBERS

This rectangular room is almost completely lined in wood and furnished with a round table with a single chair, several stools near a large fireplace, and two tall bookcases flanking a window with flowery stained-glass designs.

This room, once the bedroom of the Masked Abbot, has been claimed by the medusa Sufestra, though she's been spending the majority of her time in area A22 of late. The bookcases beside the window are almost empty, and contain just a few books of obscure poetry and litanies written in Aklo and Abyssal—Sufestra's collection of demonic literature. On the table is a small book of poems in Abyssal dedicated to the demon lords of Golarion. The inside back cover of this book has been used to scribble a short poem. This is reproduced above as a player handout (see above).

The poem is actually a witchy chant-style annotation by Sufestra detailing the combination to open the *doomsday locks* in the dungeons while using the *doomsday key*. Sufestra chose to hide the combination in the form of a poem so that, while it would remind her, it wouldn't necessarily help anyone else. A successful DC 25 Knowledge (religion) check suggests that the "categories" of people and creatures mentioned in the poem are the typical worshipers of the demon lord Mestama (annis hags, banshees, green hags, spurned lovers, vengeful widows, and witches).

Treasure: The books on the shelves, while grim and blasphemous in subject matter, are rare editions worth 400 gp in all. If referenced while making a successful Knowledge (planes or religion) check about anything

associated with the Abyss, demons, or qliploth, these books grant a +2 circumstance bonus on the check.

A20. WINDSONG COUNCIL CHAMBER (CR 11)

This huge room is a large open central chamber surrounded by an ambulatory, creating a sort of indoor arcade with numerous five-foot-wide arches providing access into the center. In the central chamber, which sits under a vaulted twenty-foot-high ceiling supported by wooden timbers, twenty-one ornate chairs stand in solemn ring, their backs against the walls of the arcade between each of the arches. On the high back of each chair is the beautifully sculpted holy symbol of one of the major deities of Golarion. An immense dark fireplace looms to the west.

This is where the priests of the abbey held their meetings and councils. The 21 chairs each bear the holy symbols of the 20 major deities plus Aroden. A successful DC 20 Perception check made while examining the chairs reveals that two of the chairs (Aroden's and Rovagug's) seem to have not been used in a great while—in fact, Rovagug's seems never to have been used at all. Further, Iomedae's chair bears a deep gouge along the back at about the point where a seated person's neck would be located, for the priest of Iomedae was seated here a century or so ago when Ardathanatus murdered her by decapitating her with her own sword.

To the north, a door leads out to a balcony that runs along the outer wall, partially above area A3 and overlooking area A2. This door is barred from the inside (break DC 26).

Creatures: The undead bugbear Luthask and his three mummy bodyguards ("gifts" from Ardathanatus, after he found the mummies in deeper chambers below—each of these mummies was created in a desecrated area so it has more hit points than normal) spend much of their time in this room. Luthask sits on Urgathoa's chair in idle contemplation, and his bodyguards simply stand in the surrounding arcade, ready to do their job if needed. A prolific murderer in life, Luthask made a bargain with an ogrekin witch in the Fogscar Mountains to bring him back from death should he ever die. The ogrekin kept her end of the bargain, and Luthask promptly slew her in reward. But Luthask has found that the ogrekin may have had the last laugh, for while he now lives on as a juju zombie, he has lost his capacity to take joy in the kill. He joined Ardathanatus in the hope that the powerful cleric could someday restore his ability to feel pleasure in sadism. Until Luthask earns this reward, he is content to serve, spending the bulk of his time in gloomy thought as he philosophizes on the connections between life and the ability to feel pleasure.

A restless, utterly evil undead being, Luthask is quick to act under Ardathanatus's orders, but he is somewhat

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sluggish in the company of Sufestra, whom he dislikes and tends to avoid. Nicknamed “Massife Anes” by the redcaps for his emaciated but still mighty-looking body frame, Luthask does not react to alarms, only rising from his chair to attack the PCs once they reach this room. Each time he strikes a blow with his axe, he sobs in frustration, muttering phrases like “Can’t feel...” or “Numb...”

LUTHASK CR 10

XP 9,600

Male juju zombie bugbear fighter 7 (*Pathfinder RPG Bestiary* 38, *Pathfinder RPG Bestiary* 2 291)

CE Medium undead (augmented humanoid)

Init +5; Senses darkvision 60 ft.; Perception +11

DEFENSE

AC 28, touch 12, flat-footed 26 (+10 armor, +1 Dex, +1 dodge, +6 natural)

hp 90 (9 HD; 2d8+7d10+43)

Fort +8, **Ref** +5, **Will** +6; +2 vs. fear

Defensive Abilities bravery +2; channel resistance +4; **DR** 5/magic and slashing; **Immune** cold, electricity, magic missile, undead traits; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee greataxe of lifestealing +19/+14 (1d12+15/19–20/x3)

Ranged mwk composite longbow with +1 elf-bane arrow +12/+7 (1d8+10/x3)

Special Attacks weapon training (axes +1)

TACTICS

During Combat Luthask prefers fighting with his axe, and particularly hates elves. He switches to his bow if an elven target is available, staying on the move to prevent attacks of opportunity and relying on his mummies to keep enemies from engaging him in melee in this case.

Morale Luthask fights until destroyed.

STATISTICS

Str 24, **Dex** 13, **Con** —, **Int** 10, **Wis** 12, **Cha** 16

Base Atk +8; **CMB** +15; **CMD** 27

Feats Deadly Aim, Dodge, Improved Critical (greataxe), Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Weapon Focus (composite longbow, greataxe), Weapon Specialization (composite longbow, greataxe)

Skills Climb +16, Intimidate +15, Perception +11, Stealth +14; **Racial Modifiers** +8 Climb, +4 Intimidate, +4 Stealth

Languages Common, Goblin

SQ armor training 2

Gear +1 full plate, greataxe of lifestealing (as sword of lifestealing), masterwork composite longbow with 10 +1 elf-bane arrows, headband of alluring charisma +2

MUMMIES (3) CR 5

XP 1,600 each

hp 76 each (*Pathfinder RPG Bestiary* 210)

A21. STAINED-GLASS GALLERY (CR 11)

This room is a sort of enclosed bridge suspended over the cliff and shore. The east and west walls are decorated with magnificent stained-glass windows depicting wonderful landscapes of the Outer Planes and of the home of the gods of Golarion.

Creatures: Ardathanatus used a pair of *planar ally* spells to conjure up a pair of wrath demons (known to many as vrocks) to serve the medusa cleric Sufestra as guardians. As a result, while Sufestra doesn't officially control the demons, they do follow her commands. She casts *status* on both demons every morning, so even if they're unable to alert her of intruders into this room via telepathy, she



LUTHASK

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knows the instant they're damaged, banished, slain, or otherwise inconvenienced.

Both vrocks stand at guard in the middle of the room and attempt to summon additional vrocks to their side as soon as they hear the sounds of combat in area **A20**. They use *mirror image* and *heroism* at the start of combat, and are quite fond of using *telekinesis* to hurl PCs through stained-glass windows, given the chance (it's a 120-foot fall to the rocky beach below).

VROCKS (2)

CR 9

XP 6,400 each

hp 112 each (*Pathfinder RPG Bestiary* 69)

A22. BATHS (CR 12)

This room is finely tiled with ceramic and glass and smells of pleasant floral aromas. A large, circular stone bath rises from the floor in the middle. Of the three stained-glass windows in the room, the ones on the west and the east walls are flanked by large clay vases under copper pipes that descend from the ceiling. The air is pleasantly warm, no doubt heated by the steaming waters in the bath.

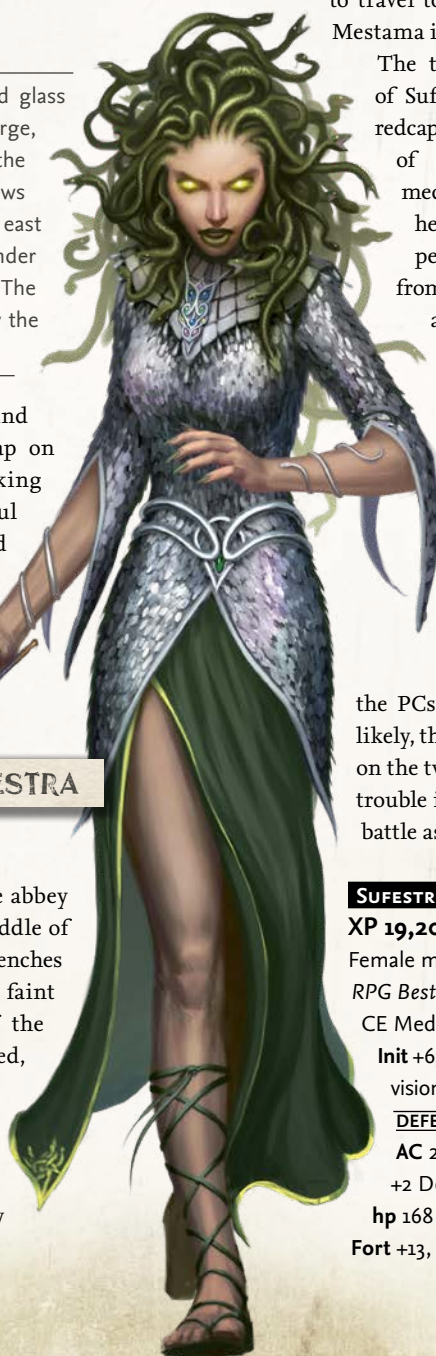
Three unusually realistic statues stand in the room—one of a begging redcap on his knees, another of a startled-looking hill giant, and yet another of a beautiful half-elven woman armed with a sword and a hooked club. These are all petrified creatures—but by the time the PCs enter the room, one or two of them may well have been restored to flesh (see *Creatures*, below)—make sure to amend your description of the room to include statues as appropriate.

This room is where the priests of the abbey came to relax—the large pool in the middle of the room is 3 feet deep, with submerged benches along the edges. The pool itself radiates faint conjuration magic, for the waters of the pool remain constantly heated, refreshed, and purified. This room sings with sound when the Windsong plays, for it is through the walls of this tower that the song is generated—here, Perception check penalties imparted by the Windsong are doubled.

Creatures: Sufestra, a beautiful medusa cleric, had long been enthralled with the teachings of the demon lord Mestama, particularly in her espousing of cruelty and deception. When Ardathanatus encountered Sufestra in Hollow Mountain, she was engaged in an exploration of the ancient Bakhrakani ruins for any ancient demonic artifacts related to her patron. They fought briefly, but Ardathanatus quickly proved the victor and subjected her to a *geas/quest* spell to serve him rather than die at his hand. In time, Sufestra has come to respect the powerful elf, and she no longer needs to be forced via magic to serve him, for she hopes that if he can open a portal to the Abyss via the *Doomsday Door*, she can make use of it herself to travel to the Abyss and pledge her loyalty to Mestama in person.

The three statues in this room are three of Sufestra's more recent victims. Two (the redcap and the hill giant) were followers of Ardathanatus who displeased the medusa—she ordered them to join her here for punishment, but before she petrified them, she extracted a promise from each that, if she restores them to flesh at some point in the future, she'll let them remain flesh as long as they aid her in combat. The third statue, of course, is Koriah Azmeren, as any PC who met her during the start of the Shattered Star Adventure Path can immediately recognize.

Sufestra is fond of disguising herself as a human or elven woman, keeping her serpentine hair hidden under a hood or cowl. In the unlikely event that she's caught unawares here, the PCs find her relaxing in the pool. More likely, the sounds of combat and the *status* spell on the two vrocks in area **A21** let her know that trouble is afoot, in which case she prepares for battle as detailed in her tactics.



SUFESTRA

SUFESTRA

CR 12

XP 19,200

Female medusa cleric of Mestama 8 (*Pathfinder RPG Bestiary* 201)

CE Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft., all-around vision; Perception +15

DEFENSE

AC 26, touch 13, flat-footed 23 (+9 armor, +2 Dex, +1 dodge, +4 natural)

hp 168 (16 HD; 8d10+8d8+88)

Fort +13, **Ref** +10, **Will** +18

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DR 10/adamantine (130 points from *stoneskin*)

OFFENSE

Speed 20 ft.

Melee +1 *frost punching dagger* +17/+12/+7 (1d4+3/x3 plus 1d6 cold), snake bite +11 (1d4+1 plus poison)

Special Attacks channel negative energy 7/day (DC 18, 4d6), petrifying gaze (DC 18)

Domain Spell-Like Abilities (CL 8th; concentration +12)

At will—charming smile (8 rounds, DC 14), master's illusion (8 rounds/day)

7/day—copycat (8 rounds), dazing touch

Spells Prepared (CL 8th; concentration +12)

4th—*confusion*^D (DC 18), *cure critical wounds*, *freedom of movement*, *sending*

3rd—*cure serious wounds*, *dispel magic*, *protection from energy*, *speak with dead* (DC 17), *suggestion*^D (DC 17)

2nd—*cure moderate wounds* (2), *hold person* (DC 16), *invisibility*^D, *status*

1st—*charm person*^D (DC 15), *command* (DC 15), *cure light wounds* (3), *sanctuary* (DC 15)

o (at will)—*bleed* (DC 14), *create water*, *detect magic*, *read magic*

D Domain spell; **Domains** Charm, Trickery

TACTICS

Before Combat Every morning at dawn, Sufestra casts *status* on the two vrocks in area **A21**. Once that *status* spell alerts her to combat, she prepares for battle by using a dose of *stone salve* on herself to gain *stoneskin*, and 1 dose each on the hill giant and redcap to gain two allies eager to earn their lives back. She ends her preparation by casting *freedom of movement*, *protection from energy* (fire), and *invisibility* on herself.

During Combat If possible, Sufestra hopes to have her giant and redcap minions deal with the PCs. She remains invisible during the first few rounds of combat, moving to cast healing spells on the most wounded ally each round. Once they're defeated, or once she's discovered, she casts *confusion* on as many PCs as possible (which also exposes the PCs to her gaze attack), then channels negative energy on the following rounds to wear the PCs down.

Morale Sufestra fights to the death.

STATISTICS

Str 14, **Dex** 15, **Con** 20, **Int** 10, **Wis** 18, **Cha** 18

Base Atk +14; **CMB** +16; **CMD** 29

Feats Combat Casting, Deceitful, Defensive Combat Training, Dodge, Improved Initiative, Improved Natural Armor, Iron Will, Selective Channeling

Skills Bluff +21, Diplomacy +13, Disguise +21, Knowledge (planes) +7, Knowledge (religion) +8, Linguistics +8, Perception +15

Languages Abyssal, Common, Elven, Giant, Thassilonian, Varisian

Gear +3 *chainmail*, +1 *frost punching dagger*, *doomsday key*, *stone salve* (4 doses), gold unholy symbol of Mestama worth 230 gp, precious necklace worth 2,500 gp

REDCAP

CR 6

XP 2,400

hp 60 (*Pathfinder RPG Bestiary* 2 233)

HILL GIANT

CR 7

XP 3,200

hp 85 (*Pathfinder RPG Bestiary* 150)

Treasure: Some of the bathing implements in the room (oils, bath salts, soap) are of exceptional quality and worth a total of 80 gp. Among the vials of bath salts and oils in the northwest alcove are three *potions of eagle's splendor*. Sufestra's disguise equipment is kept in the southeast alcove—this masterwork disguise kit is particularly well equipped with elven princess disguises, and grants a +4 bonus on such Disguise checks.

Development: Koriah Azmeren's statue can be restored to flesh via a dose of *stone salve* taken from the defeated medusa—otherwise, the players must use magic like *stone to flesh* or *break enchantment* to restore her. Koriah's role in the remainder of this adventure, should the PCs rescue her, is left to you to determine. If you feel the PCs could use some help in the chambers to come (which is likely, as some of the encounters in the dungeon below, particularly the final encounter, are quite deadly), she can accompany them on their adventures. Alternatively, she could escort her father back to safety in Magnimar. She could even become a recurring character, a rival, or a romantic interest—see pages 58–59 for more information on Koriah's plans and goals.

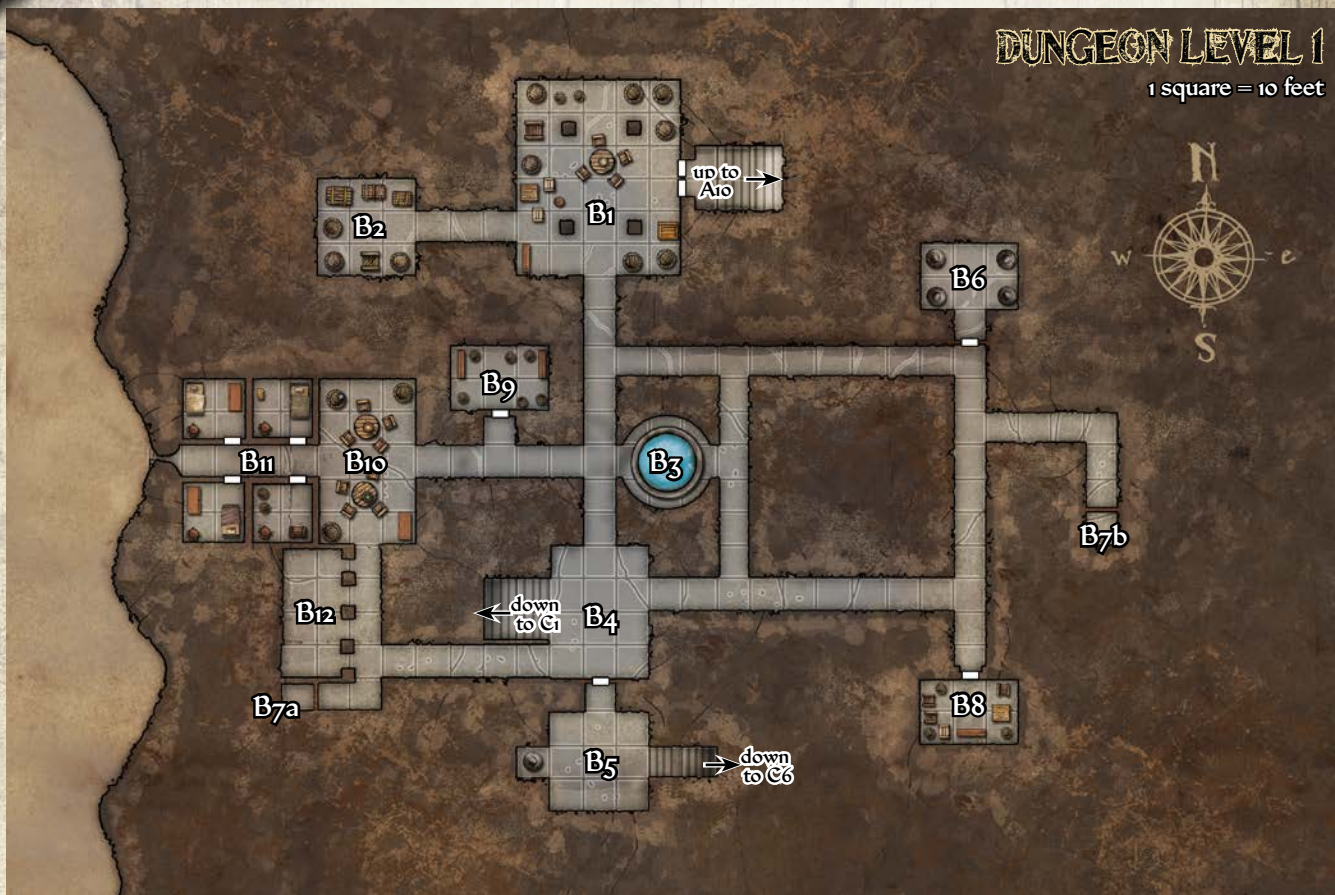
PART THREE: DOWN TO DOOMSDAY

The extensive dungeons under Windsong Abbey were hewn long ago, built during the time of Thassilon by the cult of Groetus into a particularly resilient upthrust escarpment of basalt along the ridge of badlands known at the time as the Rasp. This region also served as a border between the Thassilonian nations of Shalast and Bakrakhan, but the armies of Karzoug and Alaznist did not often clash in this particular stretch of land, for the cult of Groetus was quite strong in those days.

The priests of this temple were ecstatic about the coming of Earthfall, and took their own lives in a blasphemous ritual that transformed many of them into undead creatures. These priests remained trapped between life and death for centuries, lying in wait patiently for the next apocalypse to come.

When the first recent settlers in the region chose this site for Windsong Abbey, they wisely decided to leave the dungeon chambers of the temple alone. As such, the undead guardians of the temple continued their slumber until very recently, when Ardathanatus gained control of the *doomsday key* and set about opening the dungeons

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and exploring them. Relatively skilled at commanding and trafficking with undead, he managed to recruit most of these Groetan cultists to his cause, and today, the dungeons are more dangerous and active than they have been since before the dawn of the Age of Darkness.

The four dungeon levels are all built on a relatively large scale. Hallways and doors seem to be sized more for the passage of ogres than for humans, and unless otherwise indicated, ceiling heights are on average 15 feet. The dungeons are mostly unlit, and those denizens of the complex who need light to see must carry their own light sources if they delve far from the well-lit areas. Stairs in the dungeon are particularly steep, with 1-foot-high risers—as a result, all stairways in the dungeons are considered to be difficult terrain. As with many Thassilonian structures, these dungeons are enhanced with preservative magic that prevents subsidence and erosion with the passage of time. This magic extends to much of the furniture in the dungeon, but while it will keep a wooden table from crumbling to dust over the course of 10,000 years, it doesn't protect the table from direct violence. Doors in the dungeon are remarkably well preserved as a result, but can still be smashed down in most cases with a successful DC 23 Strength check (which is typical for a strong wooden door).

B1. SPIRITS CELLAR (CR 11)

The odor of beer permeates this huge room. Several crates, barrels, kegs, and racks for wine fill the room—many of which have been opened, emptied, upturned, and shattered. The floor is littered with glass shards and corks and strewn with loose coils of rope.

The main cellar of the abbey, where the local production of beer had been aging since the first, merry days of ecumenism, has sadly been ransacked and drained almost completely dry by Ardathanatus's skul mercenaries. Only a dozen bottles and a few casks survive intact.

Creatures: Hollow Mountain hosts several enclaves of skulks, lithe humanoids with the ability to blend almost perfectly with their environments. Most of these tribes survive primarily as a result of their skill at hiding, for Hollow Mountain is a dangerous place indeed. The skulks of the Pallid Path are an exception—these worshipers of Yamasoth have largely forsaken the upper levels of Hollow Mountain or the ruins of Xin-Bakrakhan for the deeper caverns, particularly the swampy, stinking caverns of the Abysmal Slough, where they often war against the troglodyte tribes of the Deep Pools. When Ardathanatus

BEYOND THE DOOMSDAY DOOR

encountered the skulks on his journey through Hollow Mountain, he'd already converted to the worship of the skulks' god Yamasoth, and the elf was quick to capitalize on that by presenting himself to the Pallid Path as a savior. He recruited the entire tribe, and took them with him on his return here to Windsong Abbey.

The skulks of the Pallid Path have had it hard—they took significant losses both in the assault on Windsong and the exploration of these dungeon chambers. (Ardathanatus was fond of using them to trigger suspected traps). But the skulks of the Pallid Path are nothing if not fanatics, and their belief that each of their deaths helps to further the return of their deity to the world is more than enough to ensure their continued loyalty to Ardathanatus.

Although they originally numbered well over three dozen, with a few leaders among their own, today only 16 of the rank-and-file Pallid Path cultists remain. Of those, six are stationed here to guard the contents of the room—now that Ardathanatus has explored the dungeons, he has little further use for the skulks. If the skulks notice the PCs coming, five of them swiftly hide throughout the room and watch patiently while the sixth skulk sneaks into area **B2** to lure the clockwork golem there into this room.

PALLID PATH CULTISTS (6) CR 6

XP 2,400 each

Skulk cleric of Yamasoth 3/rogue 2 (*Pathfinder RPG Bestiary* 2 248)

CE Medium humanoid (skulk)

Init +7; **Senses** low-light vision; Perception +13

DEFENSE

AC 16, touch 16, flat-footed 13 (+3 deflection, +3 Dex)

hp 74 (8d8+35)

Fort +7, **Ref** +10, **Will** +8

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk short sword +10 (1d6+2/19–20)

Ranged +1 composite shortbow with inubrix arrows +9 (1d4+3)

Special Attacks channel negative energy 1/day (DC 9, 2d6), sneak attack +2d6

Domain Spell-Like Abilities (CL 3rd; concentration +7)

7/day—acid dart (1d6+1 acid), artificer's touch (1d6+1, bypasses 3 DR and hardness)

Spells Prepared (CL 3rd; concentration +7)

2nd—*cure moderate wounds*, *spiritual weapon*, *wood shape*^D

1st—*animate rope*^D, *cure light wounds*, *doom* (DC 15), *shield of faith*

o (at will)—*bleed* (DC 14), *detect magic*, *light*, *stabilize*

D Domain spell; **Domains** Artifice, Earth

TACTICS

Before Combat The cultist casts *shield of faith*. They remain hidden as long as possible, for they plan to attack only once the golem from area **B2** is lured into this room.

During Combat Once the clockwork golem attacks, these cultists hang back to fire inubrix arrows at any heavily armored PCs. The skulks move after each shot, hoping to hide again and snipe at the PCs while they are forced to concentrate on the golem. Hanging back also keeps the skulks from accidentally attracting the wild golem's attention!

Morale A skulk that is reduced to fewer than 20 hit points attempts to flee south to area **B4** to warn the skulks there and join in the defense of that area's stairs.

STATISTICS

Str 15, **Dex** 16, **Con** 16, **Int** 8, **Wis** 18, **Cha** 7

Base Atk +5; **CMB** +7; **CMD** 23

Feats Combat Reflexes, Improved Initiative, Toughness, Weapon Finesse, Weapon Focus (short sword)

Skills Knowledge (religion) +8, Perception +13, Stealth +22;

Racial Modifiers +8 Stealth

Languages Common, Undercommon

SQ aura, camouflaged step, chameleon skin, rogue talents (combat trick), trapfinding +1

Gear +1 composite longbow with 10 inubrix arrows, masterwork short sword

Treasure: The arrows these skulks fire have heads crafted from a form of pale skymetal called inubrix, known also as "ghost iron." Inubrix is very soft metal, but it passes through iron and steel as if they didn't exist. As a result, these arrows deal less damage and are treated as if constantly broken, but they completely ignore AC bonuses granted by iron or steel armor and shields. An inubrix arrow is worth 250 gp. More details on inubrix appear on page 71 of *Pathfinder Adventure Path* #61.

B2. BREWERY (CR 11)

This room contains wooden tubs, stone vats, and all the equipment necessary to brew beer, including a large copper kettle and an enclosed cast-iron stove, both connected to the ceiling by wide metal pipes. The equipment has been fitted with strange alchemic implements, including a tall keg that has been split in half vertically and resembles an upright wooden coffin.

Creature: In the unlikely case that the PCs have arrived here undetected by the skulks and without making any noise, the clockwork golem is still standing in the center of this room, idly guarding the chamber. The golem was originally created by one of the abbey's priests of Nethys nearly 80 years ago, and it has served the faithful of Nethys ever since; today, the creature is under the control of the treacherous Zolerim. Unfortunately, this clockwork golem is somewhat damaged (see below). Zolerim lacks the skill to fix the golem, and while Ardathanatus could fix it, he lacks the time to do so. For now, Zolerim has set the golem aside here until it can be repaired.

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Of course, the golem quickly activates and attacks if anyone other than Zolerim walks near—this includes the skulks from area **B1**, who take advantage of this to lure the monster out of this room and into area **B1** to attack the PCs.

DAMAGED CLOCKWORK GOLEM

CR 11

XP 12,800

hp 102 (*Pathfinder RPG Bestiary 2* 137)

Weaknesses damaged

SPECIAL ABILITIES

Damaged (Ex) At the start of each round of combat after the first round, there's a flat 50% chance each round that the thing functions as if it were confused (results of "babble incoherently" should be treated as having the golem simply standing in place, grinding its gears and venting smoke while taking no actual actions. In addition, the golem takes a –2 penalty on attack rolls and saving throws, and a –5 penalty on all damage rolls. Damage it deals with its grind special attack applies to itself as well (bypassing its damage reduction) as the misaligned gears twist and churn, and it lacks the wall of gears special attack entirely.

B3. CISTERN

This room features a twenty-foot-diameter circular cistern filled with water. A five-foot-wide walkway rings the cistern, while above, a single narrow hole leads up to the surface.

The cistern is fed primarily by rainwater runoff that siphons down the gutters in the buildings above and out the gutters here; the hole in the ceiling leads to area **A2** above. The cistern itself is 40 feet deep, with walls that truncate inward in a funnel-like shape down to area **C5** below.

B4. LITANY ROOM (CR 11)

This room is decorated with the frescoed life-size images of singing clerics of different faiths gathered in vaulted chambers. The chanting flowing out of each singer's mouth in the frescoes is represented by floating notation marks that rise toward the ceiling over the head and fall back around the feet.

The stairs lead down to area **C1**. The door to the south that leads to area **B5** has a *doomsday lock*—it functions identically to the one at area **A10** but the door itself is not trapped.

Creatures: This room was used by some of Windsong's priests to chant litanies to the muffled but still audible accompaniment of the Windsong. Today, the room is a guardpost for the remainder of the skulk cultists of the Pallid Path—these skulks cleverly stand guard against the walls, using their ability to blend into surroundings to look like part of the fresco. A character who successfully notices the skulks in hiding likely notes that these six

figures alone do not have visible lines of notation marks winding out of their open mouths.

In addition to the six skulks here, any others that fled from area **B1** can be encountered here as well. The skulks are charged with preventing anyone from using the stairs or heading south to use the stairs in area **B5**, but are not permitted to go downstairs themselves.

PALLID PATH CULTISTS (6)

CR 6

XP 2,400 each

hp 74 each (see page 27)

B5. OBSERVATION ROOM

A faint, flickering light illuminates this room from an alcove in the western wall. Within the alcove, a luminous globe floats in midair above a stone pedestal. A flight of stairs leads down to the east.

The globe in the niche is an ancient creation of the Groetan cult—when anyone approaches the alcove, the globe shimmers and takes on the appearance of a moon with a skull-like face leering from its surface. With a successful DC 15 Knowledge (religion) check, a PC can identify this as a depiction of the god Groetus. If a divine spellcaster approaches within 5 feet of the glowing globe, its glow increases in radiance from dim light to normal light. A successful DC 25 Knowledge (religion) check enables a PC to recall stories of similar icons in Groetan temples. These strange objects served primarily as tokens of respect for visiting clerics and other divine spellcasters. This check also reveals that these icons were said to serve as windows through which powerful priests of Groetus could look out upon the world.

In fact, this icon is linked to the mind of the temple's surviving (but now undead) high priest, Kandamereus. If a divine spellcaster activates the globe by approaching within 5 feet, the mummy cleric notices and can observe the room through the icon as if using *clairvoyance/clairaudience*. The icon functions at CL 20th.

The stairs lead down to area **C6**.

B6. ICE ROOM (CR 10)

The stone door before this room is crusted with ice—while the door's not locked, the ice has built up enough that the door must be forced open with a successful DC 18 Strength check.

The air in this room is quite cold, and frost cakes the floor, ceiling, and walls. At the four corners of the room stand ice-encrusted statues of four very long-haired humans, two men and two women, whose arms are outstretched along the walls. Several crates and barrels lie stacked against the room's walls.

BEYOND THE DOOMSDAY DOOR

The four statues in this room radiate moderate conjuration magic—each one constantly siphons frozen air into this room, reducing the temperature to a frigid level. This room is under severe cold conditions as a result (*Pathfinder RPG Core Rulebook* 442). The crates and barrels in this room contain frozen meat and other perishables—Ardathanatus's minions have their own supplies and never bothered with this room.

Creatures: The four statues in this room's corners are, as with the clockwork golem in area **B2**, the creations of the priests of Nethys who once served here. While Ardathanatus can't control these golems, he's used his knowledge of constructs to scratch a series of words into the brows of each of these creatures that scrambles its orders—as a result, the four golems are now much more aggressive and immediately attack anyone in the room, fighting until destroyed.

ADVANCED ICE GOLEMS (4) **CR 6**
XP 2,400 each
hp 65 each (*Pathfinder RPG Bestiary* 161)

B7. PIT TRAP

This is the lower area of the pit traps in areas **A6** and **A16** above. Fresh brick walls have been erected to seal off the pits from the rest of the dungeon—the walls can be smashed with relative ease (hardness 6, hp 60, break DC 22).

B8. LUMBER ROOM

A faint smell of seasoned birch and a stronger musty smell of dust permeate this room, where large stacks of lumber, together with heaps of billets, boards, and charcoal are stored. A layer of dust covers everything here.

The lumber stored here was used for maintenance and repair work on the wooden upper stories of Windsong Abbey above. There's little of interest to Ardathanatus in the cluttered room these days, and this room could well make a great place to hide or even rest and recover—the skulks and other minions never come down here, as the dust indicates.

B9. WORKSHOP

This room contains a few sturdy wooden tables and the necessary equipment to work wood, leather, and textiles.

This room, used for routine maintenance of the abbey's furniture and trappings, has been used now and then by Ardathanatus to work on some of the traps and golems that now protect the abbey. A successful DC 20 Knowledge (arcana) check is enough to confirm that this workshop has been used recently for those two purposes.

Treasure: The fine tools in this room compose two full sets of masterwork craftsmen tools—each set is worth 200 gp and grants a +2 bonus on Craft skills having to do with carpentry, stonemasonry, and the like. Of perhaps greater interest are several scrolls containing Ardathanatus's notes on golem crafting, including his notes on how to disrupt and damage golems crafted by others so that they fly into berserk rages. These notes are worth 5,000 gp to an interested scholar of constructs.

B10. COMMON ROOM (CR 10)

This room is furnished with tables, chairs, and a few sideboards. The chairs are scattered here and there, and the sideboards have been smashed open and emptied. A large cast-iron stove sits in the northwest corner.

Creatures: This room was once a common room for the abbey's cellarers and groundskeepers—a place where these servants could relax. None of these folks survived the assault, and today, this room is where the Pallid Path skulks relax when off duty. The first time the PCs enter this dungeon level, the four other skulks that remain from the original 18 can be found here. If they hear the sound of combat, they take the time to hide in the room and prepare to attack intruders. Once combat begins, they shout and holler, attracting the attention of the agoraphobic taiga giant Ikoradmus from area **B12**.

PALLID PATH CULTISTS (4) **CR 6**
XP 2,400 each
hp 74 each (see page 27)

B11. SERVANT LODGINGS

Three of these rooms once served as sleeping chambers for the six servants charged with keeping the grounds of the abbey clean, providing food for the priests, or otherwise tending to the structure's needs. The rooms, and the storeroom in the southeast corner of this block, are now empty and abandoned.

The gap to the west looks out over the seashore—it's only 1 foot wide and 2 feet tall, and as such would be difficult for a larger creature to squeeze through (Escape Artist DC 30). On the far side, it's an 80-foot drop to the rocks below.

B12. CLOAKROOM (CR 12)

This room is furnished with two rows of benches and hangers. Two cloaks, one colored a bright red and the other a dirty russet brown, hang from pegs set in the north wall. A huge mound of furs lies in the south section of the room.

SHATTERED STAR

Creature: The heights of Hollow Mountain are home to a loose-knit, feudal warrior culture of taiga giants who have long ago abandoned their traditional homelands for the often-tight confines of an ancient dungeon complex. Ardathanatus wanted to recruit these giants to his cause, but they proved too headstrong as a group—he was able only to recruit one of their number, a somewhat slow-witted brute named Ikoradmus. Ardathanatus would eventually gain the giant minions he sought in the form of hill giants and ettins, yet Ikoradmus remained a key element of the initial attack on the abbey, even though she's somewhat agoraphobic (and becomes sickened in wide open areas). Although she has to squeeze through many of the halls in this dungeon, she much prefers these close confines to the outdoors. She has something of a crush on Ardathanatus, and while he pays her well for her services, she hopes someday to find a way to “grow him bigger” so he can be her mate.

If called upon by the skulks in area **B10**, Ikoradmus lumbers to their aid, but otherwise, if the PCs find her here, she fights to the death, hoping to use their broken bodies as a gift for her beloved little hero, Ardathanatus.

IKORADMUS CR 12
XP 19,200

Female taiga giant (*Pathfinder RPG Bestiary* 2 131)
hp 157

Treasure: The red cloak, embroidered with rainbow-hued spirals and fitted with two golden clasps, is a piece of very fine clothing worth 180 gp. The russet brown cloak is a cursed *cloak of resistance +3* that has the opposite effect (imposing a -3 penalty on all saving throws) when exposed to sunlight. In addition, Ikoradmus carries a bag containing 5,500 gp in miscellaneous jewelry, gems, and coins.

C1. SECOND-LEVEL LANDING

The stairs here lead up to area **B4**.

C2. TEMPLE OF THE WINDSONG (CR 12)

Gusts of air flow from a row of six circular holes carved into the west wall. The holes, evenly spaced at a height of 10 feet from the floor, are a mere six inches in diameter, and each is fitted with a large copper insert. The room's four pillars and walls are densely carved with symbols akin to musical notation marks and images of various birds with elongated tail feathers. On an altarlike structure to the south sits the badly defaced statue of a female angel whose butterfly wings are spread to encompass the entire wall of the alcove behind her. Rancid-smelling smears of orange slime encrust the room's pillars and walls and the statue alcove.

As with the holes in the walls below the baths (area **A22**), these holes are part of the source of the abbey's Windsong.

When the Groetans built this temple, this room was entirely devoted to the generation of the song, but when the priests of Windsong arrived 500 years ago, they consecrated the room as a shrine to Desna. Ardathanatus and his minions have defaced the statue.

Penalties on Perception checks associated with the Windsong double in this room when the song is playing.

Creature: One of Ardathanatus's more dangerous qliphoth minions dwells in this chamber now. This monster is a chernobue—a hideous gray creature akin to an octopus or an enormous tadpole with a mouth dripping orange toxin for a belly. Ardathanatus placed the qliphoth here via *planar ally* with orders to attack any who enter save for himself—the qliphoth gleefully does so, even if those who enter are Ardathanatus's allies. Ardathanatus has specifically forbidden the chernobue from using its *plane shift* spell-like ability or from leaving this room—if attacked at range by characters beyond the room's limits, the chernobue fights back with *chaos hammer* and *confusion*.

CHERNOBUE QLIPPOTH CR 12
XP 19,200

hp 150 (*Pathfinder RPG Bestiary* 2 220)

Treasure: Ardathanatus missed a hidden panel in the floor at the statue's feet—a successful DC 30 Perception check is enough to reveal the cleverly hidden niche. If Casimir told the PCs about this stash (see page 57), the PCs gain a +20 bonus on Perception checks to find the stash. Within the hollow (the walls of which have been lined with lead to defeat *detect magic*) are several items left here for emergencies that none of the priests were able to reach in time. These items include a *wand of restoration* (9 charges), a *scroll of break enchantment*, a *scroll of resurrection*, a *scroll of wind walk*, and a *ring of spell storing* containing *breath of life* and *cure light wounds*.

C3. TEMPLE OF SUNSET

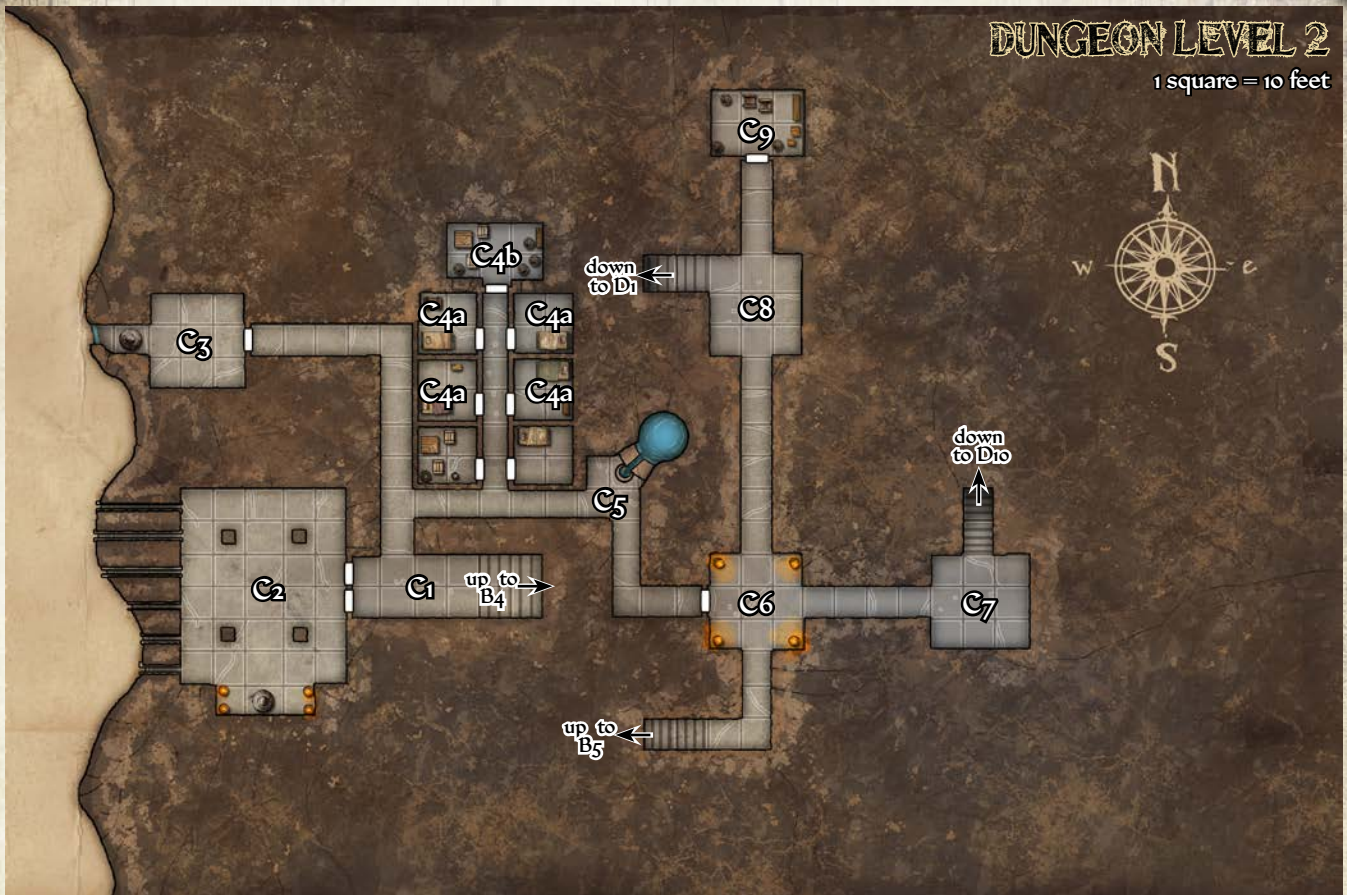
The walls of this square chamber, partly covered by red tapestries, are decorated with carvings of the sun, the moon, and various constellations. Three rows of wooden benches face a large stained-glass window on the west wall, before which kneels a statue of a winged woman with fiery hair in a contemplative mood.

A successful DC 10 Knowledge (religion) check identifies the statue as that of Sarenrae, and correctly interprets her contemplation as representing the setting of the sun. Strangely, among all the modern religious paraphernalia in the temple that Ardathanatus and his minions have destroyed, this statue remains untouched. This is because a tiny portion of Sarenrae's hope that Ardathanatus can be

BEYOND THE DOOMSDAY DOOR

DUNGEON LEVEL 2

1 square = 10 feet



redeemed has infused the statue and its chamber, resulting in a potent *antipathy* effect against all of the abbey's invaders. These minions shun the room—if the PCs seek to take shelter here, invaders must succeed at a DC 30 Will save to enter the room to attack them. This effect can affect even creatures normally immune to mind-affecting effects. If the statue or the stained-glass window is damaged or destroyed, though, this faint link to the Dawnflower vanishes. A nonevil creature that is about to damage either the statue or the window receives a momentary twinge of guilt and shame for what he is about to do—a twinge that gives the character a last-minute chance to stay his destructive act. The window itself is 3 feet wide and 9 feet tall. If broken, it could allow the PCs a sneaky way into the dungeon, but at the loss of this room's protective nature and the visions praying before it could reveal (see below).

Nonevil creatures that rest in this room need only half as long as normal to gain the benefits of a full night's sleep—this shortens the amount of time required to prepare spells as appropriate, but does not allow a character to prepare spells more than once in a 24-hour period. Characters who gain this benefit heal naturally at twice the normal rate.

A character who prays before the statue or sleeps within this area receives a compelling vision or dream of how one

might be able to redeem Ardathanatus rather than simply kill him—see Ardathanatus's Side Quest entry on page 55 for more details.

C4. ACOLYTES' LODGINGS (CR 11)

Several large bedrooms and a pair of storerooms line the walls of this hallway. Their doors hang open, revealing the dusty, disorganized contents of each room, while the door to the north barely hangs on its hinges, revealing a smashed and battered armory beyond.

Creatures: This wing of rooms was once used by the acolytes of the abbey—each bedroom features a bunk bed and accommodations for two. While all of the acolytes were slain during Ardathanatus's attack, a family of four werebears that served the abbey were spared the slaughter—but only after they were charmed and controlled by a pair of shoggti qliphoth called from the Abyss to serve Ardathanatus. The shoggti dwell here still—horse-sized, four-limbed, mollusklike monstrosities that enjoy commanding and manipulating the emotions and minds of the werebears. The werebears themselves are four adventuring brothers who became gifted with

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lycanthropy as a reward for servitude in Erastil's name against a particularly violent band of bandits who dwelled in the Churlwood. The rangers returned to Windsong Abbey with news of their success against the bandits, and were willing to return to the woods to live out their lives in isolation, but the priests of the abbey were welcoming and understanding of their condition and asked them to stay on as hunters and scouts. The four brothers were overjoyed at the offer and joined the abbey—a mere half-year before it was fated to fall at Ardathanatus's attack.

Today, the four brothers (named Aigus, Lemuel, Verken, and Zovvi, respectively), serve completely at the whim of their new qliploth masters. The shoggti themselves dwell in the ruins of the armory (area C4b) while the werebears dwell in the four rooms labeled C4a (the unlabeled rooms nearby remain abandoned). The werebears are often brought before the shoggti to fight each other—the qliploth enjoy watching the brothers stab and hack at each other, but are careful to call off the fights before one of them dies. The werebears' damage reduction helps them endure the wounds they inflict on

each other, which pleases the shoggti as it makes their grisly battles last longer.

The shoggti are quick to send the werebears into combat against the PCs via telepathic command. As with the orders to fight each other, these commands are resisted by the charmed werebears. In order to compel a werebear to attack the PCs, a shoggti must win an opposed Charisma check—if the werebear wins this check, it takes no action in that round, but once it fails this check, it fights the PCs to the death while the shoggti hang back and attempt to charm and command the PCs into joining their ranks. The shoggti resist using their horrific appearance to fascinate the PCs until it becomes obvious that the werebears have been defeated, at which point the shoggti activate this ability before slithering in to fight the PCs in melee. The shoggti have been conjured here by *planar ally*, and have no option to flee; as such, they fight to the death.

ADVANCED SHOGGTI QLIPPOTH (2)

CR 8

XP 4,800 each

hp 94 each (*Pathfinder RPG Bestiary 2* 225, 292)

BEYOND THE DOOMSDAY DOOR

AIGUS, LEMUEL, VERKEN, AND ZOVVI (4)

CR 4

XP 1,200 each

Afflicted werebears (*Pathfinder RPG Bestiary* 2 181)

hp 34 each

Treasure: Much of the armory (area C4b) has been destroyed, along with the weapons within, but a successful DC 20 Perception check reveals not only a masterwork longsword and a masterwork longbow, but also seven +1 *undead bane* arrows.

C5. GREEN MOUSE FOUNTAIN (CR 12)

The northeast portion of this wall curves outward and has been carved in the shape of an immense grinning mouse, its snout extending out from the wall in the shape of a bronze, faucetlike extension over an empty stone basin.

This fountain connects to the cistern (area B3), with the faucet allowing those downstairs to access the water in controlled amounts. A safety valve in the basin itself causes the faucet to shut off automatically if it's left on, in order to prevent unwanted flooding.

Trap: Ardathanatus took advantage of this area to craft one of his many traps to vex and torment unwary intruders into the dungeon. Anyone who approaches within 10 feet of the faucet triggers the trap, causing the pointed bronze faucet to shoot from the wall like a missile, followed by a high-pressure jet of water that quickly summons a single elder water elemental. The water in the cistern continues to drain after this trap is triggered, eventually filling the west wing of the dungeon to a depth of about 5 inches of standing water (the safety valve can't function once the faucet is gone). The water won't flow past the door to area C6 unless it is opened, in which case the water eventually drains all the way down to the lower levels and disperses enough to be nothing more than a minor annoyance.

CISTERN TRAP

CR 12

XP 19,200

Type magic; **Perception** DC 30; **Disable Device** DC 30

EFFECT

Trigger proximity (*true seeing*); **Reset** none

Effect Atk +15 (2d6+3 plus +15 bull rush attempt), single target within 5 feet; spell effect (*summon monster VIII*, summons an elder water elemental for 15 rounds—see *Pathfinder RPG Bestiary* 127)

C6. PROPHECY ROOM

The door to this room bears a *doomsday lock* (but no trap) similar to the one found in area A10. Beyond this door lie chambers of the dungeon that the priests of the abbey never explored.

The walls of this room are decorated with complex frescoes of a crowd of people in a queue, waiting to talk to a blindfolded old man who stands twice as tall as everyone else. Various prophecies, represented by strips of parchment scribbled with words, erupt from the tall man's gaping mouth and fly up to the sky and all over the landscape.

The four braziers at the corner of this room are fueled by dim *continual flames*. With a successful DC 25 Knowledge (religion) check, a PC can identify the old man as an archaic representation of an ancient priest of Groetus, before the man was transformed into Groetus's herald (see page 84). The prophecies issuing from his mouth are written in Thassilonian, and an examination of them along with a successful DC 30 Knowledge (religion) check to interpret the metaphors correctly gives the impression that this fresco, well over 10,000 years old, prophesies the death of Aroden as "the passing of the last of the Azlanti at the dawn of an age of lost omens."

The stairs lead up to area B5.

Treasure: An examination of the parchments issuing from the man's mouth using *detect magic* reveals a moderate aura of divination. With a successful DC 35 Spellcraft check, a character can identify this magical property—once per day, the parchment strips can be used to cast *divination* (CL 20th) as if the fresco were a *scroll of divination*.

C7. SHRINE OF EMPTY PLACES (CR 11)

The plastered walls of this room are decorated with images of an endless series of exceptionally realistically painted torch-bearing pillars receding off into the horizon, giving the chamber the optical illusion of being far larger than it actually is. A flight of stairs descends to the north, the painting incorporating the stairwell in such a way as to make the stairs appear to descend into a particularly wide pillar.

The god Groetus has three primary areas of concern: empty places, oblivion, and ruins. The Thassilonian cult of Groetus that built this complex was mostly concerned with oblivion—in particular, the promise of an apocalypse that would reset reality and allow the cult to transcend the end of the world to witness the glory their deity promised. This room and area C8 were built as shrines where the priests could meditate on Groetus's other themes—empty places (this room) and ruins (area C8).

The first time (and only the first time) a creature enters this room, it must make a DC 15 Will save to resist a momentary feeling of vertigo from the brief impression that it has stepped into an infinitely large empty room. Those who succeed at the save recover almost at once, but those who fail are staggered for 1d4 rounds.

The stairs descend to area D10.

SHATTERED STAR

Creature: As this room provides access to the lower level, Ardathanatus placed one of his fiendish patron's favored minions here as a guardian—a lumbering, crablike monstrosity known as a gongorinan. The creature waits in the center of the room using *statue* to appear as an ugly but harmless misshapen boulder on the ground. It reverts to its true form and unfolds all of its limbs as soon as a PC comes within reach of its attacks and fights to the death—as it fights, it roars and clatters, alerting its companion in area C8, which then uses *dimension door* to appear in this room to join the battle.

GONGORINAN

CR 11

XP 12,800

hp 137 (see page 90)

C8. HALL OF RUIN (CR 11)

The plastered walls of this room bear an incredibly realistic mural of the interior of a ruined cathedral, portrayed such that one who stands in the center of the room perceives the chamber to be much vaster than its actual size. Archways to the north, south, and east appear to be freestanding stone arches that look almost like strange portals, while to the west a fourth archway provides access to a flight of stairs leading down.

As with area C7, this room was built to allow the cultists to venerate an aspect of Groetus their daily rituals downplayed—in this case, his interest in ruined places. The stairs to the west lead down to area D1.

The first time (and only the first time) a creature enters this room, it must make a DC 15 Will save to resist a momentary feeling of crushing sadness from the brief impression that it has stepped into a place of great glory that has been abandoned. Those who succeed at the save recover almost at once, but those who fail are nauseated for 1d2 rounds.

Creature: A second gongorinan guards this room—its tactics are identical to those of the one posted in area C7.

GONGORINAN

CR 11

XP 12,800

hp 137 (see page 90)

C9. APOTHECARIUM

This room's furnishings reveal it was once an apothecarium, although the smells of herbs and spices are long gone today. Alchemical equipment lies under layers of dust.

This room was used by the Groetan cult to brew potions and various hallucinatory drugs employed in rituals to enhance their abilities to catch glimpses of other realities.

Treasure: Although the bulk of the items kept here have long since crumbled away to dust, a search of the room automatically gathers up various valuable components such as gemstone dust, bits of gold, and finely crafted tools worth a total of 1,200 gp. Ardathanatus overlooked these treasures in his haste to explore the lower levels, and also missed one of the greatest treasures to be found in the dungeon. Sitting idly forgotten on a shelf near the northwest corner of the room is a *philosopher's stone*.

D1. WOODLAND ROOM (CR 12)

The walls of this room are partially covered with decorative slabs of pale green marble carved with intricate bas-reliefs depicting a tangled forest populated by all sorts of beasts. What appears to be a door made of a massive block of serpentine stands in the middle of the north wall. A skull-shaped lock adorns the door.

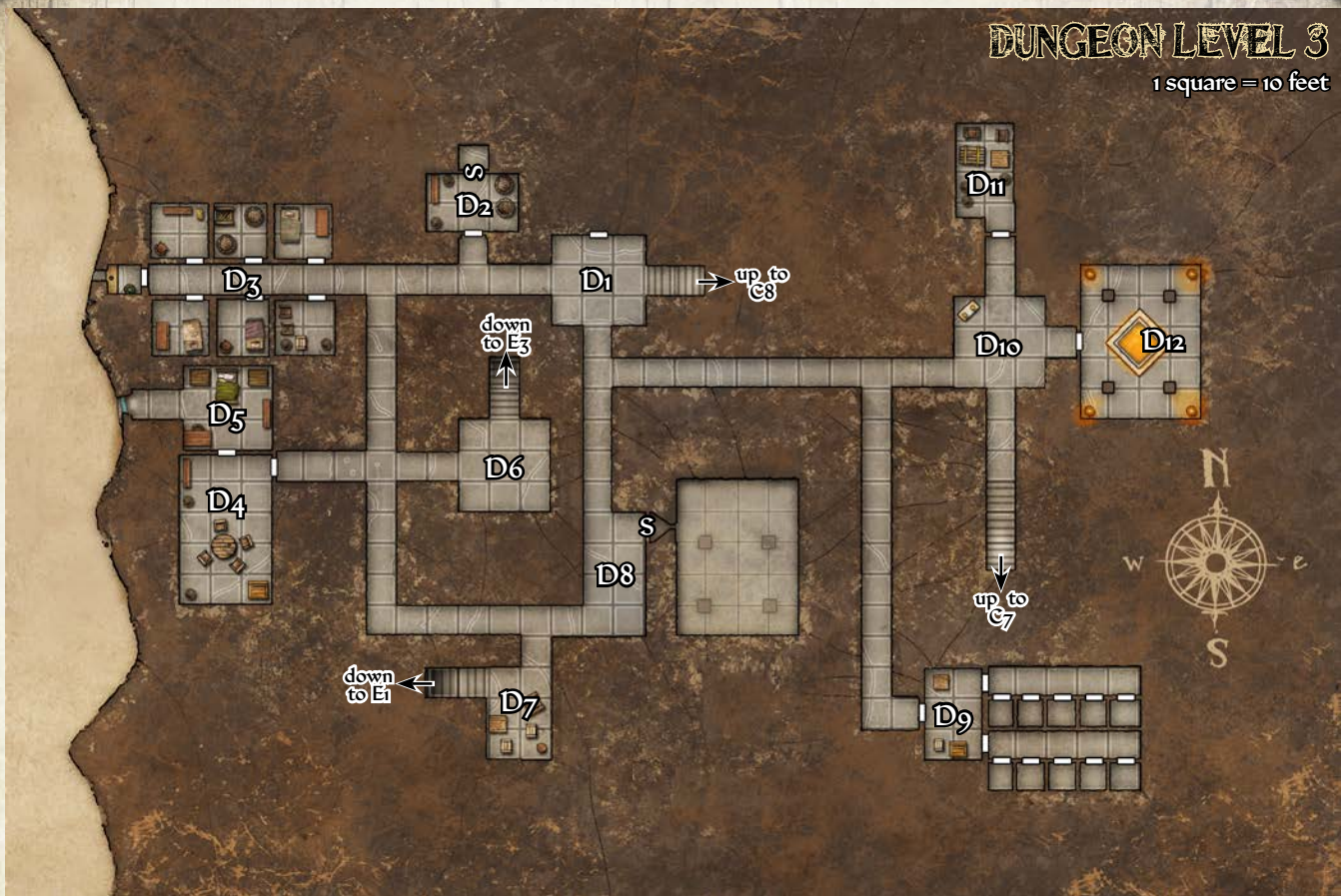
The Groetans spent most of their lives in the underground chambers of this dungeon, and this room was built to give those who periodically longed for the greenery of the outdoors a place to rest and relax in. But the room had another purpose as well, for the serpentine door with a *doomsday lock* like the one at area A10 (which is locked but not trapped) served as a portal to the outer world—a way for the cultists to come and go from the dungeon, or even an escape route. The serpentine door once led to a set of standing stones on a mountainside in the western Fogscar Mountains, but with the sinking of Bakrakhan, the portal's far side was destroyed.

Trap: The serpentine door periodically shudders and hums softly, and radiates an aura of conjuration magic. With a successful DC 35 Spellcraft check made while studying this aura, a PC can correctly identify the door as a portal that's malfunctioning, likely because of the destruction of the portal at the far end, and suggests that opening the door is dangerous. This is very much the case, for anyone who opens the door (Ardathanatus noticed the unstable aura before he succumbed to curiosity) unleashes the backlash of energy that's waited for 10,000 years since the portal's destruction. Once the trap activates, the area beyond the serpentine door is nothing more than smoking, blasted stone—unless the trap is successfully disabled, which actually resets the portal and transforms it into a one-way link to a crumbling cliffside in the Fogscar Mountains where a single 20-foot-tall menhir perches above a 200-foot-tall cliff. This is all that remains of the ring of standing stones, and characters who open the door can look through the door as if standing on the edge of the cliff looking out over the Varisian Gulf. There is no ground to stand on, for the portal is about 10 feet from the edge of the cliff—characters who cannot fly and who step through fall to the rocky surf below. This one-way portal cannot be used to return to Windsong Abbey, which lies about 65 miles to the southwest of the portal's destination.

BEYOND THE DOOMSDAY DOOR

DUNGEON LEVEL 3

1 square = 10 feet



MALFUNCTIONING PORTAL

CR 12

XP 19,200

Type magic; Perception DC 30; Disable Device DC 35

EFFECT

Trigger touch; Reset none

Effect 60-foot-spread explosion of sound and force (10d6 sonic damage plus 5d6 force damage; DC 18 Reflex save for half damage; creatures who fail the save are permanently deafened)

D2. UNDERGROUND LIBRARY

This room is lined with fine wooden planks, even on its ceiling, and features a large rectangular table and several smaller round tables. Tall, well-stocked bookcases occupy the walls.

Creature: One of Ardathanatus's more sinister accomplices, a bogeyman who has taken on the persona of Ricle Peaks (the primary character in the somewhat inaccurate legend of Ardathanatus's murderous frenzy), has been spending much of his time here, studying the various tomes. Obstinate placed here by Ardathanatus to guard the secret room, the bogeyman doesn't actually understand any of the words in the Thassilonian books, but it hopes, in time, to learn the language. As with many bogeymen,

Ricle is a tall, lanky creature, but unlike most of his kind, he lacks anything even closely approximating a mouth. To compensate for his lack of a mouth, Ricle has mastered the art of using *ghost sound* to speak—he can use this spell-like ability as a free action to talk. He gains nourishment via directly absorbing the fears of his victims, and to any who take the time to ask, he gives different reasons for his lack of a mouth each time. To one person, he claims he was born without one because his mother blasphemed against the gods while she was pregnant, but to another, he might say a witch stole his mouth in an attempt to keep him revealing what he discovered about the true history of Varisia.

If he learns the PCs are near (such as by hearing the explosion in area D1), Ricle becomes invisible and then moves around the room when the PCs arrive, claiming to be the disembodied spirit of a librarian who once worked here. If the PCs accept this story, he claims to be enraged at the "invaders" of the dungeon and offers to help the PCs defeat them. Of course, his advice amounts to little more than suggestions for the PCs to do the exact wrong things. He even offers to accompany the PCs, in which case he follows them invisibly to study their tactics—he only attacks once discovered or once the PCs confront Ardathanatus; in these cases, he attacks immediately. If forced to attack while he's

SHATTERED STAR

alone with no allies to flank foes, he fights defensively and attempts to flee to somewhere he can recruit help. If reduced to fewer than 20 hit points, he flees the scene entirely, only to harass the PCs for the days to come with *nightmares*.

RICLE PEAKES

CR 11

XP 12,800

Bogeyman (*Pathfinder RPG Bestiary 3* 42)

hp 93

Treasure: The books on the shelves are all written in Thassilonian and preserved via magic. They cover the topic of the worship of Groetus, real and imaginary apocalypses of the past and future, and catalogs of ruins. They are outdated, but are still quite interesting and valuable to scholars of ancient lore. Using these books as an aid for any questions relating to Thassilon, Azlant, or the worship of Groetus grants a +5 circumstance bonus on the associated Knowledge check, but the library consists of 82 books in all with a total weight of 250 pounds. As a set, the library is worth 2,500 gp.

A successful DC 35 Perception check reveals the secret door in the north wall. Within is a single table on which lie several scrolls and a large leather-bound book.

Some of the scrolls are magical (a *scroll of planar ally*, *scroll of commune*, and *scroll of greater restoration*), but one stack is a collection of documents written in Abyssal that refer to the scarcely documented history of the abbey after Aroden's death. On one of the sheets is written an account of the tale of Ricle Peakes, with four figure drawings of the main characters (funny images of Ardathanatus, Pharasma, Groetus, and Yamasoth)—these notes were written by Ardathanatus as a sort of “confession” as to why he murdered the Masked Abbot so long ago. A character who reads through this notices several areas where Ardathanatus almost appears to be remorseful about his actions—citing these passages in the text can aid in redeeming the elf (see page 55).

Another scroll, also in Abyssal, contains Ardathanatus's theory that undeath is nothing more than the natural next step in a soul's progression toward the Great Beyond. This concept is about as blasphemous as you can get regarding the teachings of Pharasma,

which maintain that undeath is a mockery of the process of life, death, and rebirth.

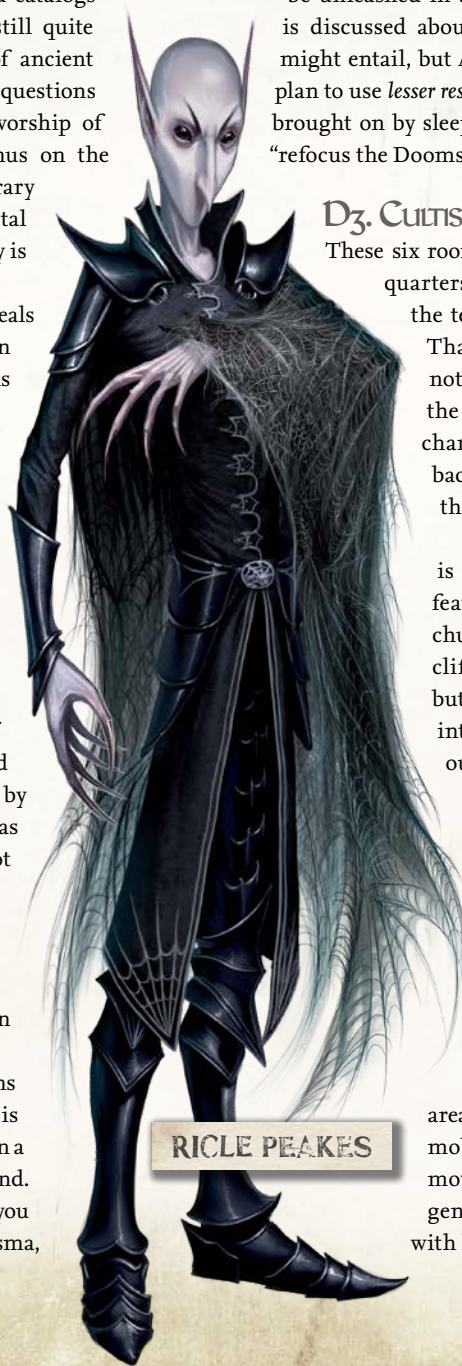
The leather book is a relatively recent tome that belongs to Ardathanatus. Written in Abyssal, this book is called *Secrets of the Blackfire*, a tome devoted to the manipulation and refocusing of magical portals, and originally penned by Blackfire Agents. The book contains instructions (among other things) for a ritual that can refocus any established extraplanar portal to connect to a new location, but notes that this ritual is quite difficult. While it requires only one person to perform, the ritual can take many weeks, and during the performance, the person must retain consciousness—sleep is forbidden, lest the energies “be unleashed in a most unfortunate manner.” Little is discussed about what this “unfortunate manner” might entail, but Ardathanatus has made notes of his plan to use *lesser restoration* spells to fight off the fatigue brought on by sleep deprivation during his attempt to “refocus the Doomsday Door to my master's realm.”

D3. CULTIST CELLS (CR 12)

These six rooms were used originally as personal quarters and storage for the acolytes of the temple of Groetus. When the end of Thassilon came, the cultists retired not here, but rather to the crypts on the level below, and they left their chambers here as if they were coming back the next day. For 10,000 years, these rooms lay untouched.

The chamber farthest to the west is a shared lavatory, with a toilet that features a 4-inch-diameter midden chute that empties out the side of the cliff (once this led to a narrow defile, but now that the Rasp has transformed into the coast, the chute merely opens out over the surf).

Creatures: The current occupants of these rooms are a group of sinspawn guardians, elite members of a much larger tribe of sinspawn that Ardathanatus met in Hollow Mountain. At any one time, six of these sinspawn can be found resting here, while the others serve as Ardathanatus's honor guard in area E13 below. These sinspawn quickly mobilize to attack any intruders, moving to investigate loud noises generated elsewhere in the dungeon with haste.



RICLE PEAKES

BEYOND THE DOOMSDAY DOOR

SINSPAWN GUARDS (6)

CR 7

XP 3,200 each

Sinspawn ranger 5 (*Pathfinder RPG Bestiary 2* 246)

NE Medium aberration

Init +6; **Senses** darkvision 60 ft., sin-scent; Perception +5

DEFENSE

AC 21, touch 12, flat-footed 19 (+7 armor, +2 Dex, +2 natural)

hp 77 each (8 HD; 3d8+5d10+37)

Fort +8, **Ref** +9, **Will** +6

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

OFFENSE

Speed 40 ft.

Melee mwk halberd +11/+6 (1d10+4/x3), bite +5 (1d6+1 plus sinful bite)

Ranged +1 composite longbow +12/+7 (1d8+4/x3)

Special Attacks favored enemy (animals +2, humans +4)

Ranger Spells Prepared (CL 2nd; concentration +4)

1st—*longstrider*, *resist energy*

TACTICS

Before Combat The sinspawn cast *longstrider* once they know intruders are coming near.

During Combat Half the sinspawn in a group move forward to attack in melee while the remaining sinspawn hang back to use arrows. When a sinspawn in melee is reduced to 30 hit points or fewer, it backs out of melee to take the place of an archer who steps up to fill the melee role.

Morale The sinspawn guards fight to the death.

STATISTICS

Str 17, **Dex** 18, **Con** 16, **Int** 10, **Wis** 15, **Cha** 10

Base Atk +7; **CMB** +10; **CMD** 24

Feats Deadly Aim, Endurance, Point-Blank Shot, Precise Shot, Rapid Shot, Toughness

Skills Climb +10, Knowledge (dungeoneering) +11, Knowledge (religion) +2, Perception +15, Stealth +13, Survival +15

Language Aklo, Thassilonian

SQ favored terrain (underground +2), hunter's bond (companions), martial proficiency, track +2, wild empathy +5

Combat Gear +1 human bane arrows (10), *potion of cure moderate wounds*; **Other Gear** +1 chainmail, +1 composite longbow with 10 arrows, masterwork halberd

D4. ANCIENT LOUNGE (CR 10)

This finely furnished lounge contains a cushioned wooden bench, wall-mounted glass cabinets, a round table with wooden chairs, and a large bulky chest. The table itself has been fitted with straps around its circumference that would be just about right to restrain a human atop it by the ankles and wrists.

Creatures: The first time the PCs enter this room, a human is indeed strapped to the top of the table—a pale-skinned naked man covered with numerous shallow cuts and painful-looking bruises. This is one of the missing

WINDSONG NIGHTMARES

Between Ricle Peaks, the animate dreams in area D4, and the night hag Gathuspia, the PCs' enemies have excellent ways to torment PCs who sleep on the abbey grounds. If the PCs make their presence known to the dungeons' denizens and then sleep anywhere within a mile of Windsong Abbey, Ricle Peaks and Gathuspia work together to vex and torment the PCs. Ricle focuses his *nightmare* spell-like ability on a wizard or other arcane spellcaster to prevent the recovery of valuable magical resources, while Gathuspia dream haunts any healers or characters with obviously low Constitution scores. Other PCs are vexed and tormented via *nightmare* spells cast by the animate dreams. In describing these dream attacks on the PCs, feel free to foreshadow foes they have not yet fought in this adventure as adversaries, or even to have their nightmares seem to give good advice that, if acted upon while awake, would bring woe.



Windsong priests, a cleric of Zon-Kuthon named Gein Kafog. Gein was captured alive during the initial battle, and Ardathanatus eventually hopes to use his brain in the construction of an alchemical golem, but until then he's keeping the hapless prisoner here in the care of the traitorous cleric Zolerim (see area D5), with instructions that Gein is not to be allowed to die, but neither should he be allowed to waken. As a result, Gein is unconscious but stable at -6 hit points.

While Gein languishes in his comatose state, his mind is under repeated assaults by the two monstrous creatures that guard his body while Zolerim relaxes in the room to the north. These two monsters appear as seductive women covered with piercings, tattoos, and scars, and it is in this form that they appear in Gein's dreams to torment him. While a successful DC 18 Knowledge (planes) suggests these are a form of kyton, a successful DC 28 Knowledge (planes) check reveals that they are, in fact, animate dreams that only appear as kyton seductresses to further torment Gein—as animate dreams, they appear the same in Gein's nightmares as they do to those who are awake.

Once the PCs enter the room, the animate dreams immediately alert Zolerim to the intrusion via telepathy before they step forward to attempt to seduce the PCs. Their supernatural nature should be swiftly apparent as they approach, for their eyes are white and soulless and their voices manifest as telepathic thought, not speech. Once combat begins, the two animate dreams attack with *confusion* and *phantasmal killer* spells at the start of battle, but then move on to attack with their cursed touch.

SHATTERED STAR

Once warned of the party's intrusion, Zolerim begins casting defensive spells on himself as detailed in his tactics. He joins the fight as soon as his spellcasting is complete.

ANIMATE DREAMS (2)

CR 8

XP 4,800 each

hp 90 (*Pathfinder RPG Bestiary 2* 29)

Treasure: The pottery and silverware in the glass closets are worth 400 gp and 700 gp respectively. The chest is locked (Zolerim carries the key, or a successful DC 30 Disable Device check can pick the lock), and contains all of Gein's equipment (his breastplate armor and his magic spiked chain).

Development: If not accidentally killed in a battle that takes place here, Gein Kafog can be restored to wakefulness by healing magic that brings him up to positive hit points—but even then he is both fatigued from exposure to nightmare spells and suffering from the nightmare curse of the animate dreams—this curse has drained his Wisdom score to 0, so once he's brought to positive hit points, he can do little more than gasp and gurgle mindlessly. If his Wisdom score is restored to at least 1, his mind clears and he becomes increasingly lucid. His Wisdom need not be restored to its full score for him to be able to speak to the PCs, but until his Wisdom is fully restored, his clerical abilities are crippled.

Gein is a cleric of Zon-Kuthon, but his take on the Midnight Lord's teachings is unusual to say the least. In fact, in his homeland of Nidal, Gein's beliefs are heretical, and he was forced to flee the city of Nisroch as a result. He heard rumors of Windsong Abbey, sought it out, and was delighted to learn that the priests welcomed him despite his belief that Zon-Kuthon's manifestation as the lord of darkness, envy, loss, and pain is not representative of his desires but of his condition. Gein sees Zon-Kuthon as the ultimate martyr, and that he took upon himself his dreadful transformation from the god he was before as a way to protect his sister Shelyn from a great and unknown peril. Gein hopes to someday learn what that peril was, if only to show those who interpret the Midnight

Lord as a paragon of evil ways that there's more to the god than that.

Gein can inform the PCs about much of what transpired during Ardathanatus's attack, but unfortunately doesn't know much more about the situation than Casamir, for he was captured early during the fight after a *blade barrier* cast by Ardathanatus nearly killed him. He's lingered at negative hit points ever since, with the animate dreams periodically ensuring he was fed and otherwise tended to in the few moments he was allowed to emerge to wakefulness. Gein remembers these moments only as nightmares. After he learns that he's within the forbidden depths below Windsong, Gein wants nothing more than to return to the ruins above and to start rebuilding, but until Ardathanatus can be defeated, he simply hides out in the nearby woods and waits for the PCs to finish their job. At your option, Gein could join the PCs and aid them in their quest—the more Wisdom he regains, the more self-confidence he gathers.

Note that Gein's statistics below assume he's fully healed, has had his Wisdom restored, and has his armor and weapon.



GEIN KAFOG

GEIN KAFOG

CR 7

XP 3,200

Male human cleric of Zon-Kuthon 8

LN Medium humanoid (human)

Init +3; Senses Perception +4

DEFENSE

AC 17, touch 9, flat-footed 7 (+8 armor, -1 Dex)

hp 71 (8d8+32)

Fort +8, Ref +1, Will +12

OFFENSE

Speed 20 ft.

Melee +1 *merciful spiked chain* +9/+4 (2d4+4 plus 1d6 nonlethal)

Special Attacks channel positive energy 4/day (DC 15, 4d6), staff of order (4 rounds, 1/day)

Domain Spell-Like Abilities (CL 8th; concentration +12)

7/day—touch of darkness (4 rounds), touch of law

Cleric Spells Prepared (CL 8th; concentration +12)
4th—*air walk*, *death ward*, *order's wrath*^D (DC 18), *restoration*

3rd—*deeper darkness*^D, *dispel magic*, *magic vestment*, *speak with dead* (DC 17), *wind wall*

2nd—*align weapon* (law), *blindness/deafness*^D (DC 16, only to cause blindness), *find traps*, *hold person* (DC 16), *spiritual weapon*

BEYOND THE DOOMSDAY DOOR

1st—*bane* (DC 15), *detect chaos*, *inflict light wounds* (DC 15), *obscuring mist*^D, *sanctuary* (DC 15), *shield of faith*
o (at will)—*create water*, *detect magic*, *read magic*, *stabilize*
D Domain spell; **Domains** Darkness, Law

TACTICS

Before Combat Gein casts *magic vestment* on his armor every morning, and casts *air walk* and *death ward* if possible before heading into dangerous territory.

During Combat Gein's weapon is a +1 *merciful spiked chain*; as long as its merciful quality is active, the spikes retract into the metal—he would rather defeat a foe and leave him alive but humbled than dead. Against undead, he prefers to channel energy or cast healing magic. If he's traveling with the PCs, he hangs back and focuses on healing the characters, especially once he realizes how much more powerful they are than him—Gein has no issue playing sidekick to higher-level heroes.

Morale Gein didn't used to fear death, but his experiences of late have changed his mind—he flees combat if reduced to fewer than 15 hit points (using *deeper darkness* to cover his retreat) rather than risk being taken prisoner after being rendered unconscious again.

STATISTICS

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

Base Atk +6; **CMB** +8; **CMD** 17

Feats Blind-Fight, Combat Casting, Improved Initiative, Iron Will, Skill Focus (Diplomacy), Toughness

Skills Diplomacy +15, Knowledge (religion) +11, Linguistics +7, Sense Motive +11

Languages Aklo, Common, Infernal, Shadowtongue, Varisian
SQ eyes of darkness (4 rounds/day)

Gear breastplate, +1 *merciful spiked chain*

Story Award: If the PCs save Gein Kafog, they earn XP as if they had defeated him in battle. If they restore his Wisdom fully so he can aid them, award them an additional 6,400 XP.

D5. HIGH PRIEST'S CHAMBERS (CR 11)

This chamber is furnished with a bed, a table, and a cabinet—like the tapestries that hang on the wall, all are gray and colorless, giving the bedroom a gloomy feel. To the west, a short alcove ends at a three-foot-diameter circular window in the wall that shimmers with energy as it looks out over the sea.

Creature: Originally the personal quarters of Kandamereus, the high priest of the Groetan cult back during Thassilon's fall, this room has been claimed by the traitorous priest Zolerim. When not busy researching new methods of harnessing destructive magic, Zolerim spends his time of late working on his plans to rebuild one of Runelord Alaznist's destructive *Hellstorm Flumes*—towers

used back in Thassilon's day to project beams of fire to scour approaching armies. He hopes to transform the Pharus Pharamae into just such a weapon, for once Ardathanatus finishes his job here, he's promised Zolerim command of the site. He also gave one of the three *doomsday keys* he recovered from the dungeon to Zolerim, so that the priest could more easily navigate the chambers below the abbey.

Zolerim is a smallish, hideous man with a chirping voice. His eyes look different from one another: the right is a narrow, deep blue fissure, while the second is bulging and very pale. Zolerim wears a simple deep violet robe with matching pointed shoes and a patchy tartan cloak. Zolerim was never a particularly popular priest among the residents of Windsong Abbey (his personality matches his physical ugliness), but no one could have guessed at the true depth of his treachery. When Sufestra came to him, she seduced him not with her beauty, but with promises of greater magical power from her master, Ardathanatus. In return for his aid in taking Windsong, the medusa paid him with potent magical scrolls, and a tome entitled *My Lady's Fire* (see below), and promises of greater magic to come. Zolerim's first loyalty has always been to his obsession with magical devastation—he views Nethys's destructive aspects as the god's true focus, and having spent only 3 years at Windsong, he'd long since come to the conclusion that there was nothing more the site could teach him. It was time for a change.

ZOLERIM

CR 11

XP 12,800

Male human cleric of Nethys 3/wizard 3/mystic theurge 6
NE Medium humanoid (human)

Init +1; **Senses** Perception +4

DEFENSE

AC 24, touch 14, flat-footed 23 (+4 armor, +3 deflection, +1 Dex, +2 natural, +4 shield)

hp 101 (12 HD; 3d8+9d6+53)

Fort +8, **Ref** +7, **Will** +13

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee mwk dagger +6/+1 (1d4–1/19–20)

Special Attacks channel negative energy 3/day (DC 11, 2d6), destructive smite (+1, 7/day), hand of the apprentice (7/day), intense spells (+1 damage)

Domain Spell-Like Abilities (CL 9th; concentration +13)
7/day—blast rune (1d6+1 energy damage, 3 rounds)

Cleric Spells Prepared (CL 9th; concentration +13)

5th—*flame strike* (DC 19), *shout*^D (DC 19)

4th—*cure critical wounds*, *explosive runes*^D (DC 17), *freedom of movement*, *sending*

3rd—*cure serious wounds* (2), *dispel magic*, *glyph of warding*^D, *meld into stone*

SHATTERED STAR

2nd—*hold person* (DC 16), *resist energy*, *shatter*^D (DC 16),
extended shield of faith, *sound burst* (DC 16), *spiritual weapon*
 1st—*command* (DC 15), *cure light wounds* (3), *sanctuary* (DC 15),
true strike^D

o (at will)—*bleed* (DC 14), *create water*, *light*, *stabilize*
D Domain spell; **Domains** Destruction, Rune

Wizard Spells Prepared (CL 9th; concentration +13)

5th—*wall of force*

4th—*dimension door*, *fear* (DC 18), *fire shield*

3rd—*dispel magic*, *extended false life*, *fly*, *lightning bolt* (DC 17)

2nd—*acid arrow*, *glitterdust* (DC 16), *extended mage armor*,
mirror image, *extended shield*

1st—*charm person* (DC 15), *magic missile* (3), *ray of*
enfeeblement (DC 15)

o (at will)—*arcane mark*, *mage hand*, *message*, *prestidigitation*

TACTICS

Before Combat Zolerim casts *extended mage armor* and
extended false life every morning. Once he's alerted to

trouble, he casts *sending* to alert Ardathanatus that the PCs
 are in the dungeon. He casts *extended shield*, *fly*, *freedom*
of movement, and *extended shield of faith* on himself before
 entering combat.

During Combat Zolerim uses flight to stay mobile in combat
 and relies on his damaging spells to hit the PCs at range,
 but casts *mirror image* on the first round of the fight.

Whenever he's surrounded and can't get to safety to cast
 spells, he simply channels negative energy. He heals
 himself whenever he's reduced to 40 or fewer hit points.

Morale If he's reduced to 20 or fewer hit points, Zolerim casts
wall of force to try to seal the PCs off from him, then flees. As
 soon as he's out of sight, he casts *meld into stone* to hide in
 the dungeon floor for an hour or so before emerging. At this
 point, he heals himself and then moves out into the dungeon
 to seek the PCs for revenge. He doesn't expect mercy, and if
 escape isn't an option, he fights to the death. If captured, he
 is unrepentant, claiming that Nethys cares nothing for petty
 human politics and that he sided with the source of stronger
 magic (Ardathanatus), as his god demanded—he only reveals
 what he knows of the dungeon if magically compelled. In
 this case, you can use a charmed or compelled Zolerim to
 give the PCs whatever hints you wish about the parts of the
 dungeon they have yet to explore.

STATISTICS

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

Base Atk +6; **CMB** +5; **CMD** 19

Feats Craft Construct, Craft Magic Arms and Armor, Craft
 Wand, Craft Wondrous Item, Extend Spell, Lightning
 Reflexes, Scribe Scroll, Toughness

Skills Bluff +12, Fly +24, Knowledge (arcana) +19, Knowledge
 (history) +13, Knowledge (planes) +13, Knowledge (religion) +19,
 Sense Motive +19, Spellcraft +19

Languages Aklo, Common, Draconic, Thassilonian, Varisian
SQ arcane bond (dagger), combined spells (3rd)

Combat Gear *scroll of blade barrier*, *scroll of greater dispel*
magic, *scroll of heal*, *scroll of mass inflict critical wounds*,
wand of cure moderate wounds (CL 10th, 15 charges), *wand*
of fireball (CL 10th, 9 charges); **Other Gear** masterwork
 dagger, *amulet of natural armor* +2, *doomsday key*, *headband*
of mental prowess +2 (Int, Wis), *minor cloak of displacement*,
 key to chest in area **D4**

Treasure: Besides some clothes and shoes set identical
 to those currently worn by Zolerim, the chest of drawers
 contains Zolerim's spellbook (containing all his prepared
 wizard spells plus 2d4 other spells per level from 1st to 5th
 of your choice), an exquisite statuette of Nethys made of
 ebony and ivory worth 120 gp, a golden paper knife with a
 ruby in the pommel worth 1,150 gp, a silver mirror worth
 100 gp, and a leather bag containing 320 gp.

A red leather book sits on a nightstand near the bed.
 Entitled *My Lady's Fire* and written in Thassilonian, this



ZOLERIM

BEYOND THE DOOMSDAY DOOR

ancient book is an account of the construction of Runelord Alaznist's *Hellstorm Flumes*. The book also contains a map of the original locations of the flumes, although the only one that exists above the waters of the Varisian Gulf today is located in Sandpoint. This fantastically rare tome not only is worth 8,500 gp, but also functions as a spellbook containing all spells from the *Core Rulebook* with the fire descriptor.

D6. NIGHTSCAPE ROOM

This room is decorated with frescoes showing fantastic images of the space beyond the sky, a black expanse populated by anthropomorphized suns, beast-shaped constellations, and multicolored worlds.

As with the woodland motifs in area D1, this chamber was adorned to give the cultists a chance to enjoy a sight that they often went long without—an unobstructed view of the night sky. The entire room radiates moderate illusion magic—anyone who concentrates on the image for at least 2 full rounds sees the image shift and waver so that it suddenly and exactly matches the current configuration of the skies above.

The stairs lead down to area E4.

D7. TORTURE CHAMBER

This room is furnished with a table and a few chairs—all manner of torture implements lie strewn on the table, along with a large supply of alchemical tools. Central to this all is a large glass dome and an intimidating looking saw.

This torture chamber has been set up only recently by Zolerim and some of his master's undead servants. Ardathanatus has started equipping this room to prep Gein Kafog's body for harvesting his brain for the alchemical golem he wants to build, as a successful DC 25 Knowledge (arcana) check suggests to anyone who looks over the specific mix of tools on the table.

The stairs to the west lead down to area E1.

Treasure: The alchemical tools constitute a masterwork alchemy lab, and among the tools is a *wand of gentle repose* (44 charges).

D8. QLIPPOTH GUARDIANS (CR 13)

With the exception of what appears to be a pair of human-sized boulders sitting on the northeast and southeast corners of this room, this chamber is empty. The secret door in the east wall is incredibly well hidden, and locating it requires a successful DC 40 Perception check. Beyond the secret door is a tapering alcove that narrows down to a 3-inch-diameter peephole allowing one to look out into the main temple of Groetus (area E13) below. Unless he's been

warned by the creatures in this room, Ardathanatus is likely in the middle of one of his long rituals to refocus the *Doomsday Door* when the PCs look through this window—see area E13 for further details.

Creatures: The two strange boulders in the corners of this room are actually two gongorinan qliploth that are using their *statue* spell-like ability to appear innocuous. These qliploth do not attack the PCs if they merely walk through the room, but do observe and report their passage to Ardathanatus down in area E13 via telepathy. If the PCs start searching the room, or if they attempt to damage either qliploth, both monsters immediately animate and attack. Otherwise, they wait for the PCs to pass through, then one of the two sneaks along behind the PCs to observe—if this qliploth is spotted, it immediately attacks, making a fighting retreat back to this room to gain the help of its companion. The monsters fight to the death.

GONGORINANS (2)

CR 11

XP 12,800 each

hp 137 each (see page 90)

D9. PRISON (CR 12)

A large, mahogany desk with a high, leather-covered chair dominates this room. A chest sits near the desk, while a wooden shelving unit contains several sets of manacles and a few cudgels. Two steel gates in the east wall lead to two parallel rows of prison cells.

This room, once used to hold prisoners of the cult and the odd human sacrifice reserved for special rituals, has lain dormant and empty for many years. With Ardathanatus's arrival, though, these cells have been put back to use. Originally several surviving villagers and servants languished here, but today, only one prisoner remains—Nildus Thilano, the abbey's former priest of Erastil (see Development, below).

Creature: The prison is currently guarded by a lumbering behemoth of a monster—a crimson-furred, horned gorilla-like creature with a gaping maw in its chest. This creature is a baregara, an Abyssal fiend believed by some to be a sort of proto-demon. This particular baregara is named Tezmakruh, called from the Abyss by Ardathanatus to serve as a prison warden. Whenever a prisoner has outlived its usefulness, the corpse is given to the baregara as payment. Ardathanatus has kept Nildus alive for as long as he has as much to hold off having to finalize payment with the baregara (and thus retain it on site as additional muscle) as for any other reason. It's been too long for the baregara since it last had a chance to crunch bones between its dual sets of teeth, and it eagerly attacks intruders on sight and fights to the death as a result.

SHATTERED STAR

TEZMAKRUH

CR 12

XP 19,200

Baregara (*Pathfinder RPG Bestiary* 3 34)

hp 168

Treasure: The chest by the desk contains all of Nildus's gear and equipment, as listed in his stat block below. In addition to this, the chest contains 350 gp worth of coins and jewelry taken from the other (now-dead) prisoners who were once kept here.

Development: Only one of the prison cells (the southeasternmost one) contains a prisoner today. This door is more than just locked—Ardathanatus has used *stone shape* to lock the bars and door of this cell in place. As a result, in order to open the cell, the door must be smashed down (hardness 10, hp 60, break DC 28), or a spell like *stone shape* must be used to loosen the door and bars.

Within the cell languishes a starving man covered with angry welts and scars resulting from what appear to be suckers (partially healed wounds from various qliphoth torments). This is Nildus Thilano, an elderly man who, until his capture, was the abbey's cleric of Erastil. At the time of Ardathanatus's attack, Nildus's devotion to Erastil was already shaky—he'd seen too much pain and tragedy in his life, and that, combined with the loss of his entire family to sickness over the course of 1 horrific year, shook his faith to the core. The speed with which Ardathanatus took the abbey, along with Zolerim's treachery and the horrors he's witnessed in the form of the qliphoth and undead that now rule the dungeon, shattered his wavering faith, and today Nildus is adrift without a god. The ex-cleric knows his lack of faith has damned him to an afterlife of torment, and this knowledge even further depresses him—he's stopped eating as a result, and consequently he is suffering nonlethal damage from starvation and constantly fatigued. If the PCs rescue him, his depressed attitude prevents him from being of much help, even if the PCs heal him and return his gear. He follows the PCs aimlessly, staying out of combat but not seeking escape from the dungeons unless the PCs lead him out personally, in which case he simply loiters in the area until fate catches up with him. He can certainly tell the PCs about Ardathanatus (sharing similar information to what Casamir and Gein can impart), but knows little more about the dungeon save that Ardathanatus promised to make him "the first sacrifice to the Polymorph Plague once the *Doomsday Door* has been refocused to



NILDUS THILANO

Sekatar-Seraktis." Nildus or a successful DC 25 Knowledge (religion) check reveals "Polymorph Plague" to be an alternate name for Yamasoth, while a successful DC 30 Knowledge (planes) reveals "Sekatar-Seraktis" to be the Abyssal realm in which the qliphoth lord lives.

Nildus currently has 40 points of nonlethal damage and is fatigued from starvation. His stats below present him with this damage cured and with his gear from the chest in this room returned to him, but he still functions as an ex-cleric of Erastil. Whether or not he regains his faith depends in large part on how the PCs treat him and how successful they are against Ardathanatus, but even then, it's some time before he recovers from his ordeal and regains his clerical supernatural and spellcasting abilities. Note that as an ex-cleric, Nildus can no longer use his scrolls, so he gives them to the PCs as thanks for rescuing him.

NILDUS THILANO

CR 4

XP 1,200

Male old human ex-cleric of Erastil 7

LG Medium humanoid (human)

Init +5; Senses Perception +4

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 49 (7d8++14)

Fort +5, Ref +3, Will +9

OFFENSE

Speed 30 ft.

Melee mwk heavy mace +5 (1d8-1)

Ranged +1 composite longbow +7 (1d8/x3)

TACTICS

During Combat Nildus stays back in combat, supporting allies with his longbow. He only steps up to engage in melee if no other choice is available, and even then, he prefers to aid another to increase an ally's AC or attack rolls.

Morale Nildus has lost his family and faith, but while he has little to live for, he fears the punishments the afterlife has in store for him. He flees combat if reduced to fewer than 30 hit points.

STATISTICS

Str 9, Dex 12, Con 10, Int 12, Wis 19, Cha 10

Base Atk +5; CMB +4; CMD 15

Feats Combat Casting, Improved Initiative, Point-Blank Shot, Precise Shot, Toughness

Skills Diplomacy +10, Knowledge (nature) +8, Knowledge (religion) +11, Survival +11

Languages Common, Varisian

Combat Gear scroll of *breath of life*, scrolls of *lesser restoration* (2), scroll of *neutralize poison*; **Other Gear** +1 studded leather, +1 composite longbow with 20 arrows, masterwork heavy mace

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Story Award: Rescuing Nildus Thilano earns the PCs 4,800 XP. Helping him regain his faith and become a cleric again should take longer than the PCs are likely to remain in Windsong Abbey, but once they do so, they gain an additional 6,400 XP.

D10. OCEAN ROOM

This room is decorated with large bas-reliefs of azure marble that depict the sea and a multitude of marine creatures—fish, shellfish, mollusks, dolphins, and whales, but also many merfolk. A spherical lamp of corrugated blue crystal sits near the north wall.

The decoration of this room was created in honor of a vision the high priest of the temple had, wherein merfolk rose from the depths of the sea and blew upon rune-carved horns to cause the lands to crumble into the ocean. It was this vision (a metaphorical glimpse of Earthfall) that inspired the temple's first high priest to build on this site.

Treasure: The lamp of blue crystal sitting atop the altar burns with a *continual flame*. Of quite fine workmanship, the lamp is worth 3,500 gp.

D11. GATHUSPIA'S DEN (CR 13)

This room seems to contain only old empty crates, folded sacks, and upturned clay vases of various sizes and shapes. Sitting on a table near the northeast corner are several strange jars containing what appear to be coils of blue mist.

Creature: One of Ardathanatus's more dangerous minions uses this room as storage. This creature is the night hag witch Gathuspia, who spends the majority of her time in the region in ethereal form. When the PCs first enter this room, there's a 25% chance that they encounter the night hag here, but if any of the empty *soul jars* are jostled, touched, or taken from the table, the night hag has a chance to notice this each round by making a successful DC 20 Perception check. As soon as she succeeds at the check, she returns to this room (taking 1d4 rounds), at which point she dismisses her etherealness and demands the return of her property. She attacks the PCs whether or not they comply, hoping to trap their souls in her jars and knowing that if she defeats these intruders, Ardathanatus will be pleased and will likely reward her.

GATHUSPIA

CR 13

XP 25,600

Female night hag witch 8 (*Pathfinder RPG Bestiary* 215; *Pathfinder RPG Advanced Player's Guide* 65)

NE Medium outsider (evil, extraplanar)

Init +10; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 32, touch 17, flat-footed 25 (+4 armor, +6 Dex, +1 dodge, +11 natural)

hp 192 (16 HD; 8d10+8d6+120)

Fort +16, **Ref** +12, **Will** +16

DR 10/cold iron and magic; **Immune** charm, cold, fire, fear, sleep; **SR** 24

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee +1 *unholy dagger* +19/+14/+9 (1d4+7/17–20), bite +13 (2d6+3), claw +13 (1d4+3)

Special Attacks dream haunting, hexes (evil eye [–4, 9 rounds], flight [feather fall at will, levitate 1/day, fly 8 minutes/day], healing [cure moderate], misfortune [2 rounds], slumber [8 rounds])

Spell-Like Abilities (CL 8th; concentration +13)

Constant—*detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*

At will—*deep slumber* (DC 18), *etherealness*, *invisibility*, *magic missile*, *ray of enfeeblement* (DC 16), *soul bind* (DC 24)

Spells Prepared (CL 8th; concentration +14)

4th—*confusion* (DC 20), *cure serious wounds*, *dimension door*
3rd—*contagion* (DC 19), *lightning bolt* (DC 19), *stinking cloud* (DC 19), *vampiric touch*

2nd—*blindness/deafness* (DC 18), *command undead* (DC 18), *hold person* (DC 18), *see invisibility*, *web* (DC 18)

1st—*charm person* (DC 17), *command* (DC 17), *cure light wounds*, *mage armor*, *ray of enfeeblement* (2, DC 17)

0 (at will)—*bleed* (DC 16), *light*, *message*, *touch of fatigue* (DC 16)

Patron plague

TACTICS

Before Combat Gathuspia casts *invisibility* and *mage armor* before entering combat, and activates her flight hex to increase her combat mobility.

During Combat Gathuspia spends the first few rounds of combat using her magic to soften up foes, with *lightning bolt* and *confusion* in particular to disrupt and damage, and *stinking cloud* and *web* to reduce their mobility. Once she's got the PCs relatively split up, she swoops in to make melee attacks, using Vital Strike with her bite on the first round of combat. She knows her Armor Class is good, but faced against foes who are able to hit her and penetrate her damage reduction, she retreats back to range and relies on *magic missiles* and other magic. She tries to capture the souls of any slain PCs as soon as possible using *soul bind*, and if she manages to capture three (and thus fills all three *soul jars*), she leaves the battle by returning to the ethereal plane, content with her prizes for now.

Morale Gathuspia is unlike many of the other outsiders who serve Ardathanatus in that she hasn't been called here by his magic—her alliance with the elf is on her own terms. While she values his aid and hopes he succeeds at his mission

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since that will only increase the number of souls she can harvest, she's not so blindly devoted to his cause that she would lay down her life for him. If reduced to 40 or fewer hit points, she attempts to escape by using *etherealness* and does not return.

STATISTICS

Str 23, Dex 23, Con 22, Int 22, Wis 14, Cha 21

Base Atk +12; CMB +18; CMD 35

Feats Bleeding Critical, Combat Casting, Critical Focus, Dodge, Improved Critical (dagger), Improved Initiative, Toughness, Vital Strike

Skills Bluff +24, Disguise +21, Fly +33, Intimidate +24, Knowledge (arcana) +25, Knowledge (planes) +25, Perception +21, Sense Motive +21, Spellcraft +25, Stealth +25, Swim +10



GATHUSPIA

Languages Abyssal, Celestial, Common, Infernal
SQ change shape (any humanoid, alter self), heartstone, witch's familiar (spider named Seleste)

Other Gear +1 unholy dagger, heartstone, soul jars (3)

D12. SACRED FIRE (CR 12)

Four pillars support the vaulted, forty-foot-high ceiling of this large chamber. Each pillar is decorated with flame-like carvings and stylized images of phoenixes. A low, two-stepped platform in the middle of the floor surrounds a diamond-shaped fire pit in which a forge sits.

The forge in this room is essentially an immobile magic item crafted long ago by the priesthood of Groetus—it was used to forge the *doomsday locks* as well as components of the *Doomsday Door* itself, along with many other metal magical items utilized by the cult. The forge radiates strong conjuration magic, and anyone who enters the central forge pit takes 3d6 points of fire damage per round. A character capable of withstanding this fire can use the forge to craft all manner of metal objects, including particularly tough metals like adamantine and horacalcum. In addition, magic items crafted in this forge benefit from a 10% reduction to their cost, as the magic of the forge augments the crafting procedure.

Creatures: Back in the day, a fire giant smith toiled in this room. Today, however, Ardathanatus has staffed the forge with Beshka, an advanced efreeti renowned for her skill at armorsmithing and weaponsmithing. Securing Beshka's cooperation was somewhat difficult, and Ardathanatus (to his disappointment) had to promise not to take advantage of her ability to grant *wishes* (beyond using them to forge weapons) in exchange for her aid in crafting him a new weapon and a new suit of armor out of a large mass of horacalcum ore he recovered under Hollow Mountain. Assisting the efreeti are three salamanders—creatures Ardathanatus had much less trouble bullying into servitude. (The salamanders use Beshka's *wish* to aid in the construction of the armor.) The first time the PCs enter this chamber, Beshka has finished the halberd and is close to finishing the armor, and is eager to be done so she can return home. If confronted by the PCs, she tiredly regards them before she waves them off and says (in Common), "I've only got one more day here. Leave without a fuss and I won't be forced to burn you alive." If the PCs don't comply, she sighs heavily and attacks—as she does so, the braziers burning in the four corners of the room each disgorge a Large fire elemental to aid the efreeti. Bound here by a *planar ally* spell, she has no choice but to fight to the death.

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DUNGEON LEVEL 4

1 square = 10 feet



BESHKA

CR 9

XP 6,400

Advanced efreeti (*Pathfinder RPG Bestiary* 140, 294)

hp 115

SALAMANDERS (3)

CR 6

XP 2,400 each

hp 76 each (*Pathfinder RPG Bestiary* 240)

LARGE FIRE ELEMENTALS (4)

CR 5

XP 1,600 each

hp 60 each (*Pathfinder RPG Bestiary* 124)

Treasure: The suit of +1 moderate fortification horacalcum full plate armor (horacalcum is a skymetal detailed on page 71 of *Pathfinder RPG Adventure Path #61*) that Beshka is working on is a day away from completion. If finished (this requires a day's work and a successful DC 29 Craft [armor] check in a forge capable of working the rare metal), the armor is worth 77,500 gp.

Development: If the PCs leave Beshka to finish her work, she finishes the armor in a day and it's delivered to Ardathanatus. She returns home, and if the PCs haven't defeated Ardathanatus by this point, when they

encounter him he's wearing this armor instead of his adamantine armor.

On the off chance that the PCs manage to dismiss or banish the efreeti without killing her, she's thankful to the PCs for shortening her servitude by even a day. Only 2d4 days later, a fire mephit appears before the PCs and bows low, informing them of Beshka's thanks for relieving her of her duty to Ardathanatus early. As a reward, the efreeti sent this mephit, a toadie named Gogorog, to deliver a reward to the PCs—a *luck blade* containing one wish.

E1. SOUTH CAVERN (CR 12)

The churning waters of a sea cave fill this grotto with the sound of the surf. A few steep-sided rocks protrude from the waters like islands. To the south, a ten-foot-high ledge rises from the water. A rusted chest sits high up on this ledge, surrounded by a small mound of gold coins and silver dinnerware.

The water levels shown on the map are at low tide—the water is 15 feet deep at this point. At high tide, the water depth increases by 10 feet, leaving only the lighter-colored parts of the room above water. The waters fill the shaded areas to a depth of 1 foot at high tide. The stairs to the east

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lead up to area D7, while to the west, a submerged tunnel leads underwater to a deep tide pool outside. Noticing this submerged tunnel from above water requires a successful DC 25 Perception check inside this area, and a successful DC 35 check once outside because of the heavy seaweed growth.

Creatures: A rampage of a half-dozen particularly brutish sea drakes has taken up nesting in these caves. The aquatic drakes have dwelled here for many months, right under the noses of the abbey priests. The drakes themselves aren't particularly smart, but they're cunning enough to enter and exit their lair underwater and to keep their attacks on targets miles away from the abbey, knowing that if the priests discovered them, they'd be attacked. Ardathanatus discovered the drakes here while exploring, and his addition to their treasure stash has, for now, bought a modicum of cooperation from the drakes; they don't bother Ardathanatus and he doesn't bother them. The drakes assume that the PCs are members of Ardathanatus's group come to buy more "cooperation time" from them, and demand the PCs place their tribute near the chest. If the PCs comply by giving them at least 2,000 gp in valuables, the sea drakes let them come and go as they wish—otherwise they attack. They even pursue foes up into the dungeon, but no farther than the third level. Opportunistic PCs can certainly lure the drakes into battle with other denizens on that level, for Ardathanatus's commands to leave the drakes alone only holds water when the drakes aren't invading the dungeon.

ADVANCED SEA DRAKES (6)

CR 7

XP 3,200 each

hp 87 each (*Pathfinder RPG Bestiary* 2 109, 292)

Treasure: Ardathanatus's offering to the sea drakes consists of 1,300 gp and a stack of silverware looted from the abbey worth 700 gp in all. The rusted chest is a remnant from decades ago, when a Riddleport pirate hid his stash in this cave. The pirate is now long dead, and the sea drakes have wrenched open the chest to admire the contents. The chest's lid is easily removable as a result. Inside are five cracked leather bags holding 500 gp each, a ruined silk pouch containing 30 pearls worth 100 gp each, a masterwork dagger in a gem-encrusted scabbard (the scabbard is ruined but its 12 garnets are worth 100 gp each), a *ring of wizardry I*, and an *amulet of mighty fists +2*.

E2. NORTH CAVERN

A wide tunnel slopes down to the west to open out onto the beach outside. To the north, a ledge sits five feet above the ground.

During high tide, only the ledge and the four small islands are above water, while during low tide, the cave is dry but strewn with seaweed.

Until recently, a secret passageway connected the north wall of this cavern to area E3, but Ardathanatus wasn't comfortable with this "back door" and walled it up with several *walls of stone*. He used *stone shape* to make the north wall seem something like a natural cavern, but a successful DC 30 Perception check suggests the stone here was magically manipulated—a PC who succeeds at a DC 25 Knowledge (arcana) can confirm that *wall of stone* and *stone shape* seem to have been used here. Digging the tunnel out would take some time without the use of powerful magic, but determined PCs can use this route to enter the dungeon. They should take care about getting in over their heads if they're still lower than 12th level, though!

E3. OFFERING ROOM (CR 9)

Numerous niches have been carved into the walls of this room, many of which contain vases and urns. A central stone pillar is carved with a spiral band of spiky runes.

This level of the dungeon is where the Groetan priests buried their dead—and when the end of Thassilon came, it is the level to which the surviving priests retired to perform the suicides that would transform them into eternal undead guardians. The words written on the pillar are prayers to Groetus written in Thassilonian, blessing this level of the dungeon as a place of rest. The section of wall Ardathanatus sealed with *walls of stone* to the west can be detected as detailed in area E2. The stairs to the south lead up to area D6.

Trap: The door to the east is locked with a *doomsday lock*, but has further been warded by a *greater glyph of warding* placed by Ardathanatus. This loud trap isn't meant to kill the PCs so much as alert the dungeon level's denizens that intruders are near. If the trap goes off, the guardians of area E4 come to investigate at once.

GREATER GLYPH OF WARDING

CR 9

XP 6,400

Type magic; Perception DC 31; Disable Device DC 31

EFFECTS

Trigger location; Reset none

Effect spell effect (*greater glyph of warding*, sonic blast glyph, 7d8 sonic damage, DC 21 Reflex save for half damage); multiple targets (all creatures in area E3)

E4. GUARDIAN CRYPT (CR 12)

This room is empty, save for four stone sarcophagi sitting in the room's corners

Creatures: The four sarcophagi contain the ancient bones of four Groetan clerics who offered themselves

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up for transformation into greater shadows to guard the crypt. The shadows now serve Ardathanatus, and swiftly emerge to attack anyone who enters this room, or move west into area E3 to attack anyone who triggers the trap there. The shadows fight until destroyed, and pursue foes throughout this level (although not to areas E1–E2).

GREATER SHADOWS (4)

CR 8

XP 4,800 each

hp 58 each (*Pathfinder RPG Bestiary* 245)

E5. OSSUARY

The walls of this room are pockmarked by hundreds of narrow niches in which sit thousands, even tens of thousands, of bones.

The bones stored in this room make up the bulk of those who died serving the temple of Groetus over its centuries of operation during Thassilon's height. The bones are quite fragile, and crumble to dust if handled. Evidence of such handling lies in a few niches, where Ardathanatus investigated and decided that the bones were too fragile to serve as the components of a bone golem. Each niche explored carries a 25% chance of exposing the searcher to a not-quite-dormant strain of leprosy carried in the dust (Fortitude DC 12 negates—see *Core Rulebook* 557).

E6. CRYPT OF THE FAVORED ACOLYTES (CR 12)

This large crypt contains six stone sarcophagi, each decorated with a carved image of a skull-shaped moon and lines of runes. To the south, a section of tunnel has partially collapsed, leaving a two-foot-tall crawlway in its place.

A successful DC 25 Knowledge (religion) check made while studying the sarcophagus by someone who can read Thassilonian is enough for her to determine that the bodies buried here were favored acolytes—as new favorites died, the oldest bones were moved to the ossuary at area E5.

The tunnel leading south to area E10a collapsed when Ardathanatus was attempting to build a complex trap here, involving magical manipulation of the walls to make a crushing trap similar to the one that wards the passageway to area E7. A character who studies the collapsed rubble to the south and succeeds at a DC 25 Perception check notes several blocks of stone bearing damaged but faint etchings of runes—this discovery makes dealing with the trap to the east easier, granting a +4 bonus on Perception checks and Disable Device checks against that trap.

A Medium character can wiggle the rough the gap to area E10a by making a successful DC 20 Escape Artist check—Small creatures can move through the area, treating it as

difficult terrain. Each time someone passes through the tunnel, there's a 25% chance the walls and ceiling collapse the rest of the way (treat as a collapse; see *Core Rulebook* 415).

Trap: Ardathanatus was more successful in trapping the hallway from area E6 to area E7. As soon as someone walks within 5 feet of area E7 in this hallway, the walls of the entire hall suddenly ripple with magic as if they had turned to liquid—a second later, thousands of stony spikes lance out of both walls, impaling all creatures in the hallway. Once the trap is triggered, the stone spikes immediately retract into the wall, instantly resetting the trap (which fires again if anyone remains in the trigger zone).

SPIKED WALL TRAP

CR 12

XP 19,200

Type magic; Perception DC 34; Disable Device DC 34

EFFECTS

Trigger location; **Reset** automatic (after 1 hour); **Bypass** avoiding contact with walls, floor, and ceiling
Effect Atk +20 melee (6d6+10/x3); multiple targets (all creatures in hallway between areas E6 and E7)

E7. LIGHTS OF THE DEAD (CR 12)

The rough walls of this ancient chamber are decorated with luminous designs that create a lattice of spirals, with lunar symbols and tiny skulls decorating the ceiling. One set of designs on the face of the room's central pillar is larger than the others, and seems to be a line of runes.

The carvings on the wall here can be identified with a successful DC 30 Knowledge (religion) check as prayers to Groetus—specifically, prayers to honor the favored of the faith's dead. The phrase carved in the central pillar reads (in Thassilonian), "Present a key to the End Times and utter the Groetan invocation favoring the dead and be counted as acolytes of the Harbinger of Last Days." A character who holds high a *doomsday key* in this room and utters the proper 10-second prayer from Groetan scripture (knowing the words requires a successful DC 30 Knowledge [religion] check, but actually reciting the prayer requires no check—language is irrelevant) feels a sudden oppressive weight, as if the air itself has grown heavier, and takes a –4 penalty on initiative checks for 1d4 hours as a result. If this ritual is not observed within 1 minute of anyone entering the room, however, greater repercussions occur—the walls of the room flash with a cold blue light, and all creatures within the room must each make a successful DC 15 Will save or become shaken for 1d6 minutes. This is a mind-affecting fear effect.

Creatures: The luminous glow of the designs on the walls represents this chamber's guardians—a rare form of variant will-o'-wisps known as a "Groetan candles."

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These creatures are found only where worship of Groetus is performed, yet they have little concept of time and can linger at such a site for ages. Groetan candles function as advanced will-o'-wisps, save that they deal cold damage rather than electricity damage, and are effectively immortal unless killed by violent means. These creatures wait to attack until the pulse of fear fills the room (or until anyone attempts to attack them or damage the room)—they're immune to the chamber's *fear* effect. When they attack, the Groetan candles appear as vaguely skull-shaped globes of blue light surrounded by a nimbus of strange, shifting runes. The Groetan candles pursue foes throughout this dungeon, seeking out intruders even if they left the room before the minute delay of their attack ends.

GROETAN CANDLES (6)

CR 7

XP 3,200 each

Advanced will-o'-wisp (*Pathfinder RPG Bestiary* 277, 294)

hp 76 each

E8. PREPARATION ROOM

Several long tables sit in this room, each with a large number of embalming and surgical tools lying atop it. Ancient dark stains mar the surface of each table.

Treasure: This room is where the Groetan cultists prepared their dead for the process of mummification—with a successful DC 25 Knowledge (religion) check, a PC can confirm that the tools here are specifically those needed by a powerful cleric to transform the dead into mummies. Curiously, some of the tools have been altered in strange ways that would suggest they were intended to be used on oneself. As a set, the strange embalming tools are worth 500 gp. This entire room is under the effects of a permanent *desecrate* effect—consequently, the mummies in area E10 and E11 have an additional +2 hp per Hit Die, since they were created in this chamber.

E9. SACRED TREASURE ROOM

The door to this room is protected by a *doomsday lock*.

Several large, ancient-looking pottery vessels sit in this room amid a scattering of ancient coins and shining gemstones.

Treasure: The treasure in this room consists of 4,352 sp scattered over the floor—the coins are of an ancient Thassilonian make, and to a collector are worth 1 gp apiece. Amid the coins are 50 minor gemstones or pieces of coral, each worth 100 gp. The five urns once contained the temple's greatest treasure—waters harvested from the River Styx, though this water has long since evaporated away, leaving behind a foul crust within each urn (this

crust can be identified as Stygian residue with a successful DC 30 Knowledge [planes] check). Each urn was also used to store a specific magic item sacred to the temple—unfortunately, these items have become cursed after their long soak in the otherworldly waters. These items include an *amulet of inescapable location*, *bracers of defenselessness*, a *medallion of thought projection*, a *ring of clumsiness*, and a *stone of weight*.

E10. CRYPTS OF THE FINAL PRIESTS (CR 12)

Four sarcophagi, each decorated with a carving of a skull-faced moon, sit in the corners of this large, square crypt. A central pillar supports the ceiling above.

Creatures: In these three rooms, the 12 final priests of the order were put to rest after their high-priest, Kandamereus, aided them in transforming themselves into undead—into mummies, to be exact. Today, all 12 mummies lie in wait inside their sarcophagi, still loyal to their master Kandamereus, who in turn has pledged his loyalty to Ardathanatus.

The 12 mummies in these three rooms have an unusual trait—they share one mind and can sense the contents of the rooms as if seeing and hearing through their sarcophagi. Since these mummies possess a hivemind of sorts, they are difficult to flank or surprise. If the mummies notice the PCs entering these rooms, they lie in wait until the PCs attempt to move closer to area E11 by any method (such as by moving from area E10a to E10b, or from E10b to E10c), or until one of their sarcophagi is opened. At such a point, all 12 push aside the lids to their stone coffins and rise up to attack the intruders. They pursue foes who flee toward area E11, but not those who flee to the north; otherwise, they fight to the death.

GROETAN MUMMIES (12)

CR 5

XP 1,600 each

Variant mummy (*Pathfinder RPG Bestiary* 210)

hp 76 each

Hivemind (Su) As long as there are at least two Groetan mummies within 300 feet of each other, if one Groetan mummy in the group is aware of a particular danger, they all are. No Groetan mummy in a group is considered flanked or flat-footed unless all of them are.

E11. KANDAMEREUS'S TOMB (CR 14)

Four large bronze braziers send flickering orange light through this large crypt. A single sarcophagus sits over a dais near the middle of the west wall, its side decorated by the carving of a skull-faced moon. A set of double doors stands to the southwest, each bearing a skull-shaped lock.

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The doors to the southwest are both locked with *doomsday locks*—opening them requires a pair of *doomsday keys* used simultaneously. If the PCs have only one key, the other lock may be picked, but such a process is dangerous because of the fact that these doors are warded with a *labyrinth without walls* trap identical to the one in area **A10** (see page 17). The braziers in the corners of the room are lit with *continual flames*.

Creature: This crypt is the tomb of Kandamereus, the powerful undead leader of the Groetan priests and the voice of the God of End Times. Although Kandamereus is preserved as a mummy similarly to his underlings in area **E10**, the procedure that he underwent was quite different—and not only because he performed the procedure on himself. Kandamereus’s transformation retained his personality and some (although not all) of his clerical class levels, resulting in a much more powerful creature than those the PCs encountered in area **E10**.

When the PCs enter this chamber, they encounter the mummified high priest of Groetus standing before his sarcophagus. If Kandamereus notices the PCs, he raises his hands and commands them to stop in an imperious voice, speaking in Thassilonian (and activating his aura of despair as he does to help “encourage” the PCs to stand still). This command causes any mummies that are pursuing the PCs from area **E10** to stop as well; the mummies stand at attention but cease all attacks. If the PCs continue on into the room or attack any of the mummies, Kandamereus fights as detailed below.

But the PCs need not fight this ancient guardian in order to defeat him. As he has pondered the actions of Ardathanatus and the nature of the world, Kandamereus has grown doubtful that the elven qliphoth worshiper truly wants to trigger the end times—suspecting that, perhaps, Ardathanatus merely wants to trigger a local apocalypse, or even worse, merely seeks personal power over the region but otherwise wishes to retain it as a place for him to rule.

When he commands the PCs to halt, the ancient mummy begins questioning them, again speaking in Thassilonian. His seven questions are listed below. Each time the PCs answer a question, one of the PCs must make a DC 30 Diplomacy check (other PCs can aid another this check with a successful DC 10 Diplomacy check). Kandamereus seeks the truth as the PCs see it—if the PCs attempt to lie to the mummy, they must instead make Bluff checks opposed by Kandamereus’s Sense Motive, but take a –10 penalty on the checks. In the unlikely event that the PCs still have Jasper Kandamereus traveling with them (see the free web enhancement for *Pathfinder Adventure Path* #62, available at paizo.com), his advice and presence grants a +10 circumstance bonus on the primary Diplomacy check

but not on any Bluff checks. The questions Kandamereus asks are as follows.

1. “What became of Thassilon after the end of the world?”
2. “What became of my temple of Groetus after the end of the world?”
3. “Has the world recovered from the apocalypse that destroyed Thassilon?”
4. “Is my lord Groetus still worshiped in this day?”
5. “What do you know of the elf Ardathanatus and his plans for the Doomsday Door?”
6. “What are your plans for the Doomsday Door, should you defeat Ardathanatus?”
7. “Do you accept the inevitable?”



KANDAMEREUS

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Regardless of how the PCs respond, Kandamereus listens calmly to their answers. If they succeed at a minimum of four of the seven Diplomacy and/or Bluff checks, the ancient mummy nods his head in approval as they make their final answer. At this point, he turns his attention to any other mummies who might be present, and tells them with a wave of his hand that their services to Groetus are no longer required—that new champions of the God of the End Times have come. At this command, the other mummies sigh and collapse into dust. Kandamereus turns back to the PCs and informs them that if they seek to defeat Ardathanatus, he will aid them, but only if they agree to allow him to continue his stewardship over the *Doomsday Door* once the final battle is resolved. If the PCs disagree, Kandamereus sighs with deep regret, then attacks them, planning on animating their bodies as mummies so that he'll have a more loyal group of minions to aid him in his plans to defeat Ardathanatus.

Kandamereus was a tall, lean person in life, and these features were only enhanced by his mummification. He wears the same bronze jewelry of the other warrior-shamans, and a tall headpiece encrusted with gemstones. As his personal weapon, he carries a *doomsday staff*, one of the most sacred magical items of his order.

KANDAMEREUS

CR 14

XP 38,400

Male mummy cleric of Groetus (Groetus) 11 (*Pathfinder RPG Bestiary* 210)

CE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +27

Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 18 negates)

DEFENSE

AC 31, touch 14, flat-footed 30 (+5 armor, +3 deflection, +1 Dex, +10 natural, +2 shield)

hp 229 (19d8+106)

Fort +16, **Ref** +11, **Will** +21

DR 5/—; **Immune** undead traits; **SR** 23

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee slam +21 (2d6+10 plus mummy rot)

Special Attacks aura of madness (DC 20, 11 rounds/day), channel negative energy 7/day (DC 19, 6d6)

Domain Spell-Like Abilities (CL 11th; concentration +16)

8/day—touch of darkness (5 rounds), vision of madness (+/–5)

Spells Prepared (CL 11th; concentration +16)

6th—*antilife shell*, *phantasmal killer*^D (DC 21)

5th—*slay living* (DC 20), *spell resistance*, *summon monster V*, *summon monster V*^D (summons 1d3 shadows)

4th—*chaos hammer* (DC 19), *confusion*^D (DC 19), *divine power*, *sending*, *unholy blight* (DC 19)

3rd—*deeper darkness*^D, *dispel magic* (2), *invisibility purge*, *meld into stone*, *protection from energy*

2nd—*blindness/deafness*^D (DC 17, only to cause blindness), *death knell* (DC 17), *hold person* (DC 17), *shatter*, *silence* (DC 17), *spiritual weapon*

1st—*command* (DC 16), *divine favor*, *lesser confusion*^D (DC 16), *obscuring mist*, *protection from law*, *sanctuary* (DC 16), *shield of faith*

0 (at will)—*bleed* (DC 15), *detect magic*, *light*, *mending*

D Domain spell; Domains Darkness, Madness

TACTICS

Before Combat Kandamereus casts *shield of faith*, *spell resistance*, and *invisibility purge* before combat if he gets the chance.

During Combat Kandamereus casts *antilife shell* at the start of combat—if he's fighting with the PCs, he makes sure to be in a position where this spell won't impede his living allies. He then focuses on casting *summon monster V* for the first few rounds, following up with his ranged damage spells or spells from his *doomsday staff*. If attacked in melee, he uses touch of darkness to cloud the vision of those attacking him before he attacks with slams and *inflict wound* spells.

Morale Once combat begins, Kandamereus fights until destroyed.

STATISTICS

Str 24, **Dex** 12, **Con** —, **Int** 10, **Wis** 20, **Cha** 18

Base Atk +14; **CMB** +21; **CMD** 32

Feats Ability Focus (despair), Blind-Fight, Combat Casting,

Improved Initiative, Improved Lightning Reflexes, Improved Natural Attack (slam), Improved Vital Strike, Lightning Reflexes, Power Attack, Toughness, Vital Strike **Skills** Knowledge (planes) +18, Knowledge (religion) +18, Perception +27, Sense Motive +13

Languages Thassilonian

SQ eyes of darkness (5 rounds/day)

Combat Gear *doomsday staff*; **Other Gear** *bracers of armor* +5, *cloak of resistance* +3, *ring of force shield*, mithral and opal holy symbol of Groetus worth 800 gp

Trap: If two *doomsday keys* are used to open this door, and each is used with the correct combination, the *labyrinth without walls* trap on these doors can be bypassed. Otherwise, an incorrect combination or lack of a key used in attempting to open the door triggers the trap. If the PCs have recruited Kandamereus's aid, he warns them about the trap and suggests they find two *doomsday keys* to bypass it. While two of these keys were kept here, Kandamereus knows that Ardathanatus took one and gave the other to a hideous frog-faced man—Zolerim. He suspects that a third key kept above is long lost—in fact, this key was the one kept by the Masked Abbot and was given by Ardathanatus to his medusa minion.

LABYRINTH WITHOUT WALLS

CR 12

XP 19,200

See page 18.

Story Award: If the party recruits Kandamereus's aid, award them XP as if they had defeated him in combat.

BEYOND THE DOOMSDAY DOOR

E12. FINAL GUARDIANS (CR 13)

The walls of this T-shaped junction tower nearly forty feet overhead. To the north, a pair of double doors, each fitted with a skull-faced lock, stands tall and imperious, while to the west, a collapsed flight of stairs once led down to deeper levels.

The doors to the north are both fitted with *doomsday locks*, but they are not warded by a trap. The stairs to the west once descended to a much deeper level of chambers that once served the temple of Groetus as a prison for enemies of the faith, but these chambers were not as well protected as the rest of the complex and they collapsed during Earthfall.

Creatures: This foyer to the Temple of the *Doomsday Door* is the last line of defense protecting Ardathanatus, and he has stationed two stone golems carved to resemble himself before each of the doors leading into area E13—these golems, creatures he crafted using resources in Hollow Mountain many years ago, are under orders to let no one, even the mummy Kandamereus, enter. The thunderous sound of their attacks is more than enough to alert the denizens of area E13 that trouble has reached their very doorstep.

STONE GOLEMS (2)

CR 11

XP 12,800 each

hp 107 each (*Pathfinder RPG Bestiary* 163)

E13. TEMPLE OF DOOMSDAY (CR 16)

The interior of this great, forty-foot-high cathedral shimmers with a nauseating pale green light. The room seems even larger for the lack of furnishings, save for a few crumbling pews and four immense pillars. To the north, a pair of towering wood-and-metal doors lie closed—it is from the edges of these looming doors that the foul green light emanates, as it seems to leak out along the walls in writhing streams. Twisted bodies of strange not-quite-humanoid forms lie strewn about the north end of the room, and a strangely disturbing wind seems to pulse in the very air.

This chamber served the temple of Groetus as its inner sanctum, and the double door to the north is one of the infamous *Doomsday Doors* of Groetan myth. More of these doors are said to exist elsewhere on the Material Plane—Groetan dogma holds that as soon as all of the *Doomsday Doors* are opened, the End of All Worlds will begin, but whether or not opening these doors causes that end or is merely a symptom of the end is unclear. The doors have opened only once before: during Earthfall. They closed a week later, this act unseen by any of the temple's priests, for Earthfall was not the true end of the world.

The door itself would not normally be poised to open again at this time, but several weeks of blasphemous

rituals led by Ardathanatus and accompanied by a small army of his minions have changed that. The bodies to the north are composed of two dozen sacrificed sinspawn, their bodies and souls used in Ardathanatus's ritual not only to coax the door ever closer to opening, but to reroute the door's destination from whatever unknown reality it normally connects to the Abyssal realm of Sekatar-Seraktis. If Ardathanatus's ritual succeeds, he forges a permanent and direct connection between this chamber and the realm of his qliphoth master, Yamasoth (see page 66). The exact amount of time that remains in this ritual is kept fluid—this adventure shouldn't be on a timer, per se, but if the PCs assault the denizens of this room and fail to prevail, feel free to say that Ardathanatus is only a few days or even hours away from success, forcing further attempts to stop the cultist to become ever more urgent.

In addition to the denizens of this chamber, the PCs must contend with a disturbing sensation in the temple, as if the *Doomsday Door* itself were breathing. Each round, a foul wind blows through the room. On odd-numbered rounds, the wind blows north toward the door, while on even-numbered rounds, the wind blows south away from the door. On each inhalation (odd-numbered round), lawful- and good-aligned living creatures take 2 points of damage (or 4 points of damage for creatures that are lawful good) as a tiny portion of their life is absorbed by the door. On each exhalation (even-numbered round) chaotic- and evil-aligned living creatures heal 2 points of damage (or 4 points of damage for creatures that are chaotic evil).

The *Doomsday Door* is currently only slightly ajar. While the ritual to force it open has taken Ardathanatus days to perform (and will likely take days more), closing the door is relatively simple. To close the door again, a *doomsday key* must be inserted into the *doomsday locks* in each of the door's two portals. Both keys must then be simultaneously turned seven times in a clockwise manner to seal the door shut—each full rotation takes a full-round action. A successful DC 30 Spellcraft check made while studying the door's strong aura of conjuration is enough for a PC to discern this method of closing the door, but the mummy Kandamereus, if asked, can give this information as well—he may even volunteer the information once this chamber's denizens are defeated, as he does not presume to know what his god has not told him and does not want the door to open before the appropriate hour, as predetermined by Groetus. Closing the door in this manner ends the strange “breathing” effect and cancels the built-up magic of Ardathanatus's ritual.

Creatures: Ardathanatus spends all of his time in this chamber, relying upon *lesser restoration* to fight the fatigue brought on by lack of sleep and *heroes' feast* whenever he gets hungry. (The other creatures with him in this chamber all gain 11 temporary hit points, included in their hit point

SHATTERED STAR

listings below, as a result of partaking in this feast.) He spends the bulk of his time of late performing the complex ritual to refocus the *Doomsday Door* to Sekatar-Seraktis, periodically sacrificing one of his blindingly loyal sinspawn minions with the aid of two natives of that Abyssal realm, a pair of gongorinan qliploth. Unfortunately for the PCs, Ardathanatus's focus on the ritual is not so complete that he cannot prepare for battle against them.

The elven cultist has very little desire to speak to the PCs when they arrive, and attacks on sight—this could well make things difficult for player characters who seek to redeem the elf rather than simply slay him. The easiest route here is to defeat Ardathanatus in a way that doesn't kill him, but rather simply disables him—reducing him to negative hit points and then stabilizing his wounds works, as does using magic like *hold person*, *dominate person*, or the like to secure his compliance. If Ardathanatus is defeated, his sinspawn and qliploth minions do their best to either avenge his defeat or rescue him, but take note of possible developments below if Ardathanatus is killed or rendered unconscious.

ARDATHANATUS CR 14

XP 38,400

hp 217 (see page 54)

GONGORINANS (2) CR 11

XP 12,800 each

hp 148 each (see page 90)

SINSPAWN GUARDS (4) CR 7

XP 3,200 each

hp 88 each (see page 37)

Development: One of the key components of the refocusing ritual is that Ardathanatus must remain conscious for the weeks it takes him to perform the ritual. If he ever loses consciousness or dies, the delicate and chaotic energies create a sudden and dangerous backlash. As Ardathanatus loses consciousness, the light flickering along the walls and from the *Doomsday Door* itself suddenly turns black. An instant later, the door is flung open, the portal to Sekatar-Seraktis momentarily established to an extent even greater than Ardathanatus could have hoped. The portal opens directly upon the baleful presence of the Polymorph Plague Yamasoth himself (see page 66)!

The portal isn't strong enough, fortunately, for Yamasoth to come through completely, but the qliploth lord can certainly reach his tentacles (including those that serve as bite attacks) through to attack anything within 30 feet of the door itself. If Ardathanatus is in this reach, the tentacles attempt to grab the elf and pull him through the portal—they do not attempt to do the same to the PCs, but do make attacks against them as well. Fortunately for the PCs, the

warped and unstable nature of the portal not only imposes a 50% miss chance on all of Yamasoth's attacks, but also imparts a -20 penalty on all of the qliploth lord's attack rolls and combat maneuver checks.

The portal remains open for only 2 rounds. Yamasoth makes his attacks (also exposing all in the room to his horrific appearance—but again, the warped nature of the portal somewhat lessens these effects, and all saving throws against these attacks are made at a +10 circumstance bonus) on the first round. On the second round, he opens his central maw, exposing all in the room to the effects of his gaze (again, saves against this effect are at a +10 circumstance bonus) and retracts his tentacles. At the end of the second round, the *Doomsday Door* slams shut and the portal energies dissipate—using the *doomsday keys* as described above can lock the door tight once again. During this second round, the PCs have one final chance to rescue Ardathanatus if he's been grabbed by the qliploth lord—casting *freedom of movement* on the elf makes it easy to pull him loose, as does making a touch attack against the elf and then using a teleport effect to retreat. A successful DC 35 combat maneuver check also works to wrench the elf free. If the PCs are unable to rescue Ardathanatus, he is pulled into Sekatar-Seraktis and his redemption (or indeed his survival) is no longer an option.

Note that if the PCs manage to lock the *Doomsday Door* before Ardathanatus loses consciousness, this backlash doesn't occur. Instead, as the door is locked, a thunderous hammering pounds through the room as Yamasoth's tentacles thrash against the door. The portal shakes, but it holds fast as the ritual's energies disperse and safely dissipate. If the PCs manage to dominate or otherwise mind-control Ardathanatus, he may even suggest closing the door in this way—but if his minions still live, they certainly do their best to prevent this development!

Story Award: If the PCs close the *Doomsday Door*, award them 25,600 XP.

CONCLUDING THE ADVENTURE

If the PCs rescued Koriah Azmeren, she suggests returning to Magnimar to report to Sheila Heidmarch what happened here. She may well decide to stay on at Windsong for a time to help the priests rebuild, but if she's started to forge a strong relationship with the party or a specific PC, at your option she may well remain with the group as a cohort or GM-controlled ally.

In any event, the reconstruction of Windsong Abbey is a long-term goal, and one that, while the PCs may wish to take part in it, plays no further official role in the Shattered Star Adventure Path. If the PCs wish to help support the rebuilding, the priests certainly accept any donations the PCs are willing to give, but they won't be able to repay this kindness in full for many months, perhaps years, to come.

BEYOND THE DOOMSDAY DOOR



In the meantime, though, the priests are certainly willing to provide any spellcasting services the PCs may need free of charge.

The undead priest of Groetus Kandamereus may present an additional ethical challenge to some parties. While the deity he worships is chaotic neutral, Kandamereus is unabashedly evil and chaotic. He claims to want nothing more than to continue his service as a guardian of the *Doomsday Door*, but the PCs may indeed be right to be suspicious of his intents. Kandamereus plays no further official role in the Shattered Star Adventure Path, so if the PCs decide the mummy cannot be trusted, they may well have one last fight on their hands before moving on. Likewise, if they agree to let the mummy stay on as the keeper of the deep levels below Windsong, the ultimate repercussions of that choice are left to you.

The PCs should return to Magnimar to report their adventures to Sheila Heidmarch, if only to pick up the

next *ioun stone* they'll need. Once the PCs provide a detailed report and maps of their adventures to the Pathfinders (a process that should take no more than a day's work of writing), the Fame scores of any PCs who are members of the Pathfinder Society faction increase by 12 and these PCs earn 12 Prestige Points for their accomplishments.

Once the PCs are ready for the next stage in their quest, they need only focus on the *Shard of Envy*. Doing so grants them another vision—this time they see a towering green spire emerging from a ragged landscape. The next stage of their adventure leads them east once again, well into the giant-ruled realms of the Storval Plateau, to the ancient Thassilonian ruin of Guiltspur. What awaits them there will put them to a greater test than any of the ordeals yet, for while the final two shards lie in close proximity, to earn them the PCs must clash with one of Varisia's most notorious dragons!