

PATHFINDER®

ADVENTURE PATH™

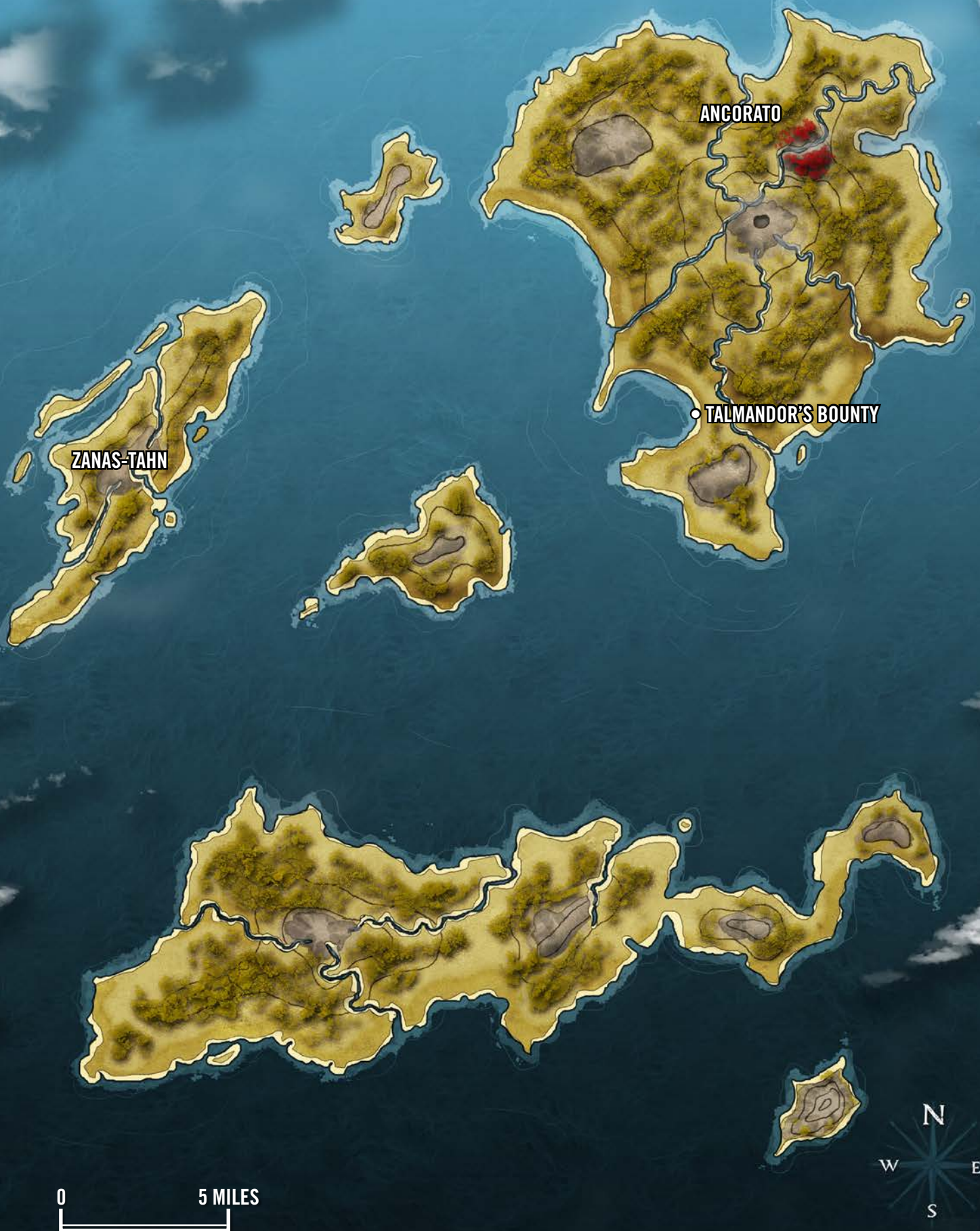


RUINS OF
AZLANT

THE
FLOODED
CATHEDRAL

by Mikko Kallio

RUINS OF AZLANT REGION



PATHFINDER ADVENTURE PATH

Development Leads • Adam Daigle and Mark Moreland

Authors • John Compton, Adam Daigle, Mikko Kallio, Kalervo Oikarinen, and David Schwartz

Cover Artist • Setiawan Lie

Interior Artists • Oksana Kerro, William Liu, Diana Martinez, Will O'Brien, Nikolai Ostertag, Hugh Pindur, Maichol Quinto, and Firat Solhan

Page Border Design • Francesca Baerald
Cartographer • Robert Lazzaretti

Creative Director • James Jacobs

Creative Design Director • Sarah E. Robinson

Executive Editor • James L. Sutter

Managing Developer • Adam Daigle

Development Coordinator • Amanda Hamon Kunz

Senior Developer • Robert G. McCreary

Organized Play Lead Developer • John Compton

Developers • Crystal Frasier, Mark Moreland,

Owen K.C. Stephens, and Linda Zayas-Palmer

Managing Editor • Judy Bauer

Senior Editor • Christopher Carey

Editors • Jason Keeley, Lyz Liddell, Elisa Mader, Adrian Ng,

Joe Pasini, and Lacy Pellazar

Lead Designer • Jason Bulmahn

Senior Designer • Stephen Radney-MacFarland

Designers • Logan Bonner and Mark Seifter

Art Director • Sonja Morris

Senior Graphic Designers • Emily Crowell and Adam Vick

Organized Play Coordinator • Tonya Woldridge

Publisher • Erik Mona

Paizo CEO • Lisa Stevens

Chief Operations Officer • Jeffrey Alvarez

Chief Financial Officer • John Parrish

Director of Sales • Pierce Watters

Sales Associate • Cosmo Eisele

Marketing Director • Jenny Bendel

Outreach Coordinator • Dan Tharp

Director of Licensing • Michael Kenway

Accountant • Christopher Caldwell

Data Entry Clerk • B. Scott Keim

Chief Technical Officer • Vic Wertz

Director of Technology • Dean Ludwig

Senior Software Developer • Gary Teter

Community & Digital Content Director • Chris Lambertz

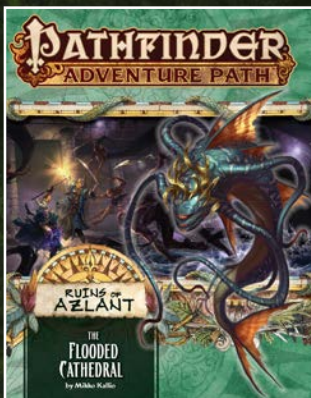
Webstore Coordinator • Rick Kunz

Customer Service Team • Sharaya Copas, Katina Davis, Sara Marie, and Diego Valdez

Warehouse Team • Laura Wilkes Carey, Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Greenwood

Website Team • Lissa Guillet and Erik Keith

ON THE COVER



Setiawan Lie brings us another exciting cover this month! Ezren uses a *black tentacles* spell to mess with the faceless stalkers that he and Kyra are fighting, while an ominous aboleth awaits.



Foreword

by Adam Daigle

2

The Flooded Cathedral

by Mikko Kallio

4

NPC Gallery

by Mikko Kallio

58

Gods of Ancient Azlant

by Adam Daigle

64

Ecology of the Clockwork

by Mikko Kallio

76

Bestiary

by John Compton, Kalervo Oikarinen, and David Schwartz

82

REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Class Guide</i>	ACG	<i>Occult Adventures</i>	OA
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Equipment</i>	UE
<i>Bestiary 3</i>	B3	<i>Ultimate Magic</i>	UM



Paizo Inc.

7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, plots, storylines, and trade dress. (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration.)

Open Game Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder Adventure Path #123: The Flooded Cathedral © 2017, Paizo Inc. All Rights Reserved. Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, the Pathfinder logo, and Pathfinder Society are registered trademarks of Paizo Inc.; Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Adventures, Pathfinder Battles, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Combat Pad, Pathfinder Flip-Mat, Pathfinder Legends, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, Pathfinder Tales, Starfinder, the Starfinder logo, Starfinder Adventure Path, and Starfinder Society are trademarks of Paizo Inc.

Printed in China.



NOW THAT THINGS ARE SAFER...

By now, some time has passed in your campaign, and while Talmandor's Bounty has seen a rough time since its founding, the people are sturdy and the colonists are picking up the pieces.

Since this campaign is in a remote location and leans toward the survivalist aspects of adventuring, there hasn't been anything to really connect a character built on social interaction. As the colony grows, new buildings and business endeavors can expand beyond just staying alive in a remote area. Someone in town might find inspiration in some of the island's offerings and start a restaurant to showcase their culinary discoveries. Another might found a bar or tavern, perhaps with a stage on which other people in town can perform and entertain the growing settlement. The colony's blacksmith or weaponsmith can make use of some of the mineral deposits found in the previous

adventure to create better and more exquisite gear and weapons.

CLOCK LOBSTER!

When the authors and I were brainstorming details of this Adventure Path, we came up with some wacky ideas. Something that set our design chats on fire one day was the discussion of a modular *apparatus of the crab*. While I was away from the discussion, this topic of conversation blossomed into a weird and wild idea, and I had to be the bad guy and crush their dreams of an entire subsystem built around finding parts and modifying this discovery so that it would grow with them throughout the campaign.

The authors all took it well and kept on coming up with other amazing ideas. However, when I got to developing this adventure, I found that Mikko, not

fully satisfied to let the original idea sink to the ocean floor, gave a special crossbow to a boss of this adventure with intentions that it would be used with such a submersible—something I could easily remove from the adventure. After finding myself with space for an additional encounter and taking the hint Mikko left, I went back to that well of excitement and put in a slightly modified *apparatus of the crab* for the PCs to find and repair. Aside from the discovered apparatus being able to fit more people and being outfitted with a rebreather that allows for a constant flow of fresh air, this crossbow is the first modification the PCs can make to their newly found vehicle.

You and your players can design other modifications to the apparatus found in this adventure. If there are more than four PCs in the party, the first modification they might want to perform would be to expand the cockpit of the apparatus to accommodate a larger party or to carry cargo. The PCs might want to increase the device's AC by adding more armored plating or incorporating expensive and rare metals such as adamantine into the vehicle's design.

The PCs might want to increase the combat ability of the apparatus by enchanting the pincers. They can be enchanted as if they were a single masterwork weapon, and the device's body can be enchanted as though it were a suit of masterwork full plate; this does not increase the device's hardness.

MORE FORGOTTEN GODS?

When planning out the articles for this Adventure Path, I knew that I wanted to touch on at least the two most famous dead Azlanti gods, but I knew that if we ran only a couple of deity articles that touched on them during this Adventure Path, people would want to know more about the gods we didn't detail. The first mention of members of an Azlanti pantheon appeared in a sidebar in *Pathfinder Adventure Path #39: City of Seven Spears* titled "Gods of Saventh-Yhi," where it listed out 11 deities worshiped in that lost city. Most on that list were familiar faces who the Azlanti venerated in ways different from how they are worshiped today, with Acavna and Amaznen being the exceptions due to their demise.

As I plotted out the Gods of Ancient Azlant article that appears in this volume, I knew I wanted to expand that list out into a full pantheon of 20 gods that could help show what faith was like in ancient Azlant. This meant either bringing in more gods from the modern pantheon and talking about how things might have been different then, or making up new deities informed by what we know of Azlant. The latter sounded like a far more exciting endeavor, but I knew I wanted help figuring it all out.

AUTHOR SHOUT-OUT

This month's adventure comes from Mikko Kallio, another author tackling his first Adventure Path adventure. Mikko is a freelancer I first noticed on our messageboards and began watching closely as he competed in RPG Superstar. He placed twice in the contest—one time making it to the top four. I first approached Mikko after his RPG Superstar run in 2014 to write some monsters for me. I asked him to pitch me some ideas, and out of the eight he sent, I ended up taking four—a great ratio for a new author! Mikko always turns over quality work that is a breeze to develop, which is why he quickly rose to the rank of trusted and reliable freelancer. He's even made it over to the States from his native Finland to attend PaizoCon twice and Gen Con once—where I got to hang out with him in person! In the last few years, Mikko has written for nearly every product line we have, and I'm sure he has more brilliant ideas just waiting for the next project assignment. If you like what you see in this adventure, check out the dozens of other things Mikko has written and designed.

I gathered a small crew of developers in a cozy conference room, and we brainstormed a bunch of ideas for gods and their areas of concern. John Compton, Mark Moreland, Linda Zayas-Palmer, and I all took a couple hours out of our busy day to throw these ideas back and forth, and I have to say, it was among the most productive brainstorms I've ever had here at Paizo. There were so many great ideas, and we all clicked on similar things. We built a single-sentence concept into what felt like a nearly fleshed-out deity by the time we were done with some of these "new" gods. I'm truly thankful for the brilliant people I get to work with.

While writing the article, I came up with far more information about these gods than I was able to fit into a single column, and maybe one day more of that information can come to light. While knowledge and worship of many of these gods hasn't reached the Inner Sea in any significant way, that doesn't preclude other survivors of Earthfall ending up elsewhere in the world under circumstances that would have allowed them to preserve their faith.



Adam Daigle
Managing Developer
adam.daigle@paizo.com

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN TRAIL

PART 2:
EXPLORING ZANAS-TAHN

PART 3:
TEMPLE OF DEAD DIVINITY

NPC GALLERY

GODS OF ANCIENT AZLANT

ECOLOGY OF THE CLOCKWORK

BESTIARY



THE FLOODED CATHEDRAL

PART 1: THE SODDEN TRAIL.....5

After saving the colony from yet another extermination, the PCs continue their search for clues as to the whereabouts of the original colonists and those abducted more recently.

PART 2: EXPLORING ZANAS-TAHN13

Arriving on the island from which the PCs received the erratic signals, they must explore the dangerous island to find out where the colonists are held and who's responsible for taking them.

PART 3: TEMPLE OF DEAD DIVINITY25

After discovering the ruined temple of Amaznen, the PCs fight through its faceless stalker and skum protectors before confronting the aboleth psychic Onthooth to ensure the survival of the colonists from Talmandor's Bounty.

ADVANCEMENT TRACK

"The Flooded Cathedral" is designed for four characters and uses the medium XP track.



The PCs begin the adventure at 7th level.



The PCs should reach 8th level by the time they discover the temple of Amaznen.



The PCs should be 9th level before exploring the submerged portion of the cathedral.

The PCs should reach 10th level by the end of this adventure.

ADVENTURE BACKGROUND

At Azlant's heyday, the sacred hills of Zanas-Tahn were an important center of religious life and science, where astronomer-priests built amazing machines to study the secrets of the universe. Among the most marvelous of these sacred sites was a cathedral dedicated to Amaznen, god of magic and secret knowledge. When the cataclysmic rain of meteors that later became known as Earthfall shattered the continent of Azlant, most of the buildings in the region were destroyed or claimed by the sea, but due to their higher elevation, the hills of Zanas-Tahn weren't entirely submerged. Instead, the island was just one of many that now dot the Arcadian Ocean. The cathedral fell into the hands of a race of immortal warrior-slaves known as skum. These creatures had once fought the Azlanti on behalf of their aboleth creators, but after Earthfall they were abandoned by their masters, and their bitter enemies were dead or scattered across Golarion.

A few centuries ago, an aboleth named Onthooth discovered the half-sunken cathedral of Amaznen, whose secrets of magic it was thrilled to acquire. The tribe of skum living in the temple, led by a gigantic creature called Glorandral, eagerly pledged allegiance to the aboleth. Centuries later, Onthooth also enslaved a tribe of faceless stalkers, and these shapeshifting creatures have since been the aboleth's eyes and ears above the surface.

A few months ago, an Andoren explorer stumbled upon the long-forgotten prison of Ochymua, a veiled master spy the Azlanti had captured over 10,000 years earlier. The hapless explorer unwittingly released the ancient creature from its stasis cell, unleashing the relentless enemy of humankind upon the world once again. While Ochymua slumbered in its cell, Earthfall had destroyed Azlant, and numerous civilizations had risen and fallen in Azlant's wake. The creature decided to resume its ancient mission of finding an Azlanti military base and seizing a devastating weapon, but it realized that it had much to learn about the strange and broken world in which it had awoken.

Ochymua was able to gain a great deal of information on the modern world and what became of Azlant from the Andoren explorers who had recently established a settlement called Talmandor's Bounty on Ancorato, the same island where the veiled master had been imprisoned. However, before it could set its plan to seize the Azlanti weapon into motion, Ochymua needed to know how many of its former allies were still alive and could be counted on, as well as what new threats had emerged that could potentially jeopardize its plan. Using a telepathic network that it had been part of before Earthfall, Ochymua was able to contact Onthooth,

an aboleth ally who had also been spying in the ancient Azlanti city of Shaval-Kehn before the fall of Azlant.

Onthooth was displeased to learn that the veiled master had resurfaced, particularly because the creature's presence threatened Onthooth's authority as the sole ruler in the region. Furthermore, before the fall of Azlant, Onthooth and Ochymua had been operating under different masters, and working for someone from a rival faction didn't sit well with the aboleth. Despite that, Onthooth feared the powerful veiled master far more than it resented the veiled master as a rival, and the two were able to come to an agreement that was satisfying enough for Onthooth to keep its end of the deal. In exchange for Onthooth sharing everything it knew about the area, Ochymua agreed to send the aboleth a large number of dominated colonists from Talmandor's Bounty to use as slaves and subjects for experiments. As promised, before Ochymua set off in search of the Azlanti doomsday device, it ordered the dominated colonists to sail from Ancorato to the nearby island of Zanas-Tahn, where Onthooth's loyal skum minions escorted the humans to the ruined cathedral.

Approximately 6 months after the first group of colonists arrived on Ancorato, a second wave of colonists (including the player characters) landed at Talmandor's Bounty, only to find the colony abandoned. When Onthooth found out that another group of humans had arrived, and were rebuilding the settlement and exploring the island, the aboleth decided to send its faceless stalker minions to infiltrate the colony. The aboleth needed more subjects for its experiments, and any new information gleaned from these new colonists would be a valuable bargaining chip in future dealings with the veiled master.

Following Onthooth's orders, the faceless stalker Thanaldhu led a group of its kin to Ancorato, kidnapping colonists and replacing them with faceless stalkers. Thanaldhu communicated with its allies on Zanas-Tahn using a signal mirror, and used the *Liberty's Herald's* ship's boat to transport the people to the island, where a group of skum took them to Onthooth's laboratory in the flooded cathedral. During the events of "Into the Shattered Continent," the PCs likely discovered the faceless stalkers' plot and were able to draw out the monsters in their midst, revealing and defeating the leader of the shapeshifting horrors.

PART I: THE SODDEN TRAIL

At the conclusion of "Into the Shattered Continent," the player characters discovered that ugothols (the name that faceless stalkers use for their kind) had infiltrated

THE FLOODED CATHEDRAL

FOREWORD

PART I: THE SODDEN TRAIL

PART 2: EXPLORING ZANAS-TAHN

PART 3: TEMPLE OF DEAD DIVINITY

NPC GALLERY

GODS OF ANCIENT AZLANT

ECOLOGY OF THE CLOCKWORK

BESTIARY



the colony of Talmandor's Bounty, and that many colonists had been kidnapped. When Onthooth realized that Thanaldhu had been defeated and its plan had been foiled, the aboleth ordered its only remaining lieutenant, Glorandral, to assume command of the faceless stalkers and prepare its forces to defend the cathedral lest the surviving colonists attempt to rescue those who were kidnapped. Meanwhile, Ramona Avandth sends the PCs to find clues about the kidnapped victims' whereabouts, and the PCs eventually learn the colonists were taken to an island roughly 12 miles west of the colony. On the island, the PCs find clues that suggest the colonists are now in an ancient temple, and they must face many strange creatures and challenges to reach it.

MEETING WITH RAMONA AVANDTH

In the morning following the ugothol attack, Ramona Avandth summons the PCs to her residence for a private meeting about the missing colonists. The atmosphere in Talmandor's Bounty is glum, and most of the colonists are busy burying bodies and repairing the damage caused by the faceless stalkers.

With soot on her face and blood on her jacket, Ramona Avandth wearily nods a greeting when she opens the door to her house. "Thank you for saving our colony and dealing with those... monsters. If it hadn't been for your efforts and bravery, we would have lost many more of our people. But as you probably guessed, I didn't ask you to meet me only because I wanted to thank you. We mustn't give up hope that there may still be a way to find the people that those aberrant horrors had taken. I feel that they are still alive somewhere.

During the last few weeks, you've shown your importance to the colony, and many of you have exhibited incredibly useful talents that can help us further. I would like for you look for clues about the missing colonists' whereabouts. Studying the bodies and equipment of the shapeshifting creatures you defeated may reveal something useful. It's also possible that people here in the colony might have seen something that may help you. Last, you might want to search the colony and the surrounding area for any suspicious-looking tracks, signs of struggle, or drag marks that might point us to the right direction, but it may be like trying to find a needle in a haystack unless you have an idea of where to start looking.

"I'm afraid I have to ask you to hurry, since we don't know why these monsters were kidnapping our people. If they wanted food or destruction, they wouldn't have taken the victims alive. As you can imagine, everyone tends to assume the worst, and every passing hour is painful to those whose friends and family are missing. Please bring me back good news as soon as possible, but at the latest in six days from

now. I don't believe I can keep the people calm much longer than that, and those taken might have died from hunger or thirst by then.

"I must return to my duties—I'll try to do whatever I can to help the people recover from the attack. The recent events have caused morale to plummet in the colony, and some people just want to go home. But before I go, please tell me if there is something I can do to help you with the investigation."

The following responses are Ramona's likely answers to questions the PCs might have.

Who should we talk to? "Try to find people who saw Carver Hastings—or the impostor pretending to be him—doing something suspicious. Where it happened and what he was doing may give us some clues. People who were close to the kidnapped people and spent time with the impostors without realizing it may also remember something useful."

Where do you think they were taken? "There are many possibilities. Ancorato is a fairly large island and there are many smaller ones nearby, so that's a lot of ground to cover. We need clues that help us narrow down the possibilities. Don't go searching blindly unless all else fails and you run out of leads."

Can we rely on other colonists' help to find them? "Most of them are too distraught by the recent events to be much help right now, but our most seasoned trackers and other specialists may be able to help you if you lack the skills to find the clues. You can ask around and ask them to lend their help if you need it.

Are you injured? "My injuries are the least of your problems right now, and anyway, most of this blood isn't mine."

Can we do something to boost the morale in the colony? "Leave that to me. I'll rally the colony here. Finding the colonists is the best thing you can do for Talmandor's Bounty right now."

What equipment do we have at our disposal? "A lot of our supplies were destroyed or lost because of those monsters, and what we have we're going to need in the long run in case things don't improve. I'm afraid you must make do with whatever you have. That said, you may use the colony's ship's boat if necessary."

FINDING CLUES

There a number of ways the PCs can begin their investigation. Listed below are some of the ways that the PCs can piece together what happened and where the other colonists might be. The total number of clues found determines how much time it takes for the PCs to find the place from which the kidnapped colonists were ferried away, as indicated in the following table. Regardless of the number of clues the PCs find, they

eventually find tracks that lead them to the small peninsula described in *Following the Clues* (see page 9).

FINDING CLUES

Clues	Time Required
0	12 hours
1	10 hours
2	8 hours
3	6 hours
4	4 hours
5	2 hours
6	1 hour

STUDYING THE FACELESS STALKERS

At Ramona Avandth's orders, the colonists have carried the faceless stalkers' bodies to one of the thatched houses so that they won't be out in the open and remind everyone in the colony of the horrors they have just faced. The PCs can study the faceless stalkers' bodies and items they were wearing. If Thanaldhu sustained massive damage or was badly burned in the confrontation in the Government Building, some of the following details may no longer be possible to discover. Studying the other faceless stalkers' clothes should yield similar results, though the other items vary between the individuals, and only Thanaldhu was carrying a mirror and spyglass.

Bodies: If the PCs study the faceless stalkers' strange, aberrant bodies and succeed at a DC 20 Heal or Knowledge (dungeoneering) check or a DC 25 Perception check, they notice numerous little pockmarks likely resulting from burns and blisters, suggesting that the creatures are native to an environment where radiation or heat caused frequent burns. The PCs also learn that the creatures' flesh and cartilage offer increased protection against blunt trauma, which means that one of the most reliable—though not safest—ways to reveal a faceless stalker disguised as a human is to see how its body reacts to bludgeoning damage.

Breastplate: A PC who successfully identifies the enchantment on Thanaldhu's breastplate realizes that its *glamerd* special ability could have allowed the faceless stalker to more easily imitate the appearance of Carver Hastings. The PCs likely don't know that Carver Hastings came to the island in this armor and used it to make his own armor look like that worn by the colonial soldiers. Even if the PCs are unable to identify the armor, a PC studying it who succeeds at a DC 11 Will save notices that the armor's appearance is masked with illusions.

Clothes: Thanaldhu was wearing an explorer's outfit consisting of a voluminous cloak with many pockets, gloves of supple leather, well-worn leather breeches, a thick leather belt, a cotton shirt, and a pair of muddy but

INTERROGATING THANALDHU

If Thanaldhu survived the events of "Into the Shattered Continent," Ramona Avandth orders the faceless stalker leader to be gagged, bound, and thrown into an empty, windowless toolshed, unless the PCs insist on guarding Thanaldhu personally. Later that night, Cedwig Tanner bribes the guards to let him in the aberration's cell, claiming that he wants only "to have a word with the creature." Cedwig Tanner lost his family in the attack, and the embittered man quietly stabs the helpless Thanaldhu to death.

If Thanaldhu survives in spite of everything and the PCs get a chance to interrogate it, the faceless stalker tries to waste their time to the best of its ability. Thanaldhu knows that it is doomed to die whether or not it reveals any useful information, either at the hands of the colonists or its own kin, so it is largely unmoved by threats of violence. If the PCs use spells or other effects that compel Thanaldhu to speak the truth, it reveals the faceless stalkers' plan to infiltrate the community and deliver the kidnapped colonists to the island of Zanas-Tahn. However, Thanaldhu does not know where the colonists were taken from the rendezvous point (area A1); he says that a tribe of skum led by a huge skum named Glorandral took care of that. If the PCs ask who is in charge, Thanaldhu reveals that an aboleth named Onthooth is responsible for orchestrating the kidnappings.

sturdy boots—all taken from Carver Hastings. A PC who succeeds at a DC 20 Knowledge (geography or nature) or Perception check notices purple flower petals stuck to the soles of the boots and remembers that these flowers grow in patches in a number of places on the beach. This discovery counts as a clue for the purpose of finding tracks that lead to the peninsula.

Crossbow: A PC who succeeds at a DC 20 Knowledge (geography or local), Perception, or Profession (soldier) check notices that Thanaldhu's crossbow bears the initials "C. H." and other personal markings that strongly suggest the item belonged to the real Carver Hastings.

Longsword: With a successful DC 25 Appraise or Craft (weapons) check, a PC notices that the masterwork sword's design and decorations are similar to ones frequently used by Pathfinders, especially those interested in ancient Azlanti weapons.

Magic Dust and Potions: Thanaldhu was carrying a number of minor magic items, such as a pouch of dust, oils, and potions. If a PC succeeds at a DC 20 Appraise or Spellcraft check or a DC 25 Perception check, she notices that they are of an unknown origin and are stored in

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN TRAIL

PART 2:
EXPLORING ZANAS-TAHN


PART 3:
TEMPLE OF DEAD DIVINITY

NPC GALLERY

GODS OF ANCIENT AZLANT

ECOLOGY OF THE CLOCKWORK

BESTIARY



strange containers, which suggests the faceless stalker owned them before it assumed Carver's identity. (See *Pathfinder Adventure Path #122* for details on these items found on the ugothol.)

Mirror: The mirror on Thanaldhu's body is square and palm sized and has a hole in the center. A PC who succeeds at a DC 25 Knowledge (geography or local) or Perception check while examining the mirror notices markings that suggest it belongs to Saymor Landis rather than Carver Hastings. A PC who succeeds at a DC 20 Appraise, Craft (glass), or Profession (sailor or soldier) check identifies it as a signal mirror. Because such mirrors are generally useful for long-distance communication in relatively open terrain, the PCs can easily rule out locations where Thanaldhu would not have been able to use the mirror. This discovery counts as a clue for the purpose of finding tracks that lead to the peninsula.

Spyglass: This spyglass bears a number of dents and its lenses have small scratches on them, but it still seems to be completely functional. A PC who succeeds at a DC 20 Knowledge (geography or nobility) check or a DC 25 Perception check finds bears a small golden symbol on the spyglass that indicates it must have been issued to a high-ranking crew member of the *Liberty's Herald*.

Other Items: Thanaldhu was also carrying a backpack, a belt pouch with a flint and steel inside, and a waterskin. A PC who succeeds at a DC 20 Knowledge (geography or local) or Perception check notices nothing out of the ordinary about the items, which means they probably belonged to Carver Hastings.

Development: Successfully studying Thanaldhu's clothes and mirror decreases the time the PCs need to find the faceless stalkers' tracks, as detailed in Finding Tracks (see page 9).

Story Award: Award the PCs 1,200 XP for each piece of evidence they successfully study (to a maximum of 10,800 XP).

INTERVIEWING COLONISTS

The PCs can attempt a DC 15 Diplomacy check to gather information in order to find suitable persons for answering their questions. Success means that the PCs spend only negligible time to locate such a person, while a failure means that it takes 1d6×10 minutes to find the right person.

If the PCs try to locate someone who saw the fake Carver Hastings doing something suspicious, they are told to talk to Jacques Hughon. If asked about someone who spent a lot of time with an impostor, the colonists

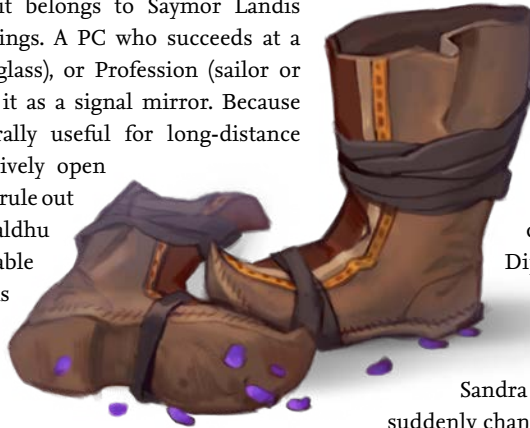
suggest talking to Colson Werton. Should the PCs try to find someone who knows about signal mirrors or spyglasses, the colonists point them to Saymor Landis. Lastly, the PCs could try to locate an individual with the highest skill bonus in a particular skill (see "People of Talmandor's Bounty" starting on page 60 of *Pathfinder Adventure Path #121: The Lost Outpost* for statistics for some of the other colonists). The PCs can use an NPC's skill bonus when they try to find tracks or identify Thanaldhu's equipment. If the PCs have taken the time to get to know the colonists during the journey to the island or first two adventures, they can go talk to individual colonists directly without having to attempt a Diplomacy check before doing so.

Colson Werton: This colonist was developing a budding romance with

Sandra Ganis when the latter's behavior suddenly changed—unknown to him, she had been replaced by a faceless stalker impostor. When asked about the relationship, Colson says "She was always such a sweet lady, but a few days ago she suddenly started asking me about meeting her alone in the strangest of places after sundown. I didn't understand what was going on, and I had a lot of work to do, so I just said no each time. I didn't want her to be cross with me, so I didn't ask too many questions. I'm sorry. I should have known something was wrong."

If the PCs ask him if he can remember anything further, he just keeps mumbling "Let me think, let me think..." over and over again, and tears start welling up in his eyes. If the PCs succeed at a DC 20 Diplomacy or Intimidate check, they can coax or bully Colson to think harder. After a moment's hesitation, Colson exclaims, "The scent! I remember she smelled different two nights ago—like sea lavender." Having previously explored the island, the PCs remember a number of places where sea lavender grows on the beach. This discovery helps the PCs narrow down where the faceless stalkers were conducting their sinister business and counts as a clue for the purpose of finding tracks that lead to the peninsula.

Jacques Hughon: Two days ago, when Jacques Hughon was checking his rabbit snares a few miles north of Talmandor's Bounty, he saw Carver Hastings in the distance. When asked about it, Jacques says, "Aye, I saw him two days ago there. I thought he was lost because I couldn't think of any other reason he would have wandered that far from the colony. I think he was holding something in his hand, maybe a scroll tube or something of similar size and shape. I followed him for a while but lost sight of him after a few minutes. Afterwards, I didn't



think much of it because Carver was a strange duck all along." If the PCs ask if the item might have been a spyglass, Jacques says "Aye! Come to think of it, it probably was a spyglass." Learning the location where Jacques spotted the fake Carver Hastings counts as a clue for the purpose of finding tracks that lead to the peninsula.

Saymor Landis: After assuming the guise of Carver Hastings, Thanaldhu stole a signal mirror from Saymor Landis in order to communicate with its allies back on Zanas-Tahn. If the PCs show the mirror that was found on Thanaldhu to Saymor, he exclaims, "Hey, that's mine! I thought I had dropped it somewhere and had already written it off as lost. I used to be a sailor, and mirrors like that one are handy at sea where you can see the signal flashes several miles away on a sunny day. You can keep it if you want it, I don't have much use for it anymore here in the colony." This counts as a clue for the purpose of finding tracks that lead to the peninsula, as though the PCs had successfully identified the mirror in Studying the Faceless Stalkers.

Saymor is also willing to help the PCs find tracks, but refuses to accompany them to Zanas-Tahn once they determine that is the place they need to go.

Story Award: Award the PCs 3,200 XP if they find at least one clue while interviewing the colonists.

VISITING THE LOCATHAH CAMP

If the PCs take the time to visit the locathah camp, Koloshkora and the other locathahs can tell them that they have seen people near the coast, but didn't realize that something strange was afoot, explaining, "We thought that they were just admiring the beauty of the sea." The locathahs' information counts as a clue for the purpose of finding tracks that lead to the peninsula.

FINDING TRACKS

While the PCs have been studying the faceless stalkers' bodies and interviewing colonists, they may have found clues that make it easier to find where the kidnapped colonists were taken. The PCs can find another clue or two while looking for tracks. Some of the colonists were kidnapped only a few days before the confrontation that led to Thanaldhu's defeat, and it is still possible to find drag marks or signs of struggle near the colony.

The PCs must attempt a Survival check in order to find the tracks. The PCs can attempt to find the tracks together, in which case one of the PCs leads the search and everyone else attempts an aid another check. Alternatively, the PCs can split into smaller groups and roll separately, in which case only the highest result applies. Each PC can retry a failed check after 1 hour.

If a PC succeeds at a DC 20 Survival check to find tracks, she finds a clue. If the result exceeds the DC by 10 or more, she finds two clues.

FOLLOWING THE CLUES

Following the clues they have found (or through sheer persistence), the PCs find tracks that lead them to a small peninsula located some 3 miles west of Talmandor's Bounty. When Thanaldhu's ugothols started kidnapping colonists, they brought colonists here bound and gagged, and when they had rounded up enough, they transported the colonists to Zanas-Tahn using the *Liberty's Herald's* ship's boat. While the boat was between Zanas-Tahn and Ancorato, the peninsula very conveniently hid it from view, making it impossible to spot from Talmandor's Bounty. On a clear day, the higher portions of Zanas-Tahn are barely visible from the peninsula, and for this reason, Thanaldhu also used this location for communicating with its allies in the watchtower (area A1).

With a successful DC 20 Perception check, the PCs notice a place that looks quite suitable for mooring a boat and find a few hemp fibers on the ground near a large rock with marks where algae and moss had been scraped off in bands, suggesting that a rope was recently wrapped around it.

After the PCs spend a few minutes studying the peninsula (during daylight hours), they start seeing flashes of light in the distance. It is easy to see the flashes without special equipment, but if the PCs use a spyglass, they can see the flashes of light come from what looks like a partially crumbled stone building on an island some 12 miles to the west. A PC seeing these flashes who succeeds at a DC 10 Intelligence check recognizes that the flashes follow a particular pattern that might be a coded message. If a PC watching the pattern succeeds at a DC 20 Linguistics check or DC 25 Sense Motive check, she can understand the message: "Status? We must go. Leaving Karnax behind. It is waiting with instructions." If a PC fails the check by 4 or less, she can still pick up the words "status," "go," "Karnax," and "instructions." The code is based on Aquan grammar; a character that speaks this language gains a +4 circumstance bonus on the check and can attempt the check untrained even if using the Linguistics skill.

If the PCs decoded the message and are carrying Thanaldhu's mirror, they can use the mirror to send a reply. If the PCs' response seems reasonably plausible (such as an estimate of their time of arrival on Zanas-Tahn or reporting that Thanaldhu was defeated), the ugothols on the island sends back "Received," and stops signaling, thinking that the message was sent by one of Thanaldhu's minions. If the response is implausible or overly long, the faceless stalkers get suspicious but signal the same reply. PCs asking questions or requesting assistance also raise suspicion among the faceless stalkers, but they reply with only "Follow the plan. Over." If the PCs do not reply at all, the faceless stalkers realize

THE FLOODED CATHEDRAL

FOREWORD

PART 1: THE SODDEN TRAIL

PART 2: EXPLORING ZANAS-TAHN


PART 3: TEMPLE OF DEAD DIVINITY

NPC GALLERY

GODS OF ANCIENT AZLANT

ECOLOGY OF THE CLOCKWORK

BESTIARY



that the PCs signaling from Ancorato are not faceless stalkers and guess their cover might be broken.

Development: Regardless of whether the PCs manage to decode the message, when they report back to Ramona Avandth, she declares that the PCs now have enough information to start looking for the missing colonists on the island where they saw the signals coming from. If the PCs didn't respond to the ugothols' signals from Zanas-Tahn or their response left the faceless stalkers suspicious, the creatures ask the mimic Karnax to stand guard over the watchtower and ambush the PCs when they arrive (seen area A1).

ON ROUGH WATERS

After the PCs have determined that Thanaldhu used a spyglass and mirror to communicate with someone on a nearby island, Ramona Avandth sends the PCs to explore the location and find out what happened to the colonists. During the events of the previous adventure, the faceless stalker infiltrators responsible for the kidnappings either damaged or destroyed the *Argent Cornucopia*, which had recently arrived to resupply the colony, meaning that the PCs have to use the *Peregrine's* ship's boat, left behind when the second wave of colonists disembarked.

Unfortunately for the PCs, the island of Zanas-Tahn is much farther away than the island home of the strix they visited in the previous adventure. The distance from Talmandor's Bounty to the island is 15 miles, so it takes approximately 7-1/2 hours to row to the island from there. From the peninsula west of Talmandor's Bounty where the faceless stalkers ferried the colonists away, the distance is only 12 miles. What's more, a particularly fierce storm is coming, and out on the open sea, the waves get bigger and affect the boat's maneuverability more so than near the coast. In any case, Ramona Avandth warns the PCs that they should not abandon the boat, because it may be the only way to get the kidnapped colonists back to Talmandor's Bounty.

Predicting the Storm: With a successful DC 15 Profession (sailor) or Survival check, a PC predicts a storm is brewing that will affect the region 8 hours after the briefing in the morning. If the result exceeds the DC by 5 or more, the PC can estimate that the storm will be over roughly 8 hours after it strikes. A successful check also means the PCs know what skills should be useful for weathering the storm (see Through the Storm below), and thus can make an informed decision on whether they should wait out the storm or brave the waves in the ship's boat.

Avoiding the Storm: The storm begins 8 hours after Ramona Avandth's briefing and rages for another 8 hours. This means that if the total time it takes the PCs to find the clues and row to Zanas-Tahn is less than 8 hours, they avoid the Through the Storm encounter altogether.

Because of the distance from the colony to Zanas-Tahn, it is unlikely that the PCs reach their destination before the storm unless they use magic and other effects to expedite the journey.

If the PCs start their journey to Zanas-Tahn after 16 hours have passed since Ramona's briefing, they also avoid the Through the Storm encounter. Regardless of the PCs' timing (and whether they avoid the storm), the Attack at Sea encounter (see page 11) still occurs when the PCs approach the coast of Zanas-Tahn.

THROUGH THE STORM (CR 9)

An hour before the storm begins, dark clouds start gathering in the sky and a chilly wind begins to howl. An hour later, the PCs hear peals of thunder and see flashes of lightning, accompanied by biting wind and driving rain. The heaviest rain and biggest waves hit the PCs and their boat when they are less than 2 miles from their destination.

Hazard: The raging storm brings with it many dangers that the PCs must face in order to keep the boat in one piece and survive the storm. Each challenge involves one or more checks that the PCs must succeed at to protect the boat and themselves. The PCs progress to the next challenge regardless of the result of their checks; their successes and failures determine what adverse effects they suffer only once the encounter is over.

The challenges occur in the following order. For the purposes of using spells and abilities with short durations, each challenge takes approximately 5 minutes. Each time the PCs attempt a check, they must appoint a leader; everyone else is assumed to be taking the aid another action. Unlike with the normal use of aid another, the PCs aiding the leader in this situation can each attempt a different skill check, ability check, or saving throw than the leader, so long as they're using one of the listed options with the same DC as the leader's check.

At your discretion, spells and effects that control the waves or wind (or otherwise seem appropriate in the situation) can give the PCs a +2 or +4 circumstance bonus on the following checks. However, no spell or effect short of *control weather* (which the PCs likely don't have access to at this point) can simply end the storm—even if a spell decreases the wind speed locally, the waves and rain still affect visibility and the stability and maneuverability of the boat.

To make this encounter more dramatic, don't simply ask for a series of back-to-back skill checks. Describe the scene in detail by describing the terrible conditions and playing up the uncertainty of where the boat is actually heading. Describe the waves crashing relentlessly against the side of the boat, tossing the PCs and their supplies from side to side as the water washes over the boat's edges and threatens to capsize it.

Mention the boat leaning perilously to one side as the PCs have to scramble to the other to keep it from going under. If you have access to sound effects for your game, play sounds of crashing waves, driving rain, roaring thunder, and the creaking of wooden ships. All of these elements can reinforce the players' sense of this encounter's danger more than a handful of die rolls can ever express.

Poor Visibility: Heavy rain makes it difficult to see the destination, and the waves rocking the boat make it difficult to steer it in a straight line. The PCs must succeed at a DC 30 Perception check or a DC 25 Knowledge (geography), Profession (sailor), or Survival check to spot landmarks or otherwise determine the right course.

Giant Waves: A number of 20-foot waves toss the boat and rock it violently. The PCs must succeed at a DC 25 Acrobatics check or DC 20 Reflex save to maintain the correct heading.

Taking on Water: Water is getting into the boat from the storm above and leaks in the hull below, making the boat heavier and threatening to sink it. The PCs must succeed at a DC 25 Craft (carpentry or ships), Disable Device, or Knowledge (engineering) check to jury-rig patches for the hull, or they can attempt Strength checks as aid another actions to bail water out of the boat.

Predicting Winds: The wind direction changes rapidly, and predicting its current direction helps the PCs calculate the optimal bearing for approaching the coast. The PCs must succeed at a DC 25 Knowledge (nature), Profession (sailor), or Survival check.

Outrunning the Storm: The PCs must row as fast as they can in order to get out of the area most severely affected by the storm. They must succeed at a DC 20 Strength check. Alternatively, one of the PCs can take the coxswain's position at the stern of the boat, attempting a DC 25 Perform (percussion instruments or sing), or Profession (sailor) check to coordinate the power and rhythm of the rowers. In this case, other PCs' Strength checks count as aid another attempts.

Development: The fewer checks the PCs succeed at, the more severe effects they suffer.

5 or 4 Successes: The PCs weather the storm without difficulty and suffer no adverse effects.

3 Successes: The PCs are fatigued until they spend 8 hours resting.

2 Successes: The PCs are exhausted until they get 1 hour of complete rest, after which they are fatigued (see above).

1 or 0 Successes: The boat capsizes. In addition to the results above, the PCs are in the water when the Attack at Sea encounter begins.

The Attack at Sea encounter (see below) begins immediately after this encounter ends.

Story Award: Award the PCs 6,400 XP for surviving the storm.

ATTACK AT SEA (CR 7)

Regardless of how many successes the PCs achieved in Through the Storm—or even if they avoided it entirely—their boat is 120 feet from the shore of Zanas-Tahn when this encounter begins. For the purpose of tracking the PCs' locations in the colony's ship's boat, the boat is 10 feet (2 squares) wide and 20 feet (4 squares) long. Instead of fighting, the PCs can continue to row the boat ashore, avoiding further attacks by the monsters. Each PC can attempt a DC 12 Strength check as a move action. Each success moves the boat 10 feet closer to the shore. At your discretion, certain spells and effects can also push the boat closer to the shore.

If the PCs failed too many checks in the previous encounter and their boat has capsized, each PC automatically moves into a square outside the boat. The waterlogged boat still takes up 10 by 20 feet of space, and the PCs can cling to it with a successful DC 5 Climb check instead of attempting a Swim check to stay afloat (see Hazard below). Righting the capsized boat requires at least two Medium creatures (or one Large creature) to work together, and each must succeed at a DC 15 Strength check on the same round.

Creatures: The storm churned up plenty of debris that floats in the settling waters. Within this debris, remains of dead animals have attracted the attention of a pair of globsters that were taking shelter in an underwater cave near the island's coast. As soon as the worst part of the storm is over, the mindless oozes come closer to the surface, notice the PCs' boat in the water, and start examining the strange object.

GLOBSTERS (2) **CR 5**
XP 3,200 each
hp 57 each (*Pathfinder RPG Bestiary 3 131*)

TACTICS

During Combat The oozes bob in the water and attack the PCs over the side of the boat.

Morale The oozes flee to find easier prey if reduced to 15 hit points or fewer.

Hazard: Unless the PCs managed to avoid the storm altogether, fighting in water is even more difficult than normal because of the storm. A character who falls into the water must succeed at a DC 20 Swim check each round to stay afloat; failing this check by 5 or more means the character goes underwater. Casting a spell in the storm-tossed boat requires a successful concentration check. The DC is equal to 15 + the level of the spell the PC is attempting to cast.

Development: If the PCs row the boat ashore without defeating the monsters, award them XP as though they had defeated the monsters. If the PCs abandon the boat (for example, using magic to escape or swimming ashore),

THE FLOODED CATHEDRAL

FOREWORD

PART 1: THE SODDEN TRAIL

PART 2: EXPLORING ZANAS-TAHN

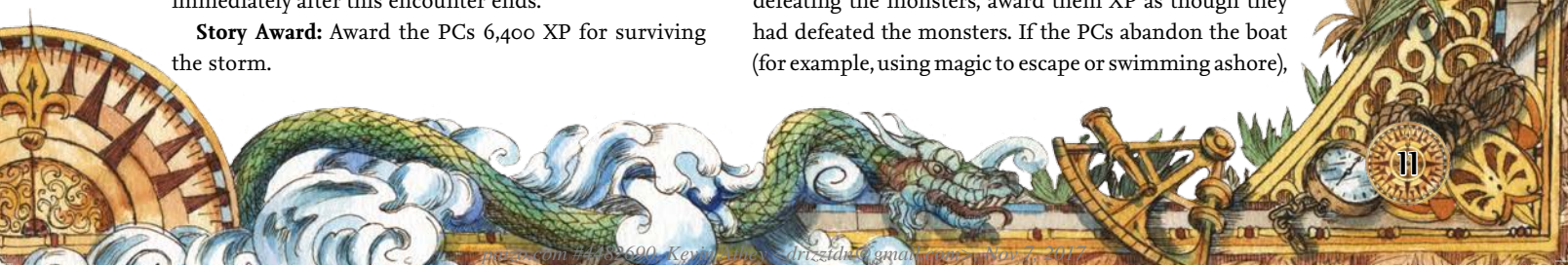
PART 3: TEMPLE OF DEAD DIVINITY

NPC GALLERY

GODS OF ANCIENT AZLANT

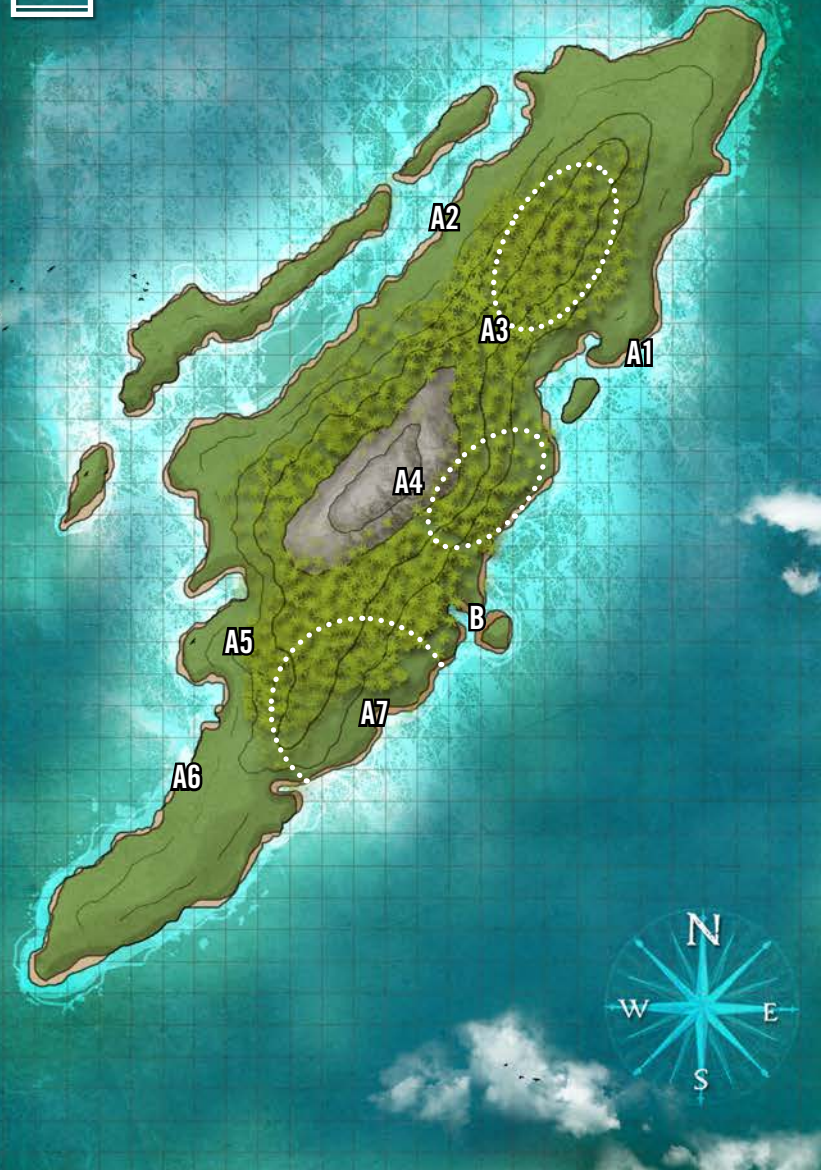
ECOLOGY OF THE CLOCKWORK

BESTIARY

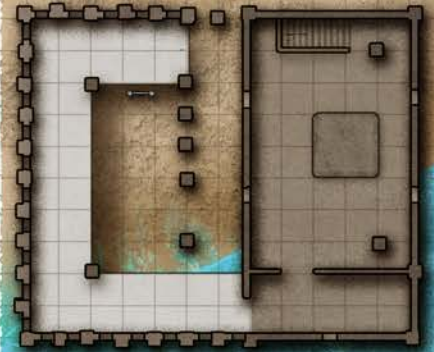


A. ZANAS-TAHN

0 1 MILE



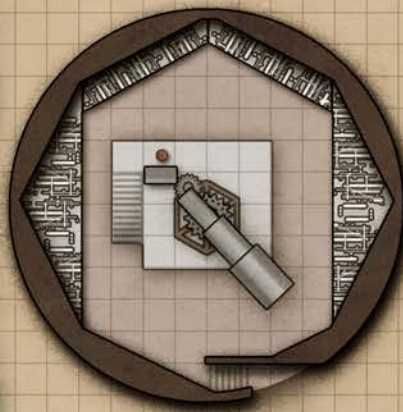
A1. WATCHTOWER



A2. HULLHOLD



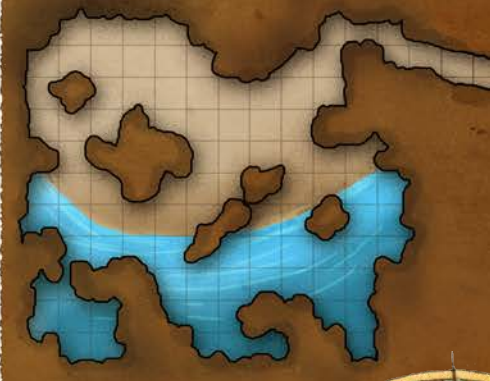
A5. PILLARS OF LONG SHADOWS



A4. WHEELS OF HEAVEN

1 SQUARE = 5 FEET

A3. TWISTED CAVERN



the boat drifts to a random location on the island's coast 1d4–1 miles from the watchtower (area A1).

PART 2: EXPLORING ZANAS-TAHN

The terrain on the island is predominantly trackless forest, hills, and swamp, which means that the PCs' overland movement speed on the island is halved. (See page 171 in the *Pathfinder RPG Core Rulebook* for more information on overland travel.) This island features terrain, flora, and fauna similar to that found on Ancorato unless otherwise specified.

During exploration of the island, the PCs might run across random encounters. Refer to page 83 for more information on these possible encounters.

OVERLAND ENCOUNTERS

In addition to the locations of interest detailed in this section of the adventure, there are three overland encounters that might take place while the PCs are traveling through the areas marked with dashed lines on the overland map of Zanas-Tahn (see page 12). For example, if the PCs head due west from the watchtower to the wyrwood village, they pass through the hollow forest (see below). The following encounters take place when the PCs are traveling or resting within areas marked on the map with dashed lines.

THE HOLLOW FOREST (CR 7)

Hollow husks of crooked, leafless tress grow from the blackened ground in this forest. The bark on the trees is marred with wound-like cracks that weep blackish sap.

A PC who studies the plants in this area and succeeds at a DC 27 Knowledge (arcana or religion) check realizes that the area is bathed in necromantic energy, causing the trees and vegetation to grow crooked and strangely hollow. PCs using *detect magic* notice a moderate aura of necromancy suffusing this entire area. Each PC who succeeds at a DC 22 Knowledge (nature) or Perception check realizes that it is eerily quiet in the area and animals are conspicuously absent, even insects.

Creatures: Two hollows haunt these woods. Hollows are a rare type of wraith, cursed to undeath when a fragment from a meteorite charged with necromantic energy crashed into the woods and consumed the bodies of fleeing Azlanti whose pride and bloated egos had caused them to wait until it was too late to escape the devastation. Their gaunt, shadowy bodies appear to be little more than tangles of insubstantial, tattered cloaks.

The most disturbing feature is their gaping mouths, seeming to go on forever and hungry to devour the souls of living creatures.

During daylight hours, the hollows only stare at the PCs from a distance, as their sunlight powerlessness renders them unable to attack; if the PCs approach, the hollows' incorporeal forms disappear into the ground. However, they stealthily follow the PCs, hoping to attack as soon as it is dark enough, perhaps capitalizing on a dark patch of forest or the deep shadows of a ravine or outcropping.

HOLLOWS (2)

CR 5

XP 1,600 each

Variant wraith (*Pathfinder RPG Bestiary* 281)

hp 47 each

TACTICS

During Combat The hollows attempt to quickly eliminate a PC who looks weak willed, such as a heavily armored PC who is not wearing anything that looks like a holy symbol.

SPECIAL ABILITIES

Charisma Drain (Su) Unlike normal wraiths, hollows hungrily drink a victim's inner strength and ego with their touch. Instead of taking Constitution drain, creatures hit by a hollow's touch attack must succeed at a DC 17 Will save or take 1d6 points of Charisma drain. On each successful attack, the hollow gains 5 temporary hit points. The save DC is Charisma-based.

Treasure: PCs searching the area where the hollows lurk who succeed at a DC 20 Perception check find a particularly large, hollow tree, inside which is a humanoid skeleton overgrown with bark. The unfortunate skeleton is wearing *lenses of detection* and a *necklace of adaptation*. Near its feet lie other possessions: a *scabbard of many blades*^{ACG} holding a +2 *longsword*, two *potions of cure serious wounds*, and a *wand of alter self* (34 charges).

BEES (CR 5)

Giant bees have a territory of about a mile radius, centered on the House of Bees (area A7). Each hour the PCs spend traveling through the area, they spot a few giant bees foraging.

Creatures: A group of four giant bees is looking for nectar in large flowers endemic to the forests and swamps on the island. While outside their nest, the bees are not particularly aggressive, but if the PCs attack the bees or otherwise anger them, they retaliate with blind ferocity.

If a character observes the bees' activities for at least an hour and succeeds at a DC 20 Knowledge (geography or nature) check, she can deduce the location of their nest. Alternatively, if the PC succeeds at a DC 20 Survival check, she can follow the bees to the nest (area A7) even if the party cannot keep up with the bees' fly speed.

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN
TRAIL

PART 2:
EXPLORING
ZANAS-TAHN

PART 3:
TEMPLE OF
DEAD DIVINITY

NPC GALLERY

GODS OF
ANCIENT
AZLANT

ECOLOGY
OF THE
CLOCKWORK

BESTIARY



SEARCHING BLINDLY

If the PCs keep running into dead ends, they can attempt to search blindly for more locations of interest. The PCs automatically find the nearest encounter area or overland encounter, whichever is closer, but doing so takes three times the normal amount of time to reach the location.

GIANT BEES (4)

CR 1

XP 400 each

hp 16 each (*Pathfinder RPG Bestiary 2* 43)

TACTICS

During Combat The bees focus on attacking a single foe at a time and attack another foe only if their target dies or escapes.

Morale A giant bee flees if reduced to 5 or fewer hit points.

Development: If the PCs haven't yet visited the House of Bees, reduce 8 hit points from one of the troops in the House of Bees (area A7) for each giant bee the PCs kill during this encounter. If the PCs attacked the bees here and any of the bees escaped alive, the hives in the House of Bees are alert when the PCs arrive, and the bees attack the PCs as soon as they enter any of the three buildings.

Story Award: If the PCs successfully determine the hive's location, award them 3,200 XP.

Oozes (CR 9)

The forest east of the rocky peaks of Zanas-Tahn is home to a species of oozes originally manipulated by ancient Azlanti biologists. While traveling through the area, a PC can attempt a DC 20 Knowledge (dungeoneering) check or a DC 30 Perception or Survival check to notice telltale signs of the oozes' presence: slimy excretions on the ground and on the leaves of trees and shrubs, and moist drag marks on the grass in wide patterns, as if the ground had been intentionally flattened. Some groups might think this is evidence of a large slug or some similar creature. While these tracks are not enough to deduce the exact type of ooze in question, they are sufficient to allow the PCs to simply avoid the slow-moving creatures should they choose to do so. Choosing a safe route doubles the time required to move through the ooze-infested area.

Creatures: If the PCs don't spot the tracks or don't attempt to avoid the oozes, two hungry oozes set upon them.

ADAPTIVE OOZES (2)

CR 7

XP 3,200 each

hp 85 each (see page 90)

Story Award: If the PCs avoid fighting the oozes, award them 6,400 XP as though they had defeated the creatures.

A. ZANAS-TAHN

Assuming that the PCs navigate toward the location from which Thanaldhu's faceless stalkers were sending signals with a mirror, they arrive at an ancient Azlanti watchtower (area A1) that the ugothols have been using as a rendezvous point on Zanas-Tahn. Here, the PCs can find clues about other locations on the island, opening up more places for exploration as detailed in the Development section of individual encounter areas.

A1. WATCHTOWER (CR 8)

An ancient, square, stone tower stands in the sand at the water's edge. The tower's battlements show few cracks and little wear despite the construction's apparent age, but the tower's upper stories have crumbled away, and only a broken stump and piles of rubble remain.

This tower was one of many watchtowers the ancient Azlanti built on the slopes of the sacred hills of Zanas-Tahn. Its purpose was to offer travelers protection against outlaws and to collect road taxes from pilgrims and merchants passing through. Just outside the building, the PCs can easily spot a boat similar to the *Peregrine's* ship's boat. Closer examination reveals that the boat is in fact the *Liberty's Herald's* ship's boat. When the *Liberty's Herald* sailed back to Andoran, the crew left behind the ship's boat for the colonists to use, but the ship's boat hadn't been seen since the second wave of colonists arrived. A PC who succeeds at a DC 15 Perception or Survival check notices that the boat has been pulled ashore only a day or so earlier and can conclude that the boat might have been used to transport kidnapped colonists from Talmandor's Bounty.

In the moist sand outside the tower, it is easy to notice recent footprints (Perception or Survival DC 10), and though they are partially smudged, it is evident that most of them belong to Medium humanoid creatures, but one set of footprints belongs to a bigger creature. If the result of this check exceeds the DC by 5 or more, the PCs also notice the most recent footprints lead west. With successful DC 24 Knowledge (dungeoneering) or DC 20 Knowledge (local) checks, the PCs can identify the smaller prints as belonging to faceless stalkers and humans, respectively. A PC who succeeds at a DC 27 Knowledge (nature) check realizes that the bigger prints were made by an unusually large skum.

The tower's wooden double door has long since rotten away. A steel ladder (Climb DC 5) in the courtyard leads up to the tower's battlements at the height of 20 feet. Despite the advanced building techniques the ancient

Azlant used, Earthfall and millennia of erosion have caused the tower's upper floor to collapse, and now only the crumbling remains of the lower floor remain. Inside the tower, a large copper plaque mounted on the wall has a map carved into the layers of thick verdigris encrusted upon it. The map originally depicted the sacred hills of Zanas-Tahn, but after Earthfall, squatters modified the map to reflect the fact that the area became an island, carving a coastline around the parts of Zanas-Tahn that are still above water and scratching out the numerous points of interest that were destroyed or claimed by the sea. A PC who succeeds at a DC 20 Knowledge (geography) check can confirm that it is a map of the island the PCs are on, and it is evident that the area looked very different in the days of Azlant. The lower half of the plaque has crumbled away, and what remains of the map shows only four locations on the northern half of the island, which correspond to the watchtower itself (area A1), the wyrwood village of Hullhold (area A2), the twisted cavern (area A3), and the astronomical device (area A4). A PC who succeeds at a DC 18 Linguistics check or understands the relevant languages can read the labels, which read "Watchtower III" in Azlant, "Shipwrecks + ENEMIES" in Aquan, "Home" in Aquan, and "Wheels of Heaven" in Azlant, respectively. Furthermore, the words "Hollow Forest" have been carved in large letters in Aquan over the general area where necromantic energy has corrupted the trees (see page 13). The map itself is labeled Zanas-Tahn, an Azlant name that translates roughly to "sacred hills." A PC who succeeds at a DC 20 Knowledge (history or religion) or Linguistics check realizes that the name suggests the existence of multiple temples and other religious sites in the region.

A number of squares are covered in rubble from the tower's collapsed upper floor. These squares are treated as difficult terrain.

Creatures: Since it hasn't heard from Thanaldhu recently, Onthooth is convinced that the ugothol wasn't able to fulfill its end of the deal in Talmandor's Bounty, and is further concerned that someone might attempt to track down the kidnapped colonists. As a result, Onthooth sent Glorandral to the watchtower, and Glorandral ordered the remaining faceless stalkers there to withdraw to the temple (area C) with him. Glorandral told them to hurry, so the faceless stalkers had to leave their loyal but slow-moving mimic ally Karnax behind. Karnax has assumed the shape of a sturdy square stone table 10 feet on a side (Perception DC 46 to see through the disguise).

If the PCs made the faceless stalkers suspicious when they attempted to communicate using signal mirrors, Karnax lies very still and simply waits until a PC tries to pick up objects lying on the table, and then attacks when the PC gets stuck. If Karnax has no reason to think the PCs are enemies, it waits until one of them is within 10 feet, then greets the PCs in a gravelly voice in Aquan: "Come on, you're home. Time to drop your ridiculous disguises." Unless the PCs are able to bluff the creature convincingly, Karnax realizes what is going on and attacks. Karnax does not know the location of the temple, but it knows the faceless stalkers went to the twisted cavern (area A3) to gather a number of ugothols from there and continue with them toward the temple.

KARNAX **CR 8**

XP 4,800

Giant mimic slayer 5 (*Pathfinder RPG Bestiary* 295, 205; *Pathfinder RPG Advanced Class Guide* 53)

N Large aberration (shapechanger)

Init +6; **Senses** darkvision 60 ft.; Perception +22

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 123 (12 HD; 7d8+5d10+65)

Fort +11, **Ref** +10, **Will** +9

Immune acid

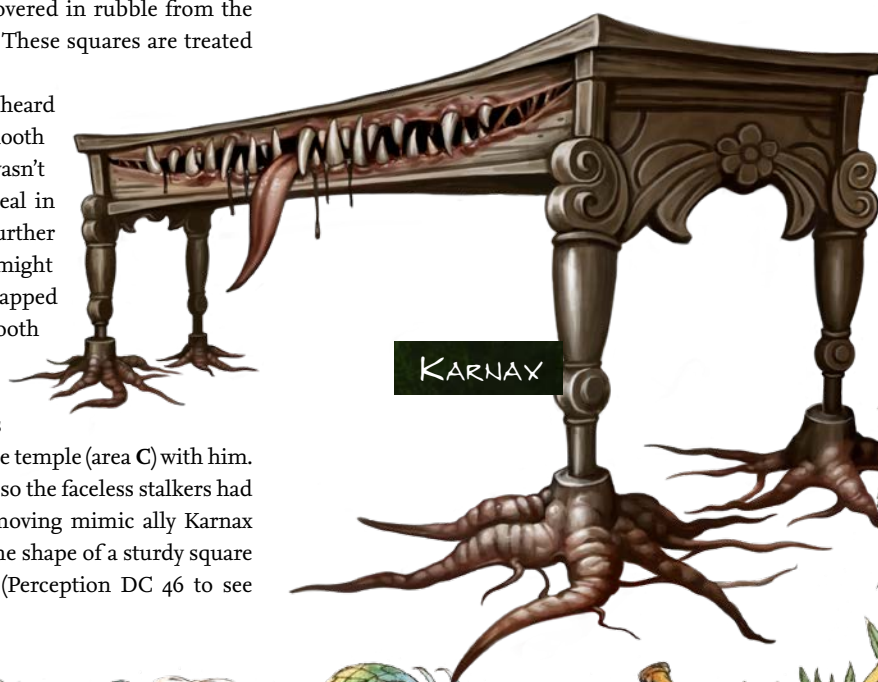
OFFENSE

Speed 10 ft.

Melee slam +17 (2d6+10 plus adhesive)

Space 10 ft.; **Reach** 10 ft.

Special Attacks constrict (2d6+10), sneak attack +1d6, studied target +2 (2nd, move action)



KARNAX

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN TRAIL

PART 2:
EXPLORING ZANAS-TAHN

PART 3:
TEMPLE OF DEAD DIVINITY

NPC GALLERY

GODS OF ANCIENT AZLANT

ECOLOGY OF THE CLOCKWORK

BESTIARY

TACTICS

Before Combat Karnax uses studied target on the two most dangerous-looking PCs that look likely to wade into melee range.

During Combat Karnax uses Power Attack whenever it attacks and prefers attacking flat-footed foes and spellcasters. Whenever it attacks a new target, it first studies the target.

Morale Unable to flee due to its slow movement speed, Karnax fights to the death.

STATISTICS

Str 25, **Dex** 14, **Con** 20, **Int** 14, **Wis** 13, **Cha** 12

Base Atk +10; **CMB** +18; **CMD** 30 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (slam)

Skills Acrobatics +2 (–6 when jumping), Bluff +16, Climb +22, Disguise +16 (+36 when mimicking objects), Knowledge (dungeoneering) +12, Knowledge (geography) +11, Perception +22, Sense Motive +16, Stealth +10; **Racial Modifiers** +20 Disguise when mimicking objects

Languages Aquan, Azlanti, Common

SQ mimic object, slayer talents (combat trick, slowing strike^{ACG} [DC 14]), track +2

Treasure: Hidden amid the rubble is a *ring of swimming* (Perception DC 20). The backpack on the table is Karnax's *handy haversack*, which contains only a collection of smooth rocks.

Development: If the PCs study the old map, they now know the way to another three locations on the island (areas A2–A4).

Story Award: If the PCs manage to bluff Karnax and avoid fighting it, award them XP as though they had defeated the mimic.

A2. HULLHOLD (CR 7)

Broken remains of ships and boats on the shore form a perimeter around heaps of barrels, crates, and other items that look like salvaged cargo. Additional ladders, nets, ropes, and weights have been attached to the ships and boats. A crimson flag on the mast of the largest ship proudly blows in the wind.

Mostly wooden constructs called wyrwoods have built this settlement from shipwrecks they found near the coast. Originally created by the Azlanti using *ioun stones* to power their constructed bodies, these wyrwoods won their freedom amid the chaos resulting from Earthfall. When the meteors started falling and the people of Azlant fled in panic, the wyrwoods rebelled, killing their masters and stealing the secrets to creating more of their kind.

In the intervening millennia, many of their number were destroyed, but whenever the tribe found suitable *ioun stones* in the ruins of Azlant, they created new wyrwoods to replace those who had fallen. Currently, the tribe consists of only two dozen wyrwoods, and they haven't been able to find more *ioun stones* in several decades. Because of their dwindling numbers and history of servitude, the constructs are extremely xenophobic.

Creatures: Four wyrwood archers stand on the decks of the shipwrecks nearest to the entrance, guarding the village. Unless the PCs take pains to remain stealthy while approaching the village, the archers hide (Perception DC 25) as soon as they notice the PCs. Although they're not evil, the inexpressive wyrwoods uphold the survival of their village as their only goal, and they're prepared to kill the PCs if they deem it necessary. The wyrwoods have a long-standing feud with Thanaldhu's tribe of faceless stalkers, and the archers think that the PCs are faceless stalkers in disguise. When the PCs are approximately 60 feet from the archers' positions, one of them reveals itself and starts angrily shouting questions at the PCs in Azlanti. While answering the questions, the PCs can present evidence to support their claims as detailed below. At your discretion, the PCs can also present other kinds of evidence or use different skills than those suggested below.

"Reveal your true form, spies! You can't fool us!" The PCs can present any item that shows they're enemies of the faceless stalkers (such as a severed body part from a faceless stalker) or attempt a DC 25 Knowledge (geography or local) or Perform (oratory) check to speak convincingly about the faraway lands they come from.

"No creatures like you live around here. Where's your ship?" The PCs can present an item that only a seafarer would have or attempt a DC 25 Knowledge (geography) or Profession (sailor) check to speak convincingly about sea travel.

"Do you have anything that's worth something to us?" A PC can attempt a DC 25 Knowledge (arcana) check or DC 25 Spellcraft check to remember (or notice) that each wyrwood is given life by an *ioun stone* heart. If any of the PCs has an *ioun stone* actively equipped, or if they show the wyrwoods that they have an *ioun stone*, the guard nods approvingly. Alternatively, if the PCs have any Small martial weapons, they can attempt a DC 30 Perception check or DC 25 Sense Motive check to realize the archer is eyeing the weapons greedily. Offering to barter such weapons also elicits approving nods from the archer.

"Why shouldn't we just kill you just to be sure you're not enemies?" A PC must succeed at a DC 30 Diplomacy check to convince the wyrwoods that they are harmless and may even be able to help the constructs. The PCs gain a cumulative +5 circumstance bonus on this check for each of the questions above which they were able to respond to convincingly.

If a PC succeeds at this Diplomacy check, the archers take the party to the village elder, **Locwudu** (N wyrwood alchemist 10), provided that the PCs leave their weapons with the guards. If the PC's result exceeds the DC by 5 or more, the wyrwoods allow the PCs to keep their weapons.

One of the few surviving wyrwoods originally created by the Azlanti living in Shaval-Kehn, Locwudu knows a lot about the history of the island and can answer the following questions.

What are you?/Can you tell us about your tribe? "We are wyrwoods. I am Locwudu, the oldest of us, and they consider me their leader." Locwudu seems hesitant to talk about the tribe's troubled history, but if the PCs succeed at a DC 20 Diplomacy check, the old wyrwood relates the tribe's history as detailed above.

Where did the shipwrecks come from? "We don't know why, but large ships don't seem to be able to navigate well in these waters. It might be because of the sky rocks that fell eons ago. Every few decades, a new ship crashes on nearby shores, and we salvage what we can so we can survive."

Have you seen (other) humans on this island? "No, not recently. Most of those who wash up on our shores are already dead. The few who survive, we send away. You look mostly unharmed, and that is why the guards thought you were spies."

What other creatures live on the island? "We've seen many ugothols here in the north, but the ugly creatures are smart enough to stay out of our territory. Ulat-kini are common in the southeast, but we don't know where their lair is. Ghost lanterns inhabit the southern marshes. Many kinds of beasts also live in the woods and marshes." A PC who succeeds at a DC 24 Knowledge (dungeoneering) check, a DC 22 Knowledge (nature) check, and a DC 26 Knowledge (dungeoneering) check realizes that the wyrwood is talking about faceless stalkers, skum, and will-o'-wisps, respectively.

Can you tell us more about the ugothols? "Those ugly creatures can change their appearance. They live in caves near the river. They haven't always been living here on the island. Something or someone made them come here."

Can you tell us more about the ulat-kini? "They look like walking frogs and fish, and they're cruel creatures, but thankfully, they don't bother us. They live somewhere many miles to the south, and they like swimming better than walking, so we don't run into them too often here."

Can you tell us more about the ghost lanterns? "They are intelligent, flying balls of light—that's why we call them ghost lanterns. There is an ancient place built from

stone where they gather at dusk. It is said they know everything that happens on this island, but I should warn you, they're not very welcoming to visitors. The stories say you should carry a lantern or other light source when you approach them or they'll think you're an enemy."

Are you willing to barter with us? In addition to potions and alchemical items the wyrwood can make, Locwudu is willing to part with the following items: shadow essence poison (4 doses), a horn of fog, a pearl of power (1st), a pirate's eye patch^{UE}, a shark tooth amulet^{ARG}, and a vest of escape. The PCs can "pay" with any magic items of approximately the same value that the wyrwoods



WYRWOOD ARCHER

THE FLOODED CATHEDRAL

FOREWORD

PART 1: THE SODDEN TRAIL

PART 2: EXPLORING ZANAS-TAHN

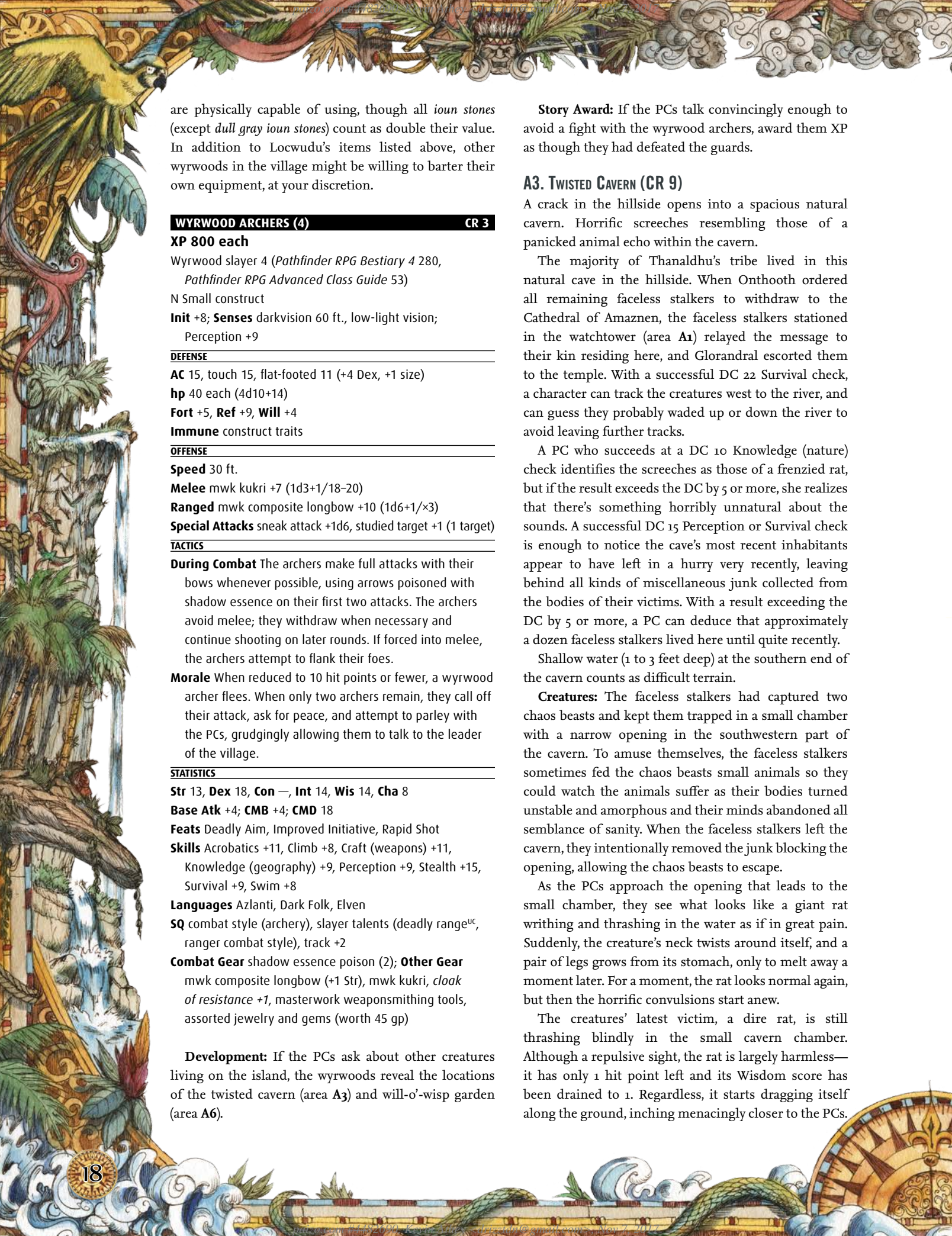
PART 3: TEMPLE OF DEAD DIVINITY

PC GALLERY

GODS OF ANCIENT AZLANT

ECOLOGY OF THE CLOCKWORK

BESTIARY



are physically capable of using, though all *ioun stones* (except *dull gray ioun stones*) count as double their value. In addition to Locwudu's items listed above, other wyrwoods in the village might be willing to barter their own equipment, at your discretion.

WYRWOOD ARCHERS (4)

CR 3

XP 800 each

Wyrwood slayer 4 (*Pathfinder RPG Bestiary 4* 280,
Pathfinder RPG Advanced Class Guide 53)

N Small construct

Init +8; **Senses** darkvision 60 ft., low-light vision;
Perception +9

DEFENSE

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

hp 40 each (4d10+14)

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

Immune construct traits

OFFENSE

Speed 30 ft.

Melee mwk kukri +7 (1d3+1/18–20)

Ranged mwk composite longbow +10 (1d6+1/x3)

Special Attacks sneak attack +1d6, studied target +1 (1 target)

TACTICS

During Combat The archers make full attacks with their bows whenever possible, using arrows poisoned with shadow essence on their first two attacks. The archers avoid melee; they withdraw when necessary and continue shooting on later rounds. If forced into melee, the archers attempt to flank their foes.

Morale When reduced to 10 hit points or fewer, a wyrwood archer flees. When only two archers remain, they call off their attack, ask for peace, and attempt to parley with the PCs, grudgingly allowing them to talk to the leader of the village.

STATISTICS

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

Base Atk +4; **CMB** +4; **CMD** 18

Feats Deadly Aim, Improved Initiative, Rapid Shot

Skills Acrobatics +11, Climb +8, Craft (weapons) +11,
Knowledge (geography) +9, Perception +9, Stealth +15,
Survival +9, Swim +8

Languages Azlanti, Dark Folk, Elven

SQ combat style (archery), slayer talents (deadly range^{uc},
ranger combat style), track +2

Combat Gear shadow essence poison (2); **Other Gear**
mwk composite longbow (+1 Str), mwk kukri, *cloak*
of resistance +1, masterwork weaponsmithing tools,
assorted jewelry and gems (worth 45 gp)

Development: If the PCs ask about other creatures living on the island, the wyrwoods reveal the locations of the twisted cavern (area A3) and will-o'-wisp garden (area A6).

Story Award: If the PCs talk convincingly enough to avoid a fight with the wyrwood archers, award them XP as though they had defeated the guards.

A3. TWISTED CAVERN (CR 9)

A crack in the hillside opens into a spacious natural cavern. Horrific screeches resembling those of a panicked animal echo within the cavern.

The majority of Thanaldhu's tribe lived in this natural cave in the hillside. When Onthooth ordered all remaining faceless stalkers to withdraw to the Cathedral of Amaznen, the faceless stalkers stationed in the watchtower (area A1) relayed the message to their kin residing here, and Glorandral escorted them to the temple. With a successful DC 22 Survival check, a character can track the creatures west to the river, and can guess they probably waded up or down the river to avoid leaving further tracks.

A PC who succeeds at a DC 10 Knowledge (nature) check identifies the screeches as those of a frenzied rat, but if the result exceeds the DC by 5 or more, she realizes that there's something horribly unnatural about the sounds. A successful DC 15 Perception or Survival check is enough to notice the cave's most recent inhabitants appear to have left in a hurry very recently, leaving behind all kinds of miscellaneous junk collected from the bodies of their victims. With a result exceeding the DC by 5 or more, a PC can deduce that approximately a dozen faceless stalkers lived here until quite recently.

Shallow water (1 to 3 feet deep) at the southern end of the cavern counts as difficult terrain.

Creatures: The faceless stalkers had captured two chaos beasts and kept them trapped in a small chamber with a narrow opening in the southwestern part of the cavern. To amuse themselves, the faceless stalkers sometimes fed the chaos beasts small animals so they could watch the animals suffer as their bodies turned unstable and amorphous and their minds abandoned all semblance of sanity. When the faceless stalkers left the cavern, they intentionally removed the junk blocking the opening, allowing the chaos beasts to escape.

As the PCs approach the opening that leads to the small chamber, they see what looks like a giant rat writhing and thrashing in the water as if in great pain. Suddenly, the creature's neck twists around itself, and a pair of legs grows from its stomach, only to melt away a moment later. For a moment, the rat looks normal again, but then the horrific convulsions start anew.

The creatures' latest victim, a dire rat, is still thrashing blindly in the small cavern chamber. Although a repulsive sight, the rat is largely harmless—it has only 1 hit point left and its Wisdom score has been drained to 1. Regardless, it starts dragging itself along the ground, inching menacingly closer to the PCs.

While the PCs are distracted by the rat, the chaos beasts move stealthily closer, hoping to block the PCs' way out. A PC who succeeds at a DC 27 Knowledge (planes) check deduces that the rat's strange condition was caused by a chaos beast.

AMORPHOUS DIRE RAT CR —

hp 5 (currently 1) (*Pathfinder RPG Bestiary* 232)

TACTICS

During Combat The amorphous dire rat madly and blindly attacks the nearest creature.

SPECIAL ABILITIES

Amorphous (Su) A chaos beast's corporeal instability curse has drained the rat's Wisdom score to 1, making the rat permanently amorphous. The rat's base speed is reduced to 10 feet, its climb and swim speeds are reduced to 5 feet, it takes a -4 penalty on attack rolls, and it suffers a 50% miss chance on all attacks.

CHAOS BEASTS (2) CR 7

XP 3,200 each

hp 85 each (*Pathfinder RPG Bestiary* 2 54)

TACTICS

Before Combat The chaos beasts hide underwater.

During Combat The chaos beasts position themselves so that the PCs cannot easily escape from the cavern, attacking whichever foe happens to be nearest.

Morale Unconcerned with self-preservation, the chaos beasts fight to the death.

Treasure: Amid the filth, grime, and junk that the faceless stalkers left behind, there is a *ring of the troglodyte*^{UE} and a 1-foot-tall jade statue of a humanoid-serpent hybrid creature (worth 1,000 gp). With a successful DC 25 Knowledge (religion) check, a PC identifies the statue as a depiction of Ydersius, the patron deity of the serpentfolk, who were one of Azlant's chief enemies. A PC who succeeds at a DC 25 Appraise or Survival check realizes the statue must have been in the cavern for over 10,000 years.

A4. WHEELS OF HEAVEN (CR 7)

A 20-foot-tall building has been built into the slope near the summit of the island's tallest hill. The interior of the building is a machine consisting of thousands upon thousands of gears. A giant tube similar to a spyglass rises from the center of the contraption.

The ancient Azlanti used a combination of magic and technology to build great machines capable of revealing the secrets of the universe. They also made great advances in mathematics and physics, which made it possible for them to calculate the positions of planets and other

celestial objects with great accuracy. The observatory they called *Wheels of Heaven* is an example of that technology: a massive analog clockwork mechanism designed to calculate and display astronomical information, such as the positions of the sun, the moon, other planets, and a number of constellations.

The device also includes a large telescope whose optics were some of the most sophisticated in the Azlanti empire, although the telescope's lenses were destroyed during earthquakes accompanying *Earthfall*. However, the advanced telescope still retains certain functions. A user can feed data into the clockwork mechanism by pointing the telescope at any celestial object. With just two data entries, it is possible to calculate a linear trajectory and the object's speed, and by adding more data, the machine can calculate curved and elliptical paths while refining its initial calculations to be more accurate. Once a trajectory has been calculated, the user can set a dial to indicate any point in time in the past or future, and the mechanism calculates the object's location at that moment, automatically rotating the telescope to point in that direction if the user so desires. These calculations are stored in a gem called an *ioun memory node*. The mechanism also has an output panel comprising thousands of metal pins mounted in a frame that allows them to slide up and down. The mechanism can display data about the objects being observed by moving the pins so that they form letters, numbers, or three-dimensional graphs; by pressing symbols formed from extended pins, the user can feed additional data to the device.

Over 10,000 years ago, astronomer-priest Imosele noticed an immense, unknown object in the night sky and began tracking it with the telescope. At first it seemed it would pass through Golarion's solar system, but over the span of several weeks, she added more data entries, and realized the trajectory was far more curved and unpredictable than she initially anticipated. Anxious to find out where the space rock was headed, Imosele extrapolated data based on her own calculations, and using this projected data entry, she was able to discern the meteor's true trajectory—a collision course with Golarion. Imosele hurried back to the cathedral to warn her colleagues about the cataclysm, but whether due to hubris, ignorance, or skepticism, no one listened to her warnings.

Despite its age and the events that struck this region, the observatory's clockwork mechanism has sustained only minor damage. If the PCs spend an hour to make temporary repairs and succeed at a DC 25 Craft (clockwork), Disable Device, Knowledge (arcana or engineering), or Use Magic Device check, they can activate the mechanism. PCs can also attempt Strength checks as aid another actions to remove junk and debris from between the gears.

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN
TRAIL

PART 2:
EXPLORING
ZANAS-TAHN

PART 3:
TEMPLE OF
DEAD DIVINITY

NPC GALLERY

GODS OF
ANCIENT
AZLANT

ECOLOGY
OF THE
CLOCKWORK

BESTIARY

If the PCs activate the mechanism and spend 1d6×10 minutes studying it, they learn the central operating principle and can use it to make simple calculations. If they run a simulation without changing the parameters (in other words, using the same parameters that Imosele did over 10,000 years ago) they make the same terrible discovery as she did: a mass of objects traveling through space at a great speed on a trajectory to collide with Golarion.

PCs going through the data entries stored in the device discover the location of the Pillars of Long Shadows (area A5), which was used as a reference point for calculations involved in teleporting targets from the pillars to worlds beyond Golarion. While the PCs are studying this data entry, the metal pin panel shows the word “pillars” in Azlanti, and displays a three-dimensional representation of the location’s

topography. Each planet’s location relative to Golarion at any given moment is also stored in the mechanism. Curiously enough, much older data entries include two planets orbiting at a distance between Verces and Eox, and the panel displays the names Damiar and Iovo for these entries. A PC who succeeds at a DC 25 Knowledge (geography or history) check knows that these planets do not exist in Golarion’s solar system as modern astronomers know it, but if her result exceeds the DC by 5 or more, she remembers stories about the Twins—the planets Damiar and Iovo—that were destroyed long before Earthfall, and whose remains form the asteroid belt known as the Diaspora.

Because of the observatory’s high elevation, this location is an excellent place to use a spyglass to scan the surrounding terrain. By spending 30 minutes and succeeding at a DC 20 Perception check, a PC notices the tallest of the Pillars of Long Shadows (area A5).

Haunt: If the PCs operate the clockwork mechanism and find out that Imosele was able to calculate the coming of Earthfall, the whirring and clatter of the device awakens her restless spirit. The late astronomer-priest does not wish to harm the PCs for their intrusion, but the painful memories stirred by the PCs using the device force her to relive her last moments.

LADY OF THE GEARS

CR 7

XP 3,200

LN haunt (all squares within the observatory)

Caster Level 7th

Notice Perception DC 13 (to hear meteors screaming through the sky accompanied by a bright flash and rumbling ground)

hp 14; **Trigger** touch (running Imosele’s simulation on the clockwork mechanism); **Reset** 1 day

Effect A PC who succeeds at the Perception check to notice the sound can attempt a DC 25 Knowledge (geography) or Spellcraft check to realize that the sound is caused by falling meteors. When the haunt manifests, the roof of the observatory is blown away, revealing two meteors in the sky approaching at a high speed. At the same time, a ghostly image of an Azlanti woman wearing a priest’s vestment appears hovering in the air, screaming a drawn out “No!” The meteors target random squares within the observatory, and the PCs can see the shadows of the meteors, which reveal the squares they are going to hit. Exactly 1 round after the haunt manifests, the meteors hit the ground and explode, as per the spell *meteor swarm* (Reflex DC 23). PCs in the squares targeted by the meteors are targeted by a direct

hit from a meteor (+9 ranged touch attack). As soon as the smoke clears, the ghostly

IMOSELE

woman has disappeared and the observatory looks mostly intact again, just as it did before the ghostly meteors fell.

Destruction The haunt is permanently destroyed if the *ioun memory node* containing Imosele's data is taken to the cathedral of Amaznen and shown to Aoinse, who is technically the highest-ranking member of the church (if only because everyone else died).

Treasure: The PCs can remove the mechanism's *ioun memory node* with a successful DC 25 Disable Device check. Using brute force to pry it free destroys the node. In addition to its story value, the stone is worth 5,000 gp.

Development: The data entry for the Pillars of the Long Shadows is accurate enough for the PCs to find the location.

Story Award: If the PCs take the *ioun memory node* to Aoinse (area C7), and thus permanently destroy the haunt here, award the PCs an additional 3,200 XP.

A5. PILLARS OF LONG SHADOWS (CR 9)

Seven pillars of stone, each taller and thicker than the previous one, stand in a spiral-shaped formation. The pillars bear many intricately carved symbols inlaid with a silvery metal and lines of a crystalline material, and each pillar is fitted with a ring-shaped, metal dial with similar symbols carved onto it. The entire area seems unnaturally chilly and dim, as if a great shadow lay over the land.

The smallest pillar here is 10 feet tall, and each subsequent pillar is 5 feet taller than the last, with the central pillar standing 40 feet tall. The ancient Azlanti erected these stone pillars in an attempt to build an interplanetary teleportation device. This arcane device was controversial when its construction began. Some Azlanti believed that it was a wasteful effort, while others felt that it tinkered with dangerous forces that humans were not meant to harness. Others argued that the creation of this device would only exacerbate the conflict with the elves, as the elves suspected the methodology in creating this device was stolen from their *aiudara* and, more importantly, the *Sovyrian Stone*. There is some truth to this last belief, and the elves inhabiting Golarion at the time were growing concerned that the Azlanti might find their homeland on Castrovel, though the conflict with Azlant at the time was as furiously debated in their courts as it was in the Azlanti Empire. By the time of Earthfall, they had used the astronomical device (area A4) to correctly calculate the positions of various planets at any given moment, but they were unable to finalize the arcane rituals that would have been necessary for safely opening a portal. If completed, the device would have been able to create a spinning helix of energy capable of transporting targets standing on the

spiral-shaped symbol to other planets. When the meteors of Earthfall began falling, some priests residing in Zanas-Tahn nevertheless attempted to use the device to escape the devastation. The incomplete device malfunctioned, stunning the humans and calling two hounds of Tindalos, which summarily killed the frightened humans.

A PC who studies the symbols and succeeds at DC 20 Knowledge (arcana) check notices that the symbols resemble what modern spellcasters use in teleportation magic. With a successful DC 25 Knowledge (geography or planes) check, a character confirms that some of the symbols depict extraterrestrial locations. A character who succeeds at either of these two checks realizes that it would require days, weeks, months, or even years of research to determine the precise calculations required to use the device as intended.

Because the tallest pillars are taller than the surrounding trees, the PCs can use a spyglass to scout the surrounding terrain. With 30 minutes and a successful DC 20 Perception check, a PC notices giant bees flying over the forest to the east, and to the south, she sees a curious formation of stone blocks in the marsh (area A6).

The malfunctioning pillars leech energy from their surroundings. As a result, within 60 feet of the pillars, the level of illumination is always one step lower and the temperature is 20 degrees lower than it would normally be.

Creatures: Two hounds of Tindalos have a special connection with the pillars, and they sense when the PCs arrive in the area. They can use the base of the pillars as an angle for their angled entry special ability. If the PCs spend more than 5 minutes near the pillars, the hounds attack. As soon as the creatures reveals themselves, the PCs notice that whenever the creatures are adjacent to any of the pillars, glowing, dark-red sigils appear on the creatures' bodies, and similar sigils appear on the pillar. A PC who studied the pillars and succeeded at either of the Knowledge checks, as well as any PC trained in Use Magic Device, deduces that it is probably possible to disrupt the creatures' connection with the pillars by realigning the symbols. A PC must succeed at a DC 25 Use Magic Device or Spellcraft check to determine the right alignment for the symbols to disrupt the connection, and a DC 12 Strength check is required to move the ancient metal dial. If the PCs turn the dial without determining the right alignment (whether they failed the check or simply neglected to try), there is only a 50% chance that their actions have the desired effect, and the other 50% result instead strengthens the hounds' connection, granting the creatures the benefits of the advanced simple template (*Pathfinder RPG Bestiary* 294).

HOUNDS OF TINDALOS (2)

CR 7

XP 3,200 each

hp 85 each (*Pathfinder RPG Bestiary* 2 158)

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN
TRAIL

PART 2:
EXPLORING
ZANAS-TAHN


PART 3:
TEMPLE OF
DEAD DIVINITY

NPC GALLERY

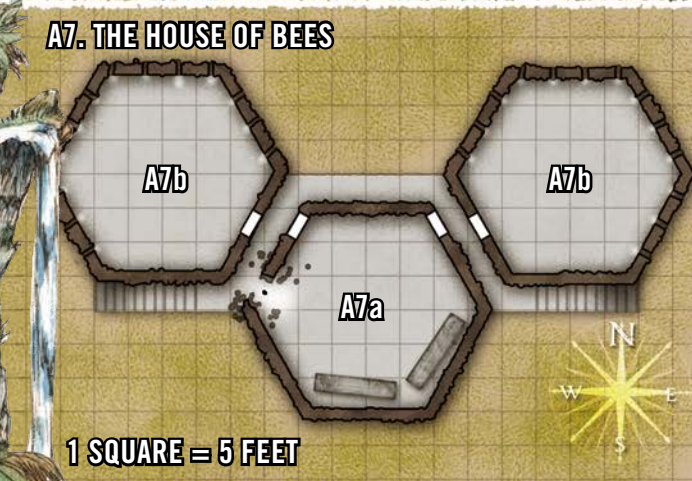
GODS OF
ANCIENT
AZLANT

ECOLOGY
OF THE
CLOCKWORK

BESTIARY



A6. WILL-O'-WISP GARDEN



A7. THE HOUSE OF BEES

1 SQUARE = 5 FEET



B. TEMPLE GROUNDS

TACTICS

Before Combat Each hound of Tindalos casts *invisibility* on itself before appearing with its angled entry special ability. Immediately before attacking, one of the hounds uses *haste*, and each teleports onto one of the pillars.

During Combat The hounds of Tindalos use their angled entry ability to teleport each round. The pillars offer the only fixed angles in the encounter area.

Morale If reduced to 15 hit points or below, a hound of Tindalos uses its angled entry ability to escape to a safe location.

Treasure: On the tallest of the pillars, the PCs can find a *circlet of persuasion* and a *dusty rose prism ioun stone*. A strange, almost magnetic force holds the items in place, but a successful DC 15 Strength check is enough to pull them free.

A6. WILL-O'-WISP GARDEN (CR 10+)

Six twenty-five-foot-long stone blocks, each tapered like an arrowhead, are arranged in a vaguely flower-shaped

formation in the moist ground. Some of the ancient stone blocks are cracked and splintered, while others are half-sunken in the marsh.

This place used to be a will-o'-wisp garden, where the ancient Azlanti cultivated will-o'-wisps and trapped them in glass globes, placing them along avenues as street lamps and for illuminated decoration. During Earthfall, most of the strange creatures escaped from captivity, but many of them still gather near the stone monument that stood at the center of the garden. What long ago symbolized their slavery now symbolizes their freedom. Every night after dusk, the creatures perform an aerial ritual that looks like an elaborate dance.

The large, flower-shaped monument in the ruined garden bears two sets of carvings on its stone petals. The first set depicts the sun setting near the stone monument and a few radiant globes flying overhead in a complex and attractive formation, suggesting that something happens after dusk. The second set of carvings shows a bee flying from a hexagonal building to what looks like a temple, suggesting that there is a connection between

the bees and a temple that might be what the PCs are looking for.

Creatures: The marsh is home to a few dozen will-o'-wisps. Some of them existed before Earthfall and know a great deal about the island and its past, but few of them have met living humans or similar creatures since the fall of Azlant. If the PCs are near the garden after sunset, read aloud the following.

As the sun sets upon the ancient stone monument, one by one, dozen upon dozens of lights appear in the darkness, hovering like ghostly lanterns above the fetid waters of the marsh.

When the will-o'-wisps notice the PCs, four of them start flying in wide circles around the PCs, observing them, and edging closer and closer. With a successful DC 25 Knowledge (dungeoneering) check or DC 20 Sense Motive check, a PC can determine that the creatures aren't immediately hostile. If anything, the glowing balls of light seem to be curious about the visitors who are surely either very foolish or very powerful if they dare enter the will-o'-wisps' domain.

The PCs can attempt to greet the will-o'-wisps to convey that they have come to talk, not to fight. A PC who succeeds at a DC 25 Knowledge (dungeoneering) check remembers a few flight patterns that will-o'-wisps use to greet one another, and gains a +5 bonus on checks to perform a suitable greeting. If the PCs use a torch or other mundane light source, a successful DC 25 Acrobatics or Perform (dance) check is enough to correctly perform a greeting. A *dancing lights* spell or any other mobile light source is even more impressive, but a successful DC 20 Fly or Spellcraft check to steer the light is needed to impress the creatures. If the PCs succeed at either of these checks and gains a +5 circumstance bonus on later checks to influence the creatures.

Whether the PCs perform a greeting or not, the will-o'-wisps respond if the PCs start speaking to them in Aklo. The will-o'-wisps also understand Azlanti, but hearing their former slavers' tongue makes them annoyed, and later checks to influence them take a -4 penalty. Finally, in the absence of a common language, a PC can attempt a DC 25 Linguistics check or DC 15 Charisma check to communicate simple ideas through an impromptu sign language, but the party then takes a -8 penalty on checks to influence the creatures. Should the PCs fail all their attempts to communicate, the will-o'-wisps start behaving more threateningly, and they eventually attack unless the PCs leave immediately.

If the PCs start asking questions, the will-o'-wisps laugh at them and ask why they should tell the PCs anything. A PC must succeed at a DC 30 Bluff, Diplomacy, or Intimidate check (other characters can assist with aid another using the same skill) to persuade the

will-o'-wisps to listen to what the PCs have to say. If the PC fails this check, the characters can attempt a check with one of the other two skills, albeit at a -4 penalty. On a second failure, the will-o'-wisps start taunting the PCs, and if they don't leave, the creatures attack.

If the PCs succeed, the will-o'-wisps tell the PCs that as a payment for the information, they require that the PCs slay "the hounds" guarding the Pillars of Long Shadows (area A5). The will-o'-wisps refuse to reveal more about the creatures or why they want the creatures dead, but the truth is that the will-o'-wisps want to safely study the Pillars, and the hounds of Tindalos are too dangerous for them to fight. Once the PC have slain the hounds of Tindalos, the will-o'-wisps are willing to answer the following questions.

What can you tell about this island? "The humans called this place Zanas-Tahn. They built all kinds of buildings, machines, and temples here. It was once a group of hills, but when their end came and the sea swallowed the continent of Azlant, this island was all that remained of Zanas-Tahn."

What is this stone monument? "The humans who once lived here used this place as a lure to capture my kind in glass globes. Do you know why? To use us as lights! Lights for their entertainment!"

Have you seen humans on this island before? "Many humans lived here in ages past, but they're long gone. Rocks came from space and killed all of them." After a brief silence, the will-o'-wisps burst into derisive laughter, then continues, "We have heard more humans have come here recently. We think the ulat-kini have them in their broken temple."

What can you tell about the skum living on this island? "The fish-faced ulat-kini live in a half-sunken temple on the east coast. They like it in the sea and don't come on land very often, but when they do we like to scare them. So delicious is their fear."

Where is the temple? "It is located on the east coast of the island, near where the river meets the sea. You should seek out the House of Bees first and continue due northeast from there."

What can you tell about the faceless stalkers living on this island? "The ugothols live in caves in the north, or they used to. We heard they're on the move. We thought you were them when you first arrived at our garden. Wherever they're going, they're smart enough not to come here." After saying that, the will-o'-wisps laugh mockingly in unison.

The will-o'-wisps' information is accurate enough for the PCs to find the House of Bees (area A7).

WILL-O'-WISPS (4) CR 6
XP 2,400 each
hp 40 each (*Pathfinder RPG Bestiary 277*)

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN
TRAIL

PART 2:
EXPLORING
ZANAS-TAHN

PART 3:
TEMPLE OF
DEAD DIVINITY

NPC GALLERY

GODS OF
ANCIENT
AZLANT

ECOLOGY
OF THE
CLOCKWORK

BESTIARY



TACTICS

During Combat The will-o'-wisps mainly only want to scare the PCs with their attacks. If the PCs retreat, the creatures give chase for 1 round but let the PCs run away, laughing at them. If the PCs stubbornly fight them for 4 rounds, the will-o'-wisps flee, disappointed.

Story Award: If the PCs learn the location of the House of Bees from the will-o'-wisps, award them 9,600 XP as though they had defeated the four will-o'-wisps.

A7. THE HOUSE OF BEES

Two thirty-foot-tall hexagonal stone towers, perforated with many even rows of square holes, flank a third, similarly hexagonal building only ten feet tall. A loud buzzing echoes throughout the structure, and the air is heavy with the sweet scent of honey.

Followers of Amaznen cultivated bees and giant bees both for their religious significance—the bee was Amaznen's sacred animal—but also because the high-quality honey they produced was a luxury product that fetched a good price. The advanced social behavior of honey bees was seen as a symbol of working together toward a common goal. A PC who succeeds at a DC 25 Knowledge (history or religion) check remembers these historical details. Bee honey was a prominent ingredient in the cuisine of Shaval-Kehn, and it was also used in herbal medicine and for the production of honey wine. A PC who succeeds at a DC 25 Knowledge (geography or local) check or a DC 15 check with a related Profession skill remembers at least a few old Chelish and Taldan honey-based recipes that are allegedly Azlanti in origin.

A7A. BEEKEEPERS' HOUSE

The building in the middle used to be a break room and a storage room for the beekeepers' equipment.

Creature: A dormant clockwork spy (*Pathfinder RPG Bestiary* 358) is lying on the floor. Unlike most modern-day clockwork spies, this ancient specimen is shaped like a bee rather than an arachnid. It even appears to have two compound eyes and three simple eyes like bees do, but the three smaller eyes are actually sound-recording devices. The beekeepers and priests of Amaznen used clockwork spies for long-distance communication, using the creature's ability to record audio to send messages between the various religious sites in the hills of Zanas-Tahn.

If the PCs use the key in the room to wind up the creature, the clockwork spy activates. Unless the PCs

grab the mechanical creature or otherwise restrain it, it promptly flies out of the building and toward the cathedral of Amaznen. If the PCs catch the creature, successfully identify it, and consequently realize it is capable of recording messages, they can use the winding key (or succeed at a DC 20 Disable Device check) to make the creature play back the message currently stored in its recording gem. In the message, punctuated with panicked screams and a bustle of movement, a distressed Azlanti man says "We are forsaken! Flee while you can!"

Treasure: The beekeepers' protective equipment included fine, lightweight suits of mithral chainmail, and two suits of +2 mithral chainmail are still stored in one of the two stone cabinets, along with 3 vials of antitoxin that are still viable. The other cabinet holds a few pieces of bee-themed jewelry carved from amber and gold (worth 1,500 gp) and a golden key (worth 500 gp) that can be used to wind up the clockwork spy in the room.

Development: If the PCs follow the clockwork spy, they can easily find the temple grounds (area B) of the Cathedral of Amaznen. If the PCs try to catch the clockwork spy or otherwise make a lot of noise, the bees in the hives (area A7b) attack.

A7B. THE HIVES (CR 9)

The walls of the hives have holes for the bees to fly in and out. The bees store their honey in niches in the walls and seal them with beeswax. These hives appear more wild and natural than a well-maintained hive. PCs who happen to be from Bellis or who are apiarists can immediately tell that this hive hasn't been tended by anyone other than the bees in a very long time. The floor inside the two hives is sticky with honey and counts as difficult terrain.

Creatures: Each of the House of Bees' two wings accommodates a hive of giant bees. Azlanti beekeepers domesticated a species of giant bees, and through selective breeding, they were able to make them less aggressive and increase their productivity and honey quality. Over the millennia that the bees have been living without human intervention, they have acquired new genetic traits and regressed to more aggressive behavior. If the PCs anger the bees, each hive forms a troop that acts as a single monster.

The following foe uses the troop rules that appear in *Pathfinder RPG Bestiary* 6; the entry for troops appears on page 265 and details on the troop subtype appear on page 307.

GIANT BEE TROOPS (2) CR 7
XP 3,200 each



N Medium vermin (troop)

Init +2; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 84 each (13d8+26)

Fort +10, **Ref** +6, **Will** +6

Defensive Abilities troop traits; **Immune** mind-affecting effects

Weaknesses vulnerable to smoke

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee troop (3d6+2 plus poison)

Space 20 ft.; **Reach** 5 ft.

TACTICS

During Combat The bees adjust the shape of their troop so as to include as many foes as possible within their area.

Morale While defending their hives, the giant bees are fearless and fight to the death, though they flee if attacked while nauseated by smoke. Outside the hive, they're less aggressive, and the troop withdraws if reduced to 20 hit points or fewer.

STATISTICS

Str 15, **Dex** 14, **Con** 15, **Int** —, **Wis** 14, **Cha** 9

Base Atk +9; **CMB** +11; **CMD** 23 (can't be tripped)

Skills Fly +6

SPECIAL ABILITIES

Poison (Ex) Troop—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d6 Str; *cure* 2 consecutive saves.

Vulnerable to Smoke (Ex) Smoke from particularly smoky fires or effects (such as that caused by a *pyrotechnics* spell) causes a giant bee troop to become nauseated if it fails a DC 14 Fortitude save. This condition persists as long as the troop remains in the smoke, plus 1d4 rounds.

Treasure: Each beehive contains 10 pounds of royal jelly. (For more details on this substance, see page 43 of *Pathfinder RPG Bestiary 2*.) The rare substance is worth 100 gp per pound.



PART 3: TEMPLE OF DEAD DIVINITY

Once the PCs have learned that the kidnapped colonists were taken to a ruined cathedral of Amaznen and have discerned its location, they must delve into the forgotten cathedral in order to rescue the colonists. In the temple, the PCs uncover ancient secrets and face horrific mutants, skum, ugothols, and other strange creatures. Finally, they must overcome the aboleth Onthooth, who has been experimenting on the kidnapped colonists.

The temple complex was originally built into the slope of the sacred hills of Zanas-Tahn, and during the

height of the Azlanti Empire, it loomed over the city of Shaval-Kehn. Like a number of temples dedicated to Amaznen, this one was built primarily for the clergy's private worship and as a place for them to study and perform experiments. The public typically worshiped in larger and more grandiose buildings than these divine laboratories. In most cases, though, these two different styles of temples would be found on the same grounds, especially in larger settlements.

Using an advanced astronomical device (see area A4), an astronomer-priest named Imosele had predicted the impending disaster of Earthfall, but her colleagues dismissed the idea as lunacy. Had they listened, they might have had at least a fighting chance to make it outside the area that took the brunt of the meteorite impacts. Instead, all of the original inhabitants of the cathedral died during Earthfall. Some of them stayed indoors when the rocks were falling—the lucky ones were crushed by falling debris, while the rest slowly choked to death as ash and lethal gases filled the air. Others fled during the destruction and were killed amid the chaos that followed.

Thanks to the Azlanti's advanced building techniques and materials, the temple proper suffered only relatively minor damage during the event. Amaznen's lingering magic may also have protected the cathedral against the impacts as the god sacrificed himself to diminish the impact of Earthfall.

Even so, when Earthfall shattered the continent, the sea swallowed much of the city, and the temple is now at the edge of the water; part of it is out of the water, but the rest is submerged. Most of the rest of the complex surrounding the cathedral itself is completely ruined. A number of outbuildings once stood within the temple grounds (area B), built into the slope above the temple proper (area C); all but a few are now half-buried rubble. Before Earthfall, a great wall with two guard towers and additional outbuildings stood south of the temple proper, but these have long since been eroded and washed away by the waves. Underneath the cathedral lies a secret laboratory (area D) where Onthooth is currently conducting experiments on the captured colonists.

When they are not stationed inside, the skum who protect the main cathedral live in two of the remaining outbuildings. Onthooth keeps a private lair in one of the few surviving structures in the submerged portion of the temple grounds, but it stays in the laboratory most of the time and keeps no personal equipment in its private lair.

B. TEMPLE GROUNDS (CR VARIES)

Before Earthfall, two dozen clerics of Amaznen lived in houses built on the temple grounds. The buildings in the immediate area also included a granary, an armory, and a number of workshops. As was fitting for the followers



THE FLOODED CATHEDRAL

FOREWORD

PART 1: THE SODDEN TRAIL

PART 2: EXPLORING ZANAS-TAHN

PART 3: TEMPLE OF DEAD DIVINITY

NPC GALLERY

GODS OF ANCIENT AZLANT

ECOLOGY OF THE CLOCKWORK

BESTIARY



of a god of invention, magic, and secret knowledge, the priests combined magic and technology to build complex and amazing devices with which they studied the secrets of the universe, recording their discoveries meticulously and jealously guarding those secrets. Their fields of study included astronomy, clockwork technology, *ioun stones*, metamagic devices, and other branches of magical technology.

Among the largest of religious monuments the ancient Azlanti built was a 100-foot-tall bronze statue depicting Amaznen that stood on the grounds here as if watching over the temple. The buildings it guarded long ago crumbled into jagged ruins, and the statue now lies in pieces in the courtyard. The statue once held a hammer in its right hand, and in its left hand it held a closed book with a large eye on it. Both hands broke off when the statue fell, and Onthooth, an antitheist like all alghollthu, ordered Glorandral to dispose of the hands holding the items, thus removing the symbols of Amaznen's power.

When Onthooth commanded the late Thanaldhu's remaining faceless stalker troops to guard the cathedral, the aboleth's skum lieutenant Glorandral set up a training camp and guard outpost for them in the ruins of the temple grounds. None of his skum minions are guarding the temple grounds—the skum leader knows that his skum have an advantage while fighting underwater, but he also hopes that the ugothols are able to stop the PCs and none of his skum have to die in the battle.

This encounter is a bit more complicated than a standard encounter, as it all takes place in one location with a variable number of enemies. Make sure to read through the entire encounter before running it. Three different groups of faceless stalkers attack at different times, each with slightly different tactics. The first wave begins as soon as the PCs make it to this area. The direction from which individual waves of attackers engage the PCs is listed with each wave. Depending on how quickly or slowly the PCs deal with each wave, another wave of attackers could show up while the PCs are dealing with a previous one, making this encounter particularly dangerous if the PCs struggle with early attackers.

GENERAL FEATURES

The general features of the area, which uses the Temple Grounds map on page 22, are as follows.

Pedestal: The rectangular platform upon which the statue once stood is 10 feet high. Climbing the sides of the pedestal requires a successful DC 15 Climb check. The oval platform beneath the statue's feet is only 1 foot above the pedestal.

Rubble: The rubble-filled squares count as difficult terrain. The 2 squares with rubble next to the pedestal cost 4 squares of movement for Small and Medium

characters to move into because the characters also have to squeeze between the statue's severed legs and the pedestal.

Statue: The body of the fallen bronze statue is 10 feet high on average. Climbing onto the once-smooth but now corroded statue requires a successful DC 20 Climb check. The uneven surface of the statue counts as difficult terrain.

Walls: The walls of the ruined buildings are 15 feet high. Climbing the jagged remains of the walls requires a successful DC 15 Climb check.

FACELESS STALKER TACTICS

The faceless stalkers fight in small groups. Glorandral scrounged the ruins of the cathedral for whatever weapons he could find and armed each group with a different type of weapon, as detailed in the stat blocks below. He quickly trained the chaotic aberrations to fight as somewhat cohesive units with tactics tailored for the area they're defending.

As soon as the PCs enter the temple grounds and the first group of faceless stalkers guarding the area notices them, two more groups of defenders hear the conflict, get ready to fight, and rush into the courtyard.

WAVE 1: POLEARM FIGHTERS (CR 8)

The first wave of defenders attacks the PCs as soon as they enter the temple grounds.

Creatures: Two ugothols attack the PCs from the west side of the ruins, and another two attack from the east.

UGOTHOL POLEARM FIGHTERS (4) CR 4

XP 1,200 each

Faceless stalker (*Pathfinder RPG Bestiary 2* 122)

hp 42 each

Melee mwk glaive +8 (1d10+6/×3)

TACTICS

During Combat The faceless stalkers use their superior reach (15 feet while wielding a reach weapon) to threaten as many squares as possible and take advantage of their extra attacks from Combat Reflexes. Whenever possible, the ugothols flank their foes. Against weaker-looking foes, they also make trip attempts. If cornered or otherwise unable to use the polearm effectively, a faceless stalker drops its polearm and instead makes slam attacks and grapple attempts.

Morale When reduced to 10 hit points or fewer, a faceless stalker flees.

STATISTICS

Gear mwk glaive

WAVE 2: UGOTHOL SKIRMISHERS (CR 8)

The second wave of defenders attacks 4 rounds after the beginning of the first wave's attack.

Creatures: Six faceless stalkers carrying javelins attack the PCs. Depending on the PCs' location at the time, they attack from whichever side of the statue allows them to reach the PCs faster, or if it is tactically advantageous, they get on top of the statue.

UGOTHOL SKIRMISHERS (4) CR 4

XP 1,200 each

Faceless stalker (*Pathfinder RPG Bestiary 2* 122)

hp 42 each

Ranged mwk javelin +7 (1d6+4)

TACTICS

Before Combat The faceless stalkers use Stealth and try to gain surprise. They attack as soon as they are within 30 feet of the PCs and can make sneak attacks. Because the faceless stalkers are not particularly experienced with ranged weapons, they focus on foes not engaged in melee when possible.

During Combat The faceless stalkers make ranged attacks until they run out of javelins to throw, or until the PCs corner them. Thereafter, they attempt to flank their foes and make slam attacks.

Morale When reduced to 10 hit points or fewer, a faceless stalker flees.

STATISTICS

Gear mwk javelins (3)

WAVE 3: UGOTHOL MUTILATORS (CR 8)

The third and final wave of ugothols attacks 4 rounds after the second wave starts its attack.

Creatures: Four faceless stalkers wielding large curved swords attack the PCs. The falchion-wielding faceless stalkers are some of the wildest and most murderous of Onthooth's minions.

UGOTHOL MUTILATORS (4) CR 4

XP 1,200 each

Faceless stalker (*Pathfinder RPG Bestiary 2* 122)

hp 42 each

Melee mwk falchion +8 (2d4+6/18-20)

TACTICS

During Combat Foaming at the mouth, these falchion-wielding faceless stalkers attack in as direct and brutal a manner as possible. They have no sense of self-preservation, and they thus take many unnecessary risks. If possible, the faceless mutilators attempt to finish off any wounded foes first.

Morale The ugothol mutilators don't care about their lives and fight to the death.

STATISTICS

Gear mwk falchion

C. CATHEDRAL OF AMAZNEN

The main building of the temple complex—the cathedral itself—was built into the slope of a hill, and its floor plan follows the contours of the hill. The upper part of the cathedral was intended for the priests working at the cathedral and includes the temple's library, treasury, and facilities for maintaining the cathedral's clockwork servants. The lower part of the cathedral, which is now fully submerged, was open to visitors and included the temple's main area of worship as well as subsidiary chapels dedicated to other deities and monuments to heroes of old.

Magical lighting powered by ioun circuitry is embedded in the ceiling in each room within the cathedral. When the PCs enter the cathedral, the power units (area C11) are not working, and for this reason, it is completely dark in most rooms within the building. If the PCs activate the power units, the magic lights provide normal illumination in every room within the cathedral.

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN TRAIL

PART 2:
EXPLORING ZANAS-TAHN

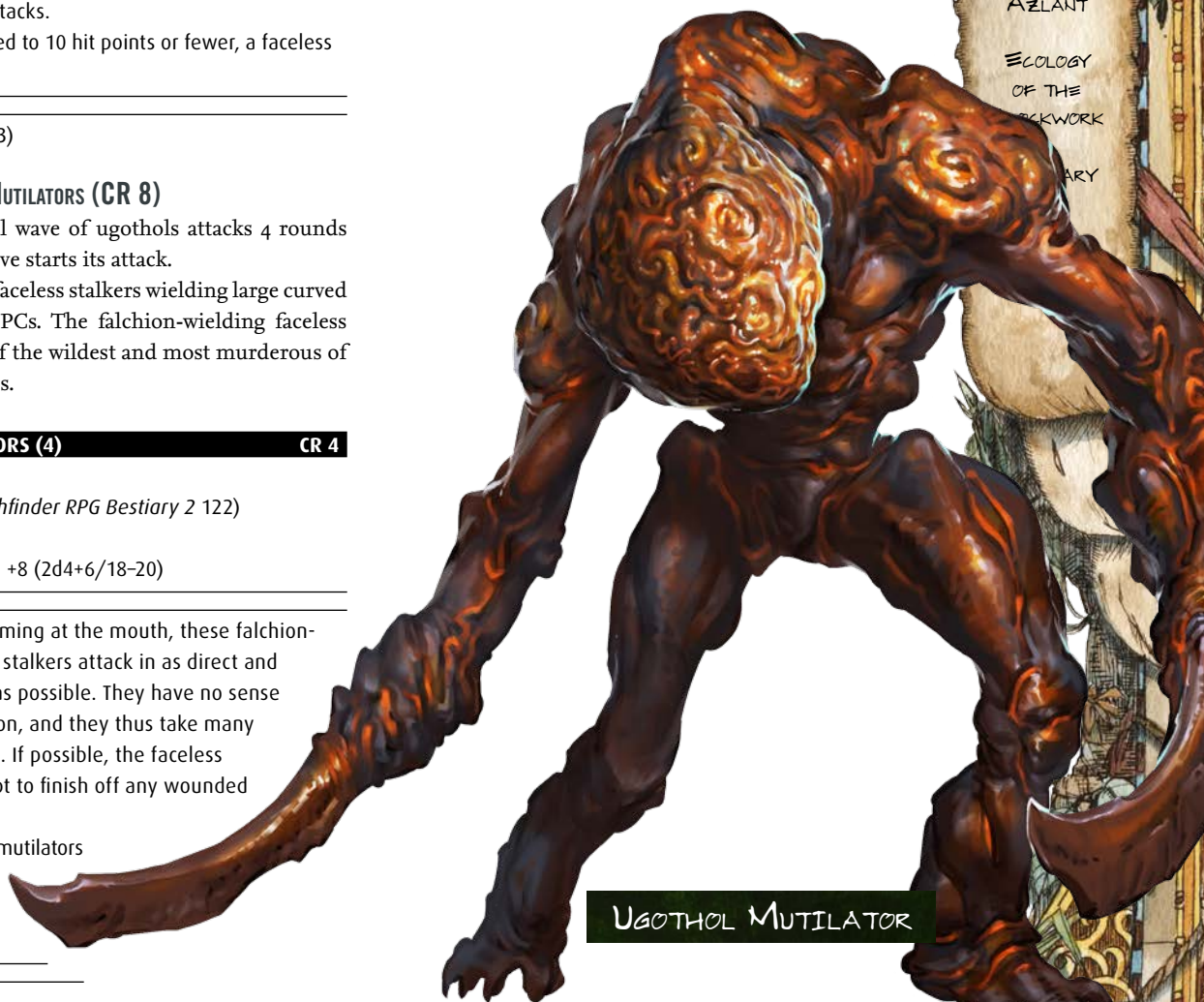
PART 3:
TEMPLE OF DEAD DIVINITY

NPC GALLERY

GODS OF ANCIENT AZLANT

ECOLOGY OF THE CLOCKWORK

LIBRARY



UGOTHOL MUTILATOR



TO B

TO B

C1

C2

C11

C4

S

C3

C9

C8

C10

C7

C6

C12

C13

C5

C17

TO D

C19

S S

C18

C15

C16

C20

C14

N

W

E

S

TO C21

Because of the cathedral's proximity to the sea, the PCs can constantly hear the waves crashing against rocks. Moreover, the sound of the cathedral's walls and pillars creaking under the pressure of the waves moans throughout the structure. As a result, all creatures within the temple take a -2 penalty on all hearing-based Perception checks.

Unless otherwise specified, the ceilings in the cathedral are 30 feet high, meaning that in the flooded portions of the cathedral (areas C14-C20) there is plenty of air at the upper reaches of the chambers.

C1. PRIESTS' ENTRANCE (CR 10)

Sturdy, ornate columns line this wide corridor, but cracks mar their surface and a few of them have fallen into pieces on the once fine marble floor of the cathedral. At the south end of the corridor, water spurts out of a broken fountain.

Priests of Amaznen who lived in houses within the temple complex usually entered the cathedral through this corridor. Before going to the sacred areas of the temple, the priests washed their hands and faces in the fountain. This ritual of cleanliness and spiritual purity represented leaving behind the secular outside world. A PC who succeeds at a DC 20 Knowledge (history or religion) check can guess the fountain's original purpose. Now only broken remains of the fountain stand, but the skillfully built piping is still working, siphoning spring water into the broken fountain.

A secret door on the east wall leads to a secret stash (area C3). Finding the door requires a successful DC 25 Perception check.

Creatures: A destrachan and four faceless stalkers are guarding the entrance. Years ago, the faceless stalkers found a destrachan egg abandoned by its mother, and the ugothols raised the creature. It now considers the faceless stalkers its pack and is fiercely loyal to them.

DESTRACHAN CR 8

XP 4,800

hp 90 (*Pathfinder RPG Bestiary* 2 83)

TACTICS

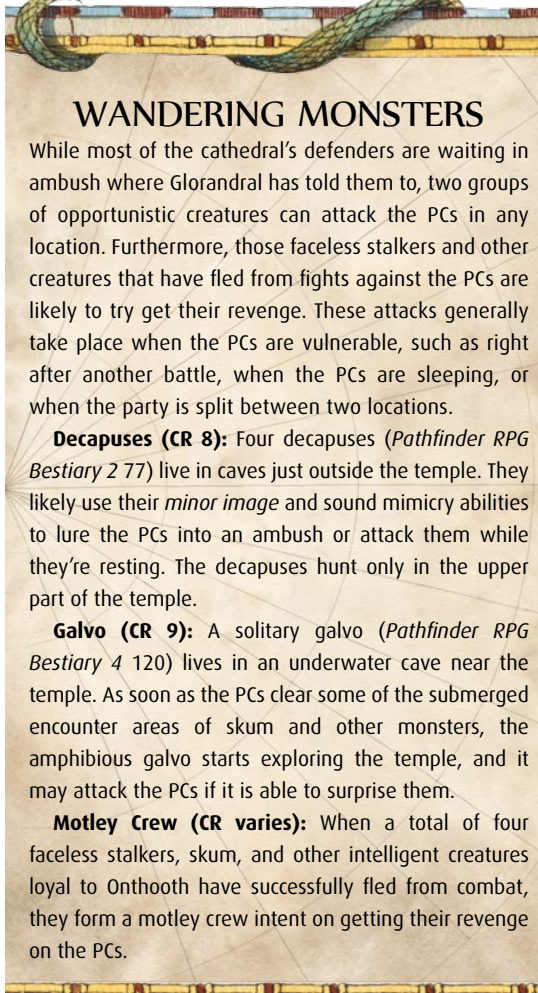
During Combat The destrachan uses destructive harmonics as a cone-shaped attack, so as to avoid harming its faceless stalker allies. Whenever the creature considers it tactically advantageous, it targets one of the columns instead, trying to create difficult terrain that hinders the PCs more than its allies.

STATISTICS

Languages Aquan (can't speak)

FACELESS STALKERS (4) CR 4

XP 1,200 each



WANDERING MONSTERS

While most of the cathedral's defenders are waiting in ambush where Glorandral has told them to, two groups of opportunistic creatures can attack the PCs in any location. Furthermore, those faceless stalkers and other creatures that have fled from fights against the PCs are likely to try get their revenge. These attacks generally take place when the PCs are vulnerable, such as right after another battle, when the PCs are sleeping, or when the party is split between two locations.

Decapuses (CR 8): Four decapuses (*Pathfinder RPG Bestiary* 2 77) live in caves just outside the temple. They likely use their *minor image* and sound mimicry abilities to lure the PCs into an ambush or attack them while they're resting. The decapuses hunt only in the upper part of the temple.

Galvo (CR 9): A solitary galvo (*Pathfinder RPG Bestiary* 4 120) lives in an underwater cave near the temple. As soon as the PCs clear some of the submerged encounter areas of skum and other monsters, the amphibious galvo starts exploring the temple, and it may attack the PCs if it is able to surprise them.

Motley Crew (CR varies): When a total of four faceless stalkers, skum, and other intelligent creatures loyal to Onthooth have successfully fled from combat, they form a motley crew intent on getting their revenge on the PCs.

hp 42 each (*Pathfinder RPG Bestiary* 2 122)

TACTICS

During Combat The faceless stalkers attack anyone trying to get too close to the destrachan. They also assist the destrachan by destroying columns with their melee attacks, keeping safe from the falling debris by using their reach.

Hazard: The remaining columns are fragile (hardness 8, hp 12, break DC 14). When a column breaks, fragments of stone from the ceiling and the column create difficult terrain in all adjacent squares and have a 50% of creating difficult terrain in other squares within 10 feet of the collapsed column. Creatures in the affected squares each take 4d6 points of bludgeoning damage and are shunted to the nearest open space. If a square already has rubble in it when one of these column fragments falls in it, the square requires 4 squares of movement to move through. If a creature doesn't have enough movement to fully traverse the square, the creature ends its movement on top of the rubble and must succeed at a DC 12 Acrobatics check



ABOLETH MUCUS EXTRACT

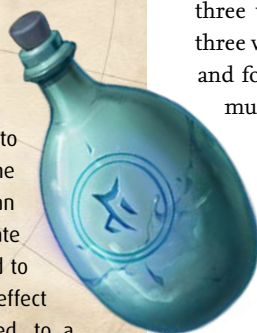
Not all of Onthooth's minions can breathe underwater, and because the cathedral's hidden laboratory is also flooded, the aboleth's minions need a way to keep the prisoners from drowning while they are being transported to the lab. The skum alchemist Uot has solved the problem by using Onthooth's mucus to manufacture an alchemical slime that retains some of the properties of the aboleth's mucus.

ABOLETH MUCUS EXTRACT

PRICE 100 GP

WEIGHT 1/2 lb.

This jar contains 6 ounces of alchemically preserved aboleth mucus. When 1 ounce of the extract is applied to a living creature's mouth, nose, and throat (a full-round action), the target loses its ability to breathe air but gains the ability to breathe water for 1 hour. An unwilling target can attempt a DC 14 Fortitude save to negate the effect. If additional doses are applied to the same creature, the duration of the effect extends by 1 hour for each ounce used, to a maximum of 3 hours.



Device DC 35) or force the box open (hardness 10, hp 30, break DC 25).

C3. ALCHEMICAL STASH

This small storage room, crammed full of jars and scientific equipment, smells of salt and slime.

This storage room was one of many secret areas within the cathedral. Amaznen's priests used it as a private meeting chamber, but Glorandral's skum minions have stored alchemical items created by the skum alchemist Uot (area C16) in the room since their arrival in the cathedral.

Treasure: The storage room contains a fully stocked alchemist's lab as well as the following alchemical items: three vials of antitoxin, one vial of alchemical glue^{UE}, three vials of armor ointment^{UE}, 5 doses of bloodblock^{UE}, and four sunrods. There are also 15 full jars of aboleth mucus extract in the room (see the sidebar).

C4. SACRISTY

Battered steel chests lie scattered across the floor of this vault, their contents strewn throughout the room. The thick stone walls are reinforced with steel bars and look nearly impenetrable, but the door to the vault has been torn off the hinges.

In this room, the resident priests stored coins and other valuables given as offerings to the church of Amaznen. Relics and items used during religious services and festivals were also stored here, but artifacts and magic items of significant power, religious importance, or value have been taken to the Vault of the Eye (area D5) deeper in the temple. When Earthfall struck, fleeing priests who were unsure what was happening grabbed what valuables they could, hoping to buy their way to safety with gold and silver during the calamity. Although skum and other squatters inhabiting the temple in the intervening millennia have little use for coins or jewelry, they have tried to steal from the treasury on a number of occasions, but a malevolent presence has deterred their attempts.

A PC who succeeds at a DC 23 Survival check notices that the way the coins and other valuables are scattered suggests that whoever looted the place must have grabbed only the most obviously valuable items but was in too much of a hurry to be thorough, leaving a considerable amount of treasure strewn throughout the room.

Haunt: The obsessive greed that ultimately caused a number of the priests to die manifests as a bitter spirit in this room. The malevolent presence does not want to

each round it remains there to keep from slipping in the debris and falling off the pile.

Development: As soon as the fight is over, the dominated soldiers and faceless stalkers guarding the service corridor (area C8) round the corner and attack the PCs. If there is enough time, four of the creatures attack the PCs from the rear, circling around through the courtyard.

C2. HIGH PRIEST'S OFFICE

Finely crafted but timeworn marble furniture adorns this spacious office.

In the time of Azlant, this room was the office of the high priest, who was at the head of the cathedral's hierarchy. The high priest supervised the religious functions and resources of the cathedral, and held considerable political power in the twin cities of Kalas-Ti and Shaval-Kehn.

Treasure: The high priest's locked strongbox contains an *extend metamagic rod* and a pair of fine silk slippers that turn out to be *slippers of the triton*^{UE}. The key was lost long ago, but it is possible to pick the lock (Disable

part with any of the remaining treasure, and it wants to sow discord into the minds of intruders who would take what the priests couldn't.

SPRIT OF GREED

CR 8

XP 4,800

LE persistent haunt (all squares within the treasury)

Caster Level 8th

Notice Perception DC 28 (to notice the coins and other valuables look unnaturally lustrous)

hp 36; **Trigger** touch (picking up any valuables);

Reset 1 minute

Effect When a creature in the treasury picks up coins or other valuables that did not previously belong to her, an unnaturally strong feeling of jealousy takes hold of each creature in the room with an Intelligence score of 3 or higher (Will DC 17 negates for 1 round). Each affected creature attacks an ally as though she were affected by *murderous command* (*Pathfinder RPG Ultimate Magic* 230) and shouts "It is mine!" in Azlanti, even if the character doesn't speak that language. If the nearest ally is outside the room, an affected target attacks the nearest ally inside the treasury instead. Regardless of success or failure, each creature must attempt a new Will save each round until it leaves the room.

Destruction The haunt is permanently destroyed only if all valuables in the treasury are removed and nothing remains for the spirit of greed to be jealous of.

Treasure: Only a fraction of the riches once stored in the treasury remain. A total of 124 pp, 856 gp, and 352 sp in ancient Azlanti coins lie scattered on the floor, on the shelves, and in the chests. Collecting all the coins takes 30 minutes for four characters, or half that time if a character succeeds at a DC 25 Perception check. A small pewter box in the northeast corner of the room contains two lustrous pearls: a bluish *pearl of the sirines* and a dark *pearl of power* (3rd level).

C5. HALF-SUBMERGED CORRIDOR (CR 9)

The steep stairs in this wide hallway connect the upper temple to the lower temple 30 feet below.

The following features are present in this area.

Flickering Light: The magical light in this room is malfunctioning. If the PCs have activated the power units (area C11), the light keeps switching on and off at random intervals. Each round, roll d%. A result of 1–50 indicates the light is switched off (darkness), and a result of 51–100 indicates the light is switched on (normal light).

Water: The water is up to a human's waist in the topmost water-filled squares in the staircase.

These squares count as difficult terrain. In the rest of the water-filled squares, creatures have to attempt Swim checks to stay afloat or move through these squares.

Creatures: Five ugothols hide in the water until the PCs are close enough to attack. When the lights go out (or the PCs are all in the water), they attack.

FACELESS STALKERS (5)

CR 4

XP 1,200

hp 42 (*Pathfinder RPG Bestiary* 2 122)

TACTICS

Before Combat The faceless stalkers use aboleth mucus extract (see page 30) and hide underwater, waiting for the PCs to come close enough for them to attack.

During Combat Three of the faceless stalkers wield their longswords two-handed (dealing 1d8+6 points of damage) and try to flank their foes, while the rest of them use their slam attacks only, trying to grapple spellcasters or anyone who looks weak and drown them in the water.

Morale When reduced to 10 or fewer hit points, a faceless stalker attempts to flee.

C6. LIBRARY (CR 7)

Many long bookcases of fine marble stand side by side in this room. Some of the shelves have been smashed to pieces, and countless marble fragments and remains of ancient documents are strewn about the floor. The few surviving books and other documents on the shelves look wrinkled and fragile. The air in this room is stale and reeks of mold.

This room once held an impressive collection of arcane, legal, religious, and scientific texts, but moisture and 10 millennia of neglect have rendered most of the books illegible piles of dust and lumps of moldering organic matter that have long since formed their own tiny ecosystems. A small number of texts carved on clay, metal, and stone tablets—as well as documents protected with magic—have survived. However, still less than 10% of the contents of this library are in usable condition.

Hazard: The dampness in this temple has caused some of the surviving vellum to turn gelatinous, and the moldering remains of other books have caused much of this room to serve as the home for thousands of mold and slime colonies. While most of these are benign and contribute only to stuffy air and unpleasant odors, one of these colonies is particularly dangerous to living creatures.

Nestled between the crumbling shelves against the north wall (indicated on the map with an "x") is a strange patch of mold that has been infused with magic lingering within the cathedral. Known as prismatic mold, this multicolored fungus faintly glows with swirling patterns, casting dim light in the corners of the library.

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN
TRAIL

PART 2:
EXPLORING
ZANAS-TAHN


PART 3:
TEMPLE OF
DEAD DIVINITY

NPC GALLERY

GODS OF
ANCIENT
AZLANT

ECOLOGY
OF THE
CLOCKWORK

BESTIARY



Volatile and easily disturbed, prismatic mold emits a colorful burst of spores when a creature moves within 5 feet of it. Each of these spore clouds is a different color and fills a 10-foot area centered on a corner of the mold's square. The spore clouds each manifest a different effect related to the color of the spore cloud.

Once triggered, prismatic mold continues to emit these spore clouds for as long as a creature is within 5 feet and for 1d4 rounds after the creature leaves the area. To determine which color spore cloud the prismatic mold ejects, roll 1d8 and consult the Prismatic Mold table on page 33. Targeting a prismatic mold with *dispel magic* instantly withers it into mundane and permanently inert (albeit still colorful) mold.

Research: Despite the condition of this library's contents, the PCs can nevertheless learn about several topics listed below by performing some difficult and unconventional research. If a PC studies what remains of the books (spending 1d4 hours per topic studied), she can attempt the skill check listed for that topic to decipher the texts in the section and learn some of the hotly debated subjects in ancient Azlant. In most cases, the research doesn't involve reading entire works or even entire sections, and instead is gathering an approximation of the information that would be found within the now-destroyed works. A PC who doesn't speak Azlanti has to rely on illustrations alone (where they exist) to interpret the texts; such a character takes a -5 penalty on the skill checks and wrongly interprets the material if she fails the appropriate check by 5 or more. While misguided and potentially ridiculous, this inaccurate information shouldn't be damaging.

Artifice: Bookcases in this section are marked with a symbol consisting of two interconnected gears. A researcher who succeeds at a DC 20 Craft (clockwork), Knowledge (arcana or engineering), or Spellcraft check learns that the books in this section discussed the creation of clockwork creatures and machines, *ioun stones*, and other magical technology. Because of rapid advances in both magic and science, a famous philosopher of the time claimed the line between the two was blurring, arguing that technology and magic could both produce the same results and thus should be integrated. One of the most popular subjects was discussion of whether clockworks—an obvious improvement over golems, an already ancient form of construct—should be modeled after a type of living mechanical creatures from beyond

the Material Plane known as inevitables. A great deal of debate took place on whether machines should be granted the burden of conscious thought, even free will, or whether these creations were simply destined to become humanity's eternal servants.

Knowledge: Bookcases in this section are marked with an eye-shaped symbol. A researching PC who succeeds at a DC 25 Knowledge (any) check or DC 15 Profession (librarian) check determines that this section once held encyclopedic material about nearly any subject imaginable. The collection also included a holy text called *The Sacred Knowledge*, according to which protecting knowledge from outsiders was of utmost importance for the survival and well-

being of the people. Additionally, the goddess Lissala's teachings were considered treacherous and heretical, and many priests of Amaznen had conflicts with her followers in Azlant, with some demanding that her worship be outlawed entirely. The books also discuss sacred architecture, including the theory that every temple of Amaznen should have secret areas and that knowledge of these should be restricted even within the hierarchy of the temple. This information grants the PCs a +2 circumstance bonus on checks to find secret doors within the cathedral.

Law: Bookcases in this section are marked with a symbol of a balance scale. A PC who succeeds at a DC 25 Knowledge (local) check or DC 20 Profession (barrister) check notices that the books in this section included volumes on the laws ruling the Azlanti empire, treatises on religious law, and philosophical texts on morality and justice. One of the most hotly debated subjects was how much influence religion should have on the direction of the state, while also addressing other influences upon the rule of law and whether law should ultimately serve the people or the empire.

Magic: Bookcases in this section are marked with a symbol depicting three motes of energy. A PC who succeeds at a DC 25 Knowledge (arcana or religion) or Spellcraft check finds that this section discussed the origin of magic and the relationship between magic and the divine. According to a theory presented here, all magic is divine, and all that is divine is magical in nature. According to this source, the first mystic theurges were priests of Amaznen who learned to create and manipulate both types of magic as though they were one.

Protection: Bookcases in this section are marked with a symbol of a watchtower. With a successful DC 25



PRISMATIC MOLD

PRISMATIC MOLD

1d8	Color	Effect	Save
1	Red	5d6 points of fire damage	Reflex DC 18 for half damage
2	Orange	6d6 points of acid damage	Reflex DC 18 for half damage
3	Yellow	7d6 points of electricity damage	Reflex DC 18 for half damage
4	Green	1d4 points of Constitution damage	Fortitude DC 18 negates
5	Blue	1d4 points of Dexterity damage	Fortitude DC 18 negates
6	Indigo	Confused for 1d6 rounds	Will DC 18 negates
7	Violet	Instantly teleported 1d6 squares in a random direction; arriving in an occupied square deals 2d6 points of damage and the creature is shunted to the nearest free space	Will DC 18 negates
8	Two spore clouds	Roll twice, ignoring any "8" results, and apply both results simultaneously	—

Knowledge (history) or Profession (soldier) check, a character determines that this collection included a detailed history of the serpentfolk wars and, more recently, records of spy games against a group referenced as the "veiled masters," the true enemies of the empire. As a solution to this threat, Azlanti politicians proposed researching and building various kinds of doomsday weapons.

Treasure: The few books that are still intact can be sold for a total of 10,000 gp to the government of Andoran, the elves of the Mordant Spire, or a collector in the underwater city of Talasantri. Furthermore, a number of magic items have survived and are easily found with *detect magic*. An *insightful scroll case* (see the sidebar on page 34) contains a scroll of *resist energy* (electricity), a *scroll of water breathing*, and a *page of spell knowledge*^{UE} containing *dispel magic*. On one of the bookshelves, PCs can find a *blessed book* decorated with a symbol depicting swirls of energy surrounding two interconnected gears, the larger of which has an eye inside of it. A PC who succeeds at a DC 30 Knowledge (religion) check recognizes it as the holy symbol of Amaznen. Between the pages of the book is a *scholar's ring*^{UE}.

Story Award: If the PCs succeed at three or more of the skill checks listed above, award them an additional 4,800 XP.

C7. CLOCKWORK STORAGE

The smell of oil and grease fills this room, where armored statue heads, limbs, and torsos as well as gears of all sizes have been placed on stone shelves. A nearly complete body consisting of similar gears and armor plates lies face down on a stone table with a large key embedded in a clockwork mechanism in its back.

The priests of Amaznen stored spare parts as well as malfunctioning or decommissioned clockwork creatures and devices in this room. Glorandral's skum and Onthooth didn't pay too much attention to the

clockworks when they claimed the temple, thinking they were worthless junk.

Creature: The body parts in the room once belonged to clockwork creatures, and a PC who succeeds at a DC 20 Craft (clockwork) or Knowledge (arcana) check identifies them as such. Beautifully crafted plates of platinum and intricately gilded steel covered their bodies like armor, giving them the appearance of roughly human (albeit emotionless) faces and musculature, but their exposed backs revealed hundreds of fine gears of chrome and steel.

A combination of magic and advanced corrosion-resistant steel alloys has kept the clockwork components here in almost pristine condition despite their incredible age, their proximity to the sea, and the high levels of airborne salinity. However, all the automatons wound down long ago, and most of them are little more than heaps of severed body parts.

However, the clockwork creature on the table is mostly intact; only one of its legs is missing. The creature is an "awakened" clockwork servant called Aoinse. Aoinse was among the first clockwork creation the Azlanti priests here imbued with sentience and personality. She lived through three generations of priests here, and over time one of them trained her in the ways of the clergy and she became a priest of Amaznen herself. Her role in the cathedral was mainly to assist the other priests in their work, to conduct research for long periods of time while her human counterparts required rest, and even deliver sermons to the faithful in some of the lesser chapels. Those who attended her services or otherwise encountered Aoinse regarded her as a miracle, and she had great respect from a number of the higher-ranking clergy. In the years before Earthfall, Aoinse became the personal assistant of the late astronomer-priest Imosele.

Unlike all other clockwork creatures in the cathedral, Aoinse has a key embedded in her back. Making her even more different is a special kind of *ioun stone* called an *ioun memory node* slotted in her forehead. Were she not already awakened, the *ioun memory node* would provide her a speech-based interface and a magical database, as

THE FLOODED CATHEDRAL

FOREWORD

PART 1: THE SODDEN TRAIL

PART 2: EXPLORING ZANAS-TAHN

PART 3: TEMPLE OF DEAD DIVINITY

NPC GALLERY

GODS OF ANCIENT AZLANT

ECOLOGY OF THE CLOCKWORK

BESTIARY



INSIGHTFUL SCROLL CASE

Priests, wizards, and librarians of ancient Azlanti used special scroll cases to keep their most valuable scrolls safe from the elements and to cast spells more flexibly.

INSIGHTFUL SCROLL CASE

PRICE
5,000 GP

SLOT none

CL 5th

WEIGHT 2 lbs.

AURA faint divination

When magic scrolls are stored inside this electrum scroll case, glowing blue runes appear on the surface of the tube, indicating what spells are on the scrolls currently stored within. If the user has the spells on her spell list, she can read the runes while holding the scroll case in hand to cast spells from a scroll within the case as though it were in her hand. Casting spells from the scrolls in the case otherwise works as normal, and the scrolls inside the case are depleted as normal. The scroll case holds a maximum of five magic scrolls, and scrolls stored within are protected against fire, water, and other damage.

CONSTRUCTION REQUIREMENTS

COST 2,500 GP

Craft Wondrous Item, *arcane sight*, *resist energy*

well as a personality and a semblance of intelligence, but in this case she has the ability to access the memories stored within it in addition to her own personal memories. Further, Aoine can replay recording gems, like those used in clockwork spies and some forms of Azlanti information storage. For more information on *ioun memory nodes*, see the Ecology of the Clockwork article on page 76.

If the PCs wind Aoine's clockwork mechanism, she animates. After spending a few moments observing her surroundings, she tries to stand up, but gives up once she realizes that one of her legs is missing. Regardless, Aoine greets the PCs in Azlanti: "Well met, visitors. I am Aoine. What brings you here?" If the PCs do not reply in Azlanti, the clockwork creature repeats her greeting and question in Elven and then Aquan. Once she is able to communicate with the PCs, she asks the PCs how long she had been dormant, and what has happened in the meantime. Aoine has a pleasant and helpful personality, but her tone and sense of humor are quite flat, which some might read as her being cold and aloof. While knowledgeable and intelligent, she never responds to uninformed questions or beings of lesser intelligence with condescension.

Assuming the PCs explain the situation truthfully, Aoine says that she would like to drive out the monsters and restore the cathedral to its former glory, or at least protect the place's secrets from the enemies of humankind. She promises to help the PCs find the missing colonists if they help her first. She asks the PCs if they can find a clockwork servant that can repair her, or, if the PCs know what they are doing, that they use the clockwork forge to repair her. This requires 1 hour of work, 1,000 gp worth of clockwork parts (available in this room), and a successful DC 25 Craft (clockwork) check. She also requests that the PCs find a way to power up the cathedral's *ioun* circuitry (area C11), so that various systems within the building start working again.

The following are Aoine's likely answers to questions the PCs might have for the surviving clockwork.

Where could the colonists be? "The only way to find out is to start looking. You should know that there are secret areas within the cathedral. The priests were always so secretive about them that even I don't know where they are."

What happened to your leg? "I think my body was damaged when the cataclysm occurred. Apparently, someone brought me here; this is where the priests stored malfunctioning servants."

Why don't the other clockworks in the cathedral have keys like yours? "I served astronomer-priest Imosele, and she wished me to be less easily controlled like all the other clockworks, which can be wound up and reprogrammed at the winding station."

The clockwork forge/winding station is not working. How can we power it up? "The power generator units must be malfunctioning after such a long time of disuse. They are located in a large chamber east of here."

What is the last thing you remember? "I remember the cataclysm. It was late afternoon. The sky was on fire and rocks burned through the atmosphere on their way to the ground. There were earthquakes and forest fires. The Kelveth River that flowed between Shaval-Kehn and Kalas-Ti was choked with burning debris. It swelled beyond its banks and rushed back upstream. Ash and deadly gases filled the air, killing many of the priests. Some of them were able to leave the cathedral in time, but since they never returned, I can only assume they perished, too. I couldn't feel my connection to Amazon—I still cannot—and I suspect it was the same for the other priests."

What can you tell about the various parts of the temple? Aoine can tell the PCs the original purpose of each room in the temple, as provided in the room descriptions. She doesn't know the locations of any of the secret areas, nor does she know anything about the current state of the temple, such as that the temple is partially flooded or that monsters have taken it over.

Why did the clockworks in the winding station attack us? “I suspect my former masters commanded them to defend the temple at all costs, and their attacking you was an unintended consequence. I will see to it that the order is revoked.”

AOINSE **CR 6**

XP 2,400

Awakened clockwork servant ex-cleric of Amazen (cloistered cleric) 5 (*Pathfinder RPG Bestiary* 3 56, *Pathfinder RPG Ultimate Magic* 31)

N Medium construct (clockwork)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

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

hp 58 (7 HD; 5d8+2d10+25); fast healing 2

Fort +4, **Ref** +6, **Will** +7

Immune construct traits

Weaknesses vulnerability to electricity

OFFENSE

Speed 30 ft.

Melee slam +9 (1d4+6)

STATISTICS

Str 19, **Dex** 16, **Con** —, **Int** 13, **Wis** 16, **Cha** 5

Base Atk +5; **CMB** +9; **CMD** 24

Feats Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Improved Initiative^B, Lightning Reflexes^B, Scribe Scroll, Skill Focus (Disable Device)

Skills Craft (clockwork) +12, Diplomacy +1, Disable Device +15, Knowledge (arcana, religion) +7, Knowledge (engineering) +8, Knowledge (history, local) +5, Perception +5, Sense Motive +7, Spellcraft +6

Languages Aquan, Azlanti, Elven

SQ difficult to create, repair clockwork, swift reactions, versatile tools, winding

SPECIAL ABILITIES

Versatile Tools (Ex) Aoinse lacks the net attack normal clockwork servants have. Instead, she has a number of useful tools built into her hands. These tools are treated as masterwork artisan’s tools (Craft [clockwork]) and masterwork thieves’ tools, and can’t be disarmed or removed without damaging the construct.

Treasure: The clockwork body parts found in this room are worth 3,000 gp.

Development: If the PCs help Aoinse, the clockwork priest does her best to help the PCs find the colonists. If the PCs activated the bee-shaped clockwork spy in the House of Bees (area A7) and it flew to the temple or the PCs brought it with them, Aoinse offers to reprogram it to follow the PCs’ commands. Aoinse can guard a room while the PCs

are resting, and she can also accompany the PCs while they are exploring the cathedral if they need her to use her skills. Lastly, if the clockwork servant in the winding station (area C10) survives the encounter there, she can program it to also help the PCs.

Story Award: If the PCs awaken and repair Aoinse, award them 9,600 XP.

C8. SERVICE CORRIDOR (CR 10)

This long hallway, some one hundred fifty feet in length, runs from the bottom of the courtyard stairs just north of the cathedral to another set of stairs in the south, leading deeper into the temple. Other corridors open from this one at right angles, and several doors line the walls.

As this hallway was mainly used by clockwork creatures and priests who maintained the power units and other clockworks in the temple, all the rooms along this corridor are related in function.

Creatures: Four dominated Andoren soldiers, accompanied by four faceless stalkers, are guarding



AOINSE

THE FLOODED CATHEDRAL

FOREWORD

PART 1: THE SODDEN TRAIL

PART 2: EXPLORING ZANAS-TAHN


PART 3: TEMPLE OF DEAD DIVINITY

NPC GALLERY

GODS OF ANCIENT AZLANT

ECOLOGY OF THE CLOCKWORK

BESTIARY



the hallway. The four faceless stalkers are impersonating the soldiers, and it is difficult to tell them apart because there are two copies of each soldier—one real and one fake. Onthooth thought that facing a mixed group of faceless stalkers and dominated soldiers would sow doubt in the PCs' minds. The faceless stalkers take advantage of this, attacking mercilessly but avoiding any actions that would reveal their true nature.

While fighting the PCs, both the dominated soldiers and the faceless stalkers taunt the PCs at Onthooth's behest, saying things like "You're too late! They're all dead!" or "What took you so long? Onthooth needs more test subjects!" All the while, Onthooth is observing the PCs through the dominated soldiers' senses. The aboleth studies the PCs to learn any signature tactics that might help the aboleth plan its own tactics accordingly.

Because four of the soldiers are fakes, the PCs can attempt to see through the disguises. Once during the encounter as a free action, each PC can attempt to spot which of the soldiers are fakes. The faceless stalkers had various degrees of success in imitating the soldiers' appearances, and succeeding at a DC 27, DC 32, DC 37, or DC 42 Perception check reveals one, two, three, or all four of the fakes, respectively. If a PC gets a chance to study the soldiers for 1 minute or more and succeeds at a DC 15 Sense Motive check, he might notice that some of the soldiers' behavior is influenced by an enchantment effect. This might aid the PCs in determining which of the soldiers are real and which are deceptive gothols.

Furthermore, the PCs can use what they know about faceless stalkers to test their opponents. For example, they might test how the soldiers react to bludgeoning damage—faceless stalkers have DR 5/piercing or slashing, and so a PC who deals bludgeoning damage to a faceless stalker notices that the creature resists some of the damage. *Detect evil* and other alignment detection spells can also help the PCs deduce which of the soldiers are fakes—though of course, the PCs do not automatically know the Andoren soldiers' alignments.

DOMINATED ANDOREN SOLDIERS (4) CR 3

XP 800 each

Human fighter 4

NG Medium humanoid (human)

Init +6; **Senses** Perception +1

DEFENSE

AC 19, touch 13, flat-footed 16 (+6 armor, +2 Dex, +1 dodge)

hp 38 each (4d10+12)

Fort +5, **Ref** +3, **Will** +2 (+1 vs. fear)

OFFENSE

Speed 30 ft.

Melee mwk longsword +10 (1d8+6/19–20)

TACTICS

During Combat The dominated soldiers wield their longswords in both hands and fight defensively, gaining a +2 dodge bonus to AC and taking a –4 penalty on attack rolls. Otherwise, their tactics are straightforward: they always attack the nearest or easiest target.

Morale When reduced to 10 hit points or fewer, a dominated soldier starts fighting more recklessly and no longer fights defensively.

STATISTICS

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

Base Atk +4; **CMB** +8; **CMD** 21

Feats Combat Reflexes, Dodge, Improved Initiative, Toughness, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Acrobatics +3, Climb +6, Survival +8, Swim +6

Languages Common

SQ armor training 1, dominated

Gear breastplate, mwk longsword

SPECIAL ABILITIES

Dominated The aboleth Onthooth has used its *dominate monster* spell-like ability on the soldiers. Ending the effect with *dispel magic* requires a successful DC 27 dispel check.

FACELESS STALKERS (4) CR 4

XP 1,200 each

hp 42 each (*Pathfinder RPG Bestiary* 2 122)

TACTICS

During Combat Each faceless stalker wields its longsword two handed like the Andoren soldiers, and avoids using its exceptional reach and slam attack until the PCs manage to single it out as a faceless stalker. When outed as a faceless stalker, the creature reveals its true form on its next turn and thereafter uses its aberrant abilities to its advantage.

Morale When reduced to 10 hit points or fewer, a faceless stalker flees.

Development: If the PCs manage to dispel the domination, the Andoren soldiers tell the PCs that they arrived on the *Liberty's Herald* and were supposed to ensure security at Talmandor's Bounty. They also inform the PCs that the southern half of the cathedral is flooded, and that there is a strange laboratory somewhere far below, where the colonists are being held inside cells behind glowing green sheets of energy. However, while the soldiers were underwater, it was too dark to see much most of the time, and therefore they cannot describe the route to the laboratory very well. The soldiers are too frightened to enter any of the water-filled parts of the temple, but otherwise they offer to help the PCs any way they can, such as by guarding a room while the PCs sleep

or holding the hallways once the PCs descend into the flooded parts of the temple.

Story Award: Award the PCs 900 XP for each Andoren soldier who survives the encounter.

C9. CLOCKWORK FORGE

Gears, hammers, shears, springs, tongs, and plentiful other tools and components lie scattered on shelves and on the floor of this room. The room's main features are a large hearth with a darkened metal hood and exhaust duct above it, and an anvil placed in front of it. A single steel gear is lying on the anvil, and right next to the anvil is a stack of metal tablets with cogwheel-shaped indentations of different sizes on them.

The clockwork forge was mainly intended for repairing and performing maintenance on the temple's clockwork creatures. The tools and machinery in the forge were sufficient for constructing clockwork devices and creatures, but most clockwork machinery used in the temple were built elsewhere. Much larger forges existed in Zanas-Tahn in the days of Azlant, but they were destroyed during or after Earthfall.

A PC who succeeds at a DC 10 Craft (clockwork) check or DC 15 Knowledge (engineering) check notices that the high-precision equipment and metal-casting molds in the room are intended for the maintenance of clockwork devices. Rather than being fueled by wood or charcoal, the forge converts energy from the power units (area C11) into heat. A lever activates the forge, but the device functions only if the PCs have activated the power units. Using the equipment in the room grants a +5 circumstance bonus on Craft (clockwork) checks to build or repair Medium or smaller clockwork creatures and other devices of similar size.

Treasure: Lying around in the clockwork forge are gears, mainsprings, pendulums, and other clockwork components of Azlanti origin. The clockwork parts are worth 1,000 gp in total. Furthermore, a pair of blue *engineer's workgloves*^{UE} and a *traveler's any-tool*^{UE} rest on top of the hearth.

C10. WINDING STATION (CR 10)

The walls of this gear-shaped room have seven alcoves, each five feet deep and fitted with a horizontal metal shaft. Each of the hollow, cylindrical shafts has six notches cut around the outer edge. In three of the alcoves stands a trio of intricately sculpted metal statues, one in each alcove.

The vaguely human-shaped indentations in the walls are docks for different sizes of clockwork creatures. The Azlanti built winding stations to reduce the amount

of manual work required to keep a large number of clockwork creatures operational. When a clockwork creature runs low on energy, it can place itself in a winding dock and pull a lever that inserts a key into a slot in the creature's back. The key starts rotating, winding up the creature's clockwork mechanism. A winding station also makes it possible to run automated program updates—when a clockwork creature returns to the winding station to be wound, while it is docked it also receives new instructions if the controller has supplied new programming. A PC who studies the cylindrical metal shafts and succeeds at a DC 25 Craft (clockwork) or Knowledge (arcana or engineering) check can deduce the room's intended purpose.

The winding station is powered by the temple's seismic power generator units (area C11), but when the PCs arrive in the temple, the generator units are not functional, and pulling the activation lever on the wall has no effect until the PCs repair the generator. Otherwise, the winding station is fully operational.

The central pillar has a metal pin panel similar to the ones in areas A4 and D2. The panel is intended for changing the programming of clockwork creatures docked to the winding station. Before the power units are activated, the panel is unresponsive and shows only the text "No power" in Azlanti.

Creatures: Three clockwork creatures are still docked in the winding station. With their backs against the wall, their gears are hidden from view, and only their front sides with beautifully sculpted armored plates are visible. These clockwork creatures received a different programming than the rest of the clockwork creatures in the temple just before Earthfall began. One of the temple's priests thought that the temple would soon be under attack by either the empire's enemies or by roving gangs of terrified citizens and prepared the clockworks for defense. As soon as the PCs activate the power unit, the clockworks awaken and start following the defensive protocol that instructs them to attack any intruders.

The clockwork soldier is on standby, not wound down. If the PCs attack any of the clockworks or attempt to steal its weapon before activating the power units, the creature suddenly activates and attacks.

CLOCKWORK MAGE

CR 9

XP 6,400

hp 102 (*Pathfinder RPG Bestiary* 4 32)

TACTICS

During Combat The clockwork mage blasts its foes with a *fireball* first, followed by three *scorching rays*. After that, it makes full attacks or uses *shocking grasp*. If its foes are farther away, it uses *magic missile*.

Morale If reduced to 20 or fewer hit points, the clockwork mage disengages and only uses *magic missile* and other

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN
TRAIL

PART 2:
EXPLORING
ZANAS-TAHN

PART 3:
TEMPLE OF
DEAD DIVINITY

NPC GALLERY

GODS OF
ANCIENT
AZLANT

ECOLOGY
OF THE
CLOCKWORK

BESTIARY

ranged spells until the clockwork servant has restored the mage to at least 30 hit points.

SPECIAL ABILITIES

Wand Magic (Su) The clockwork mage has the evocation wand crystal, allowing it to cast *magic missile* and *shocking grasp* at will, *gust of wind* (DC 13) and *scorching ray* a total of three times per day, and *fireball* (DC 14) once per day.

CLOCKWORK SERVANT

CR 2

XP 600

hp 31 (*Pathfinder RPG Bestiary 3 56*)

TACTICS

During Combat Whenever the clockwork mage or clockwork soldier is damaged, the clockwork servant repairs them. If neither is damaged, the clockwork servant uses its net launcher to entangle aggressors. However, if no one is attacking the clockworks, the clockwork servant also stops attacking.

CLOCKWORK SOLDIER

CR 6

XP 2,400

hp 64 (*Pathfinder RPG Bestiary 3 57*)

Melee +3 halberd +20/+15 (1d10+16/x3)

TACTICS

During Combat The clockwork soldier's main priority is to protect the clockwork mage. It attacks whichever foe is the most immediate threat to the mage at any given moment.

Development: If the clockwork servant survives the encounter, the PCs can take it to Aoinse along with spare clockwork parts worth 1,000 gp to effect the repairs she needs. In about 60 minutes, Aoinse is repaired. After this, the clockwork priest uses the panel interface to reprogram the clockwork servant so that it considers the PCs its allies and follows their commands so long as they don't conflict with Aoinse's. The clockwork servant and Aoinse can help the PCs as described in area C7.

C11. POWER UNITS (CR 10)

Three fifteen-foot-tall cylinders of polished bronze each stand on a dais in this long, curved room. The bronze shells look sturdy and heavy, and sizzling arcs of lightning can be seen and heard dancing along the surfaces of the containers. Silvery lines set into the floor connect these containers, and tiny embedded crystals pulsate with a dim light every few seconds.

This room contains three seismic power generators. The generators were designed to trap energy resulting from the planet's rotation and other vibrations of the earth's crust, using ioun circuitry to convert this mechanical energy into magical energy. This magical energy can then be stored and used to power the cathedral's magi-technological systems, including the lighting, the clockwork forge (area C9), and the winding station (area C10). The cylinder in the middle is the largest and the main generator, while the two smaller cylinders act as auxiliary generators.



CLOCKWORK SOLDIER

When falling meteorite fragments during Earthfall caused a massive amount of seismic activity, the device overloaded and automatically shut down in order to prevent a catastrophic system failure. The PCs can see dim waves of light coursing outward from each of the three power units through the ioun circuitry in the floor, but each pulse of energy stops at the levers installed on the wall near the power units. A PC who succeeds at a DC 20 Knowledge (arcana or engineering) check deduces the devices' intended purpose. If the result exceeds the DC by 5 or more, she also realizes why the power units are not working, and that opening the containers will result in a violent burst (see Hazard below) unless the PCs jury-rig the ioun circuitry so that the excess energy is released slowly. Jury-rigging the power units appropriately requires a successful DC 25 Disable Device or Use Magic Device check.

Operating the levers one at a time has no effect. To release the excess energy, the PCs must pull the three levers simultaneously. They are located in the northwest, northeast, and southeast corners of the room, respectively.

When the containers open, read or paraphrase the following.

With a loud metallic screech, the bronze containers start opening, revealing a system of clockworks, coils, springs, and cranks. Arcs of electricity begin to discharge from each container, and little by little, the clockwork gears start turning, shafts start moving back and forth, and coils start buzzing with energy. Inside each of the three containers, electricity starts converging into vaguely humanoid forms that sizzle with energy and seethe with rage.

Creatures: The power generator units each contain a lightning elemental: a Huge specimen in the main generator and a Large elemental in each of the auxiliary generators. These creatures formed as a result of the excess magic energy accumulated in the storage units after Earthfall, and being trapped inside the devices for millennia has driven them mad. If the PCs open the containers, the creatures are released. Shouting insults in Auran, they attack the nearest creature. It is nearly impossible to talk them out of it, but if a PC speaks Auran and succeeds at a DC 35 Diplomacy check, the elementals storm out of the cathedral without another word and go chasing storm clouds in the sky.

HUGE LIGHTNING ELEMENTAL CR 7

XP 3,200

hp 85 (*Pathfinder RPG Bestiary* 2 116)

LARGE LIGHTNING ELEMENTALS (2) CR 5

XP 2,400 each

hp 60 each (*Pathfinder RPG Bestiary* 2 116)

Hazard: Unless the PCs successfully jury-rig the ioun circuitry before opening the containers, massive bolts of electricity arc out from the power units. Each round for 6 rounds after the levers are pulled, an arc of electricity deals 3d6 points of electricity damage (Reflex DC 16 half) to a random creature (not including the lightning elementals) adjacent to the power units or the ioun circuitry running along the floor. If no creature other than the elementals is adjacent to the circuitry, the energy dissipates harmlessly on that round.

Treasure: When the largest power unit opens, a *minor ring of energy resistance* (electricity) falls from the power unit's bronze shell. In addition, a *brass spider*^{ACG} lies beneath the lever in the southeast corner of the room.

Development: If the PCs repair the power units, the magical lighting in each room of the cathedral blazes to life, providing normal illumination. A gentle hum begins echoing through the temple, and the clockwork forge (area C9) and winding station (area C10) are now fully operational.

Story Award: If the PCs activate the power units, award them 3,200 XP.

C12. ROBING ROOM

Two stone cabinets stand against the south wall of this chamber. A few ancient robes lie crumpled in the room amid fine, colored dust and other debris.

Priests of Amaznen donned their vestments in this chamber before religious services and stored them on the shelves here, along with hangings and altar linens used during the service. The colored dust is all that remains of the mundane robes that were once stored in this chamber but have disintegrated over the span of thousands of years. The double doors to the east lead to area C13a.

Treasure: One of the surviving robes is a *mnemonic vestment*^{UE} sewn from blue silk. An eye-shaped symbol is embroidered on the vestment in silver thread. Decorated in the same way and constructed of wool dyed a similar hue of blue is a *shocking robe*^{UE} and a *robe of useful items* that appears more orderly than most robes of that type. The *robe of useful items* contains 13 additional patches: bag of 100 gp, gems, iron door, minor scroll (*dispel magic*, CL 5th), mule, open pit (2), *potion of cure serious wounds*, rowboat, war dogs, window, and wooden ladder (2). On one of the shelves, an *unfettered shirt*^{UE} is decorated with similar embroidery.

C13a. HOLY AMBRY

Stone shelves on the walls of this storage room are full of jars and vials of different sizes. A sweet but musty smell hangs heavy in the air.

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN
TRAIL

PART 2:
EXPLORING
ZANAS-TAHN

PART 3:
TEMPLE OF
DEAD DIVINITY

NPC GALLERY

GODS OF
ANCIENT
AZLANT

ECOLOGY
OF THE
CLOCKWORK

BESTIARY

The priests of Amaznen used this room to store oils related to their deity's domains and the sacred functions of the cathedral. Oils were used for many purposes, such as flavoring holy bread and anointing priests during their ordination. Furthermore, the priests used healing oils to cure the sick and a special kind of oil for

lubricating sacred machinery and protecting clockworks against corrosion.

PCs who succeed at DC 35 Perception checks notice a faint creaking sound amid the constant echoes. A PC who can hear the creaking and succeeds at a DC 20 Knowledge (engineering) check can deduce that the floor of this chamber could collapse even though it looks undamaged.

Beneath this room is a secret room (area C13b) normally accessible only through the pantheon (area C19). The underside of the floor in this room and the columns that support it from below are dangerously eroded, and if more than 400 pounds of weight (approximately two Medium PCs with their equipment) is placed on the area marked on the map, the floor collapses and any PCs standing on the floor fall 15 feet to the surface of the water in the flooded burial chamber (area C13b) below.

Treasure: PCs rummaging through the items on the shelves find a *bottle of air*, a block of *incense of meditation*, 2 *oils of align weapon* (law), 4 *oils of magic weapon*, 3 *oils of protection from chaos*, 3 *oils of resist energy* (electricity), 5 *oils of shield of faith* (CL 6th), 3 *oils of touch of the sea*^{APG}, 3 *oils of water breathing*, and a platinum pitcher shaped like a giant bee (worth 2,500 gp).

C13B. BURIAL CHAMBER (CR 8)

Many stone coffins rest on shelves built into the walls of this submerged chamber.

Some of the most eminent priests of Amaznen were interred in this burial chamber, which lies directly beneath the holy ambry (area C13a). The room has been untouched since the days of Azlant. If the PCs enter the chamber before the floor in the holy ambry collapses, they may notice (Knowledge [engineering] DC 22 or Perception DC 27) that the ceiling of the chamber is severely eroded and is in danger of collapsing.

This nearly 30-foot-high chamber is half flooded with 15 feet of water. A successful DC 20 Climb check is required to scale the walls of the burial chamber. Noticing the secret door from this side requires only a successful DC 15 Perception check, but opening it requires the same amount of effort as from the other side (see area C19).

Creatures: The bodies of three former high priests are unusually well preserved due to powerful spells cast on the bodies as part of the funerary rites. When Amaznen sacrificed himself to blunt the magical



AZLANTI MUMMY



THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN
TRAIL

PART 2:
EXPLORING
ZANAS-TAHN

PART 3:
TEMPLE OF
DEAD DIVINITY

NPC GALLERY

GODS OF
ANCIENT
AZLANT

ECOLOGY
OF THE
CLOCKWORK

BESTIARY

impact of Earthfall, the magic here was corrupted as an unfortunate side effect, and the bodies spontaneously animated into undead mummies. The salt- and barnacle-encrusted corpses arise 2 rounds after the PCs enter the burial chamber (whether by falling into it or through the secret door). Because of the barnacles covering them, the DC to identify the mummies increases by 5. The mummies here are completely waterlogged and thus have no buoyancy to cause them to float. They walk along the bottom of the chamber and have to attempt Swim checks to move up from the floor.

AZLANTI MUMMIES (3)

CR 5

XP 1,600 each

hp 60 each (*Pathfinder RPG Bestiary* 210)

TACTICS

During Combat Enraged by the presumption of mortals intruding on their tomb, the mummies attack the nearest conscious creature.

Morale The mummies know no fear and fight until they are destroyed.

Treasure: On one of the shelves, a skeletal hand still wears a *ring of protection +2*. Furthermore, one of the mummified bodies clutches a *candle of invocation*.

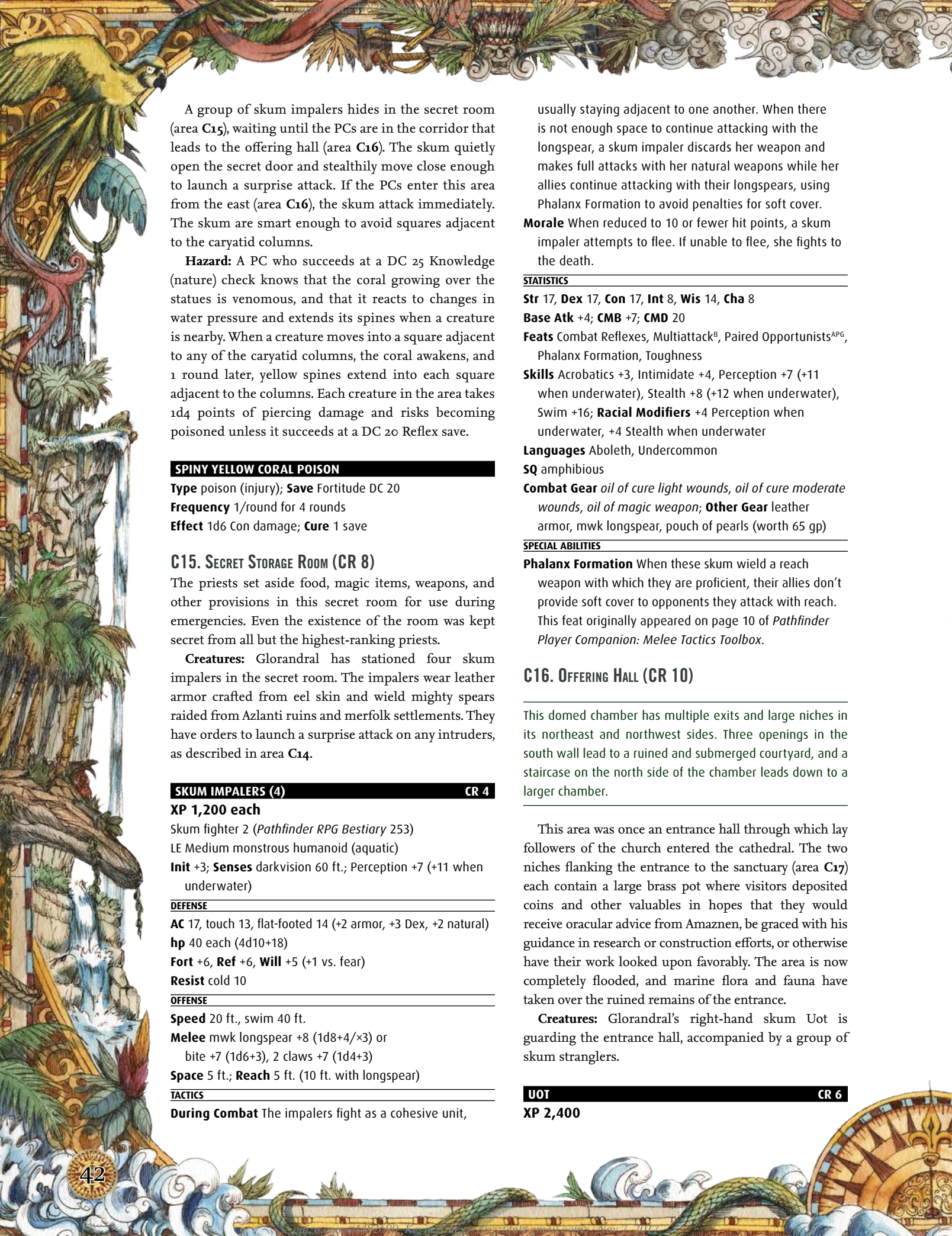
C14. DROWNED COLONNADE (CR 7)

A row of caryatid columns divides this long, flooded corridor. The sculpted figures are covered in spiny yellow coral and tentacled pink polyps, partially hiding their facial features and intricately detailed hairstyles, and gives them an eerily inhuman quality.

Most of the resident priests of Amaznen walked up and down the colonnade every day on the way to the sanctuary or back to their residences. The colonnade was also a place for informal conversation, and sometimes, great debates. The priests would gather to talk to one another in the gaps between the columns, leaving the space between the columns and the walls clear for people walking by. A PC who succeeds at a DC 22 Knowledge (engineering, geography, or local) check notices many similarities between the caryatid columns here and those in modern Absalom, Cheliax, and Taldor, where some nobles consider it fashionable to imitate Azlanti architecture.

The east wall of the colonnade has a secret door that leads to a secret storage room (area C15). Masterfully built, the secret door requires a successful DC 30 Perception check to locate.





A group of skum impalers hides in the secret room (area C15), waiting until the PCs are in the corridor that leads to the offering hall (area C16). The skum quietly open the secret door and stealthily move close enough to launch a surprise attack. If the PCs enter this area from the east (area C16), the skum attack immediately. The skum are smart enough to avoid squares adjacent to the caryatid columns.

Hazard: A PC who succeeds at a DC 25 Knowledge (nature) check knows that the coral growing over the statues is venomous, and that it reacts to changes in water pressure and extends its spines when a creature is nearby. When a creature moves into a square adjacent to any of the caryatid columns, the coral awakens, and 1 round later, yellow spines extend into each square adjacent to the columns. Each creature in the area takes 1d4 points of piercing damage and risks becoming poisoned unless it succeeds at a DC 20 Reflex save.

SPINY YELLOW CORAL POISON

Type poison (injury); **Save** Fortitude DC 20

Frequency 1/round for 4 rounds

Effect 1d6 Con damage; **Cure** 1 save

C15. SECRET STORAGE ROOM (CR 8)

The priests set aside food, magic items, weapons, and other provisions in this secret room for use during emergencies. Even the existence of the room was kept secret from all but the highest-ranking priests.

Creatures: Glorandral has stationed four skum impalers in the secret room. The impalers wear leather armor crafted from eel skin and wield mighty spears raided from Azlanti ruins and merfolk settlements. They have orders to launch a surprise attack on any intruders, as described in area C14.

SKUM IMPALERS (4)

CR 4

XP 1,200 each

Skum fighter 2 (*Pathfinder RPG Bestiary* 253)

LE Medium monstrous humanoid (aquatic)

Init +3; **Senses** darkvision 60 ft.; Perception +7 (+11 when underwater)

DEFENSE

AC 17, touch 13, flat-footed 14 (+2 armor, +3 Dex, +2 natural)

hp 40 each (4d10+18)

Fort +6, **Ref** +6, **Will** +5 (+1 vs. fear)

Resist cold 10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee mwk longspear +8 (1d8+4/x3) or

bite +7 (1d6+3), 2 claws +7 (1d4+3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

TACTICS

During Combat The impalers fight as a cohesive unit,

usually staying adjacent to one another. When there is not enough space to continue attacking with the longspear, a skum impaler discards her weapon and makes full attacks with her natural weapons while her allies continue attacking with their longspears, using Phalanx Formation to avoid penalties for soft cover.

Morale When reduced to 10 or fewer hit points, a skum impaler attempts to flee. If unable to flee, she fights to the death.

STATISTICS

Str 17, **Dex** 17, **Con** 17, **Int** 8, **Wis** 14, **Cha** 8

Base Atk +4; **CMB** +7; **CMD** 20

Feats Combat Reflexes, Multiattack^B, Paired Opportunists^{APG}, Phalanx Formation, Toughness

Skills Acrobatics +3, Intimidate +4, Perception +7 (+11 when underwater), Stealth +8 (+12 when underwater), Swim +16; **Racial Modifiers** +4 Perception when underwater, +4 Stealth when underwater

Languages Aboleth, Undercommon

SQ amphibious

Combat Gear *oil of cure light wounds*, *oil of cure moderate wounds*, *oil of magic weapon*; **Other Gear** leather armor, mwk longspear, pouch of pearls (worth 65 gp)

SPECIAL ABILITIES

Phalanx Formation When these skum wield a reach weapon with which they are proficient, their allies don't provide soft cover to opponents they attack with reach. This feat originally appeared on page 10 of *Pathfinder Player Companion: Melee Tactics Toolbox*.

C16. OFFERING HALL (CR 10)

This domed chamber has multiple exits and large niches in its northeast and northwest sides. Three openings in the south wall lead to a ruined and submerged courtyard, and a staircase on the north side of the chamber leads down to a larger chamber.

This area was once an entrance hall through which lay followers of the church entered the cathedral. The two niches flanking the entrance to the sanctuary (area C17) each contain a large brass pot where visitors deposited coins and other valuables in hopes that they would receive oracular advice from Amaznen, be graced with his guidance in research or construction efforts, or otherwise have their work looked upon favorably. The area is now completely flooded, and marine flora and fauna have taken over the ruined remains of the entrance.

Creatures: Glorandral's right-hand skum Uot is guarding the entrance hall, accompanied by a group of skum stranglers.

UOT

CR 6

XP 2,400

Male skum alchemist (vivisectionist) 5 (*Pathfinder RPG Bestiary* 253, *Pathfinder RPG Advanced Player's Guide* 26, *Pathfinder RPG Ultimate Magic* 20)

LE Medium monstrous humanoid (aquatic)

Init +4; **Senses** darkvision 60 ft.; Perception +9 (+13 when underwater)

DEFENSE

AC 21, touch 14, flat-footed 17 (+5 armor, +4 Dex, +2 natural)

hp 73 (7 HD; 5d8+2d10+40)

Fort +9, **Ref** +12, **Will** +6; +4 bonus vs. poison

Defensive Abilities fortification 50%; **Resist** cold 10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee +1 *longspear* +9 (1d8+5/x3) or

bite +8 (1d6+3), 2 claws +8 (1d4+3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with *longspear*)

Special Attacks sneak attack +3d6

Alchemist Extracts Prepared (CL 5th; concentration +7)

2nd—*barkskin*, *cure moderate wounds*, see *invisibility*

1st—*body capacitance*^{ACG}, *enlarge person* (DC 13),

heightened awareness^{ACG}, *long arm*^{ACG}, *shield*

TACTICS

Before Combat If aware of an impending fight, Uot drinks his *barkskin* extract and mutagen. These effects have not been incorporated into his stat block.

During Combat If unable to prepare for combat, Uot drinks his mutagen on the first round of combat. Thereafter, he fights alongside the skum stranglers, always trying to set up a flanking position to make sneak attacks.

Morale If reduced to 20 hit points or fewer, Uot attempts to retreat to area **C17** and warn Glorandral.

STATISTICS

Str 17, **Dex** 18, **Con** 19, **Int** 14, **Wis** 8, **Cha** 6

Base Atk +5; **CMB** +8; **CMD** 22

Feats Brew Potion, Extra Discovery^{APG}, Iron Will, Multiattack^B, Point-Blank Shot, Throw Anything, Toughness

Skills Acrobatics +3 (–1 when jumping), Craft (alchemy) +12 (+17 to create alchemical items), Intimidate +6, Knowledge (arcana) +12, Perception +9 (+13 when underwater), Spellcraft +12, Stealth +13 (+17 when underwater), Swim +15; **Racial Modifiers** +4 Perception when underwater, +4 Stealth when underwater

Languages Aboleth, Aquan, Common, Undercommon

SQ alchemy (alchemy crafting +5), amphibious, discoveries (preserve organs^{UM} [twice], spontaneous healing^{UM}), mutagen (+4/–2, +2 natural armor, 50 minutes), poison use, swift alchemy

Combat Gear *oil of cure light wounds*, *oil of shield of faith*; **Other Gear** +1 *chain shirt*, +1 *longspear*, *ring of resistance* +1 (see sidebar), formula book of etched metal sheets bound with corroded brass rings (contains all prepared extracts plus *deathwatch* and *identify*)



SKUM STRANGLERS (4)

CR 4

XP 1,200 each

Skum brawler (strangler) 2 (*Pathfinder RPG Bestiary* 253, *Pathfinder RPG Advanced Class Guide* 23, 88)

LE Medium monstrous humanoid (aquatic)

Init +3; **Senses** darkvision 60 ft.; Perception +6 (+10 when underwater)

DEFENSE

AC 17, touch 13, flat-footed 14 (+2 armor, +3 Dex, +2 natural)

hp 40 each (4d10+18)

Fort +6, **Ref** +9, **Will** +4

Resist cold 10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee unarmed strike +8 (1d3+4) or

bite +8 (1d6+4), 2 claws +8 (1d4+4)

Special Attacks martial flexibility 4/day, strangle +2d6 damage

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN
TRAIL

PART 2:
EXPLORING
ZANAS-TAHN

PART 3:
TEMPLE OF
DEAD DIVINITY

NPC GALLERY

GODS OF
ANCIENT
AZLANT

ECOLOGY
OF THE
CLOCKWORK

BESTIARY

UOT'S RING OF RESISTANCE

Races that dwell in the depths avoid wearing flowing garments such as cloaks that could get tangled while swimming underwater, and for this reason, some of their magic items are worn in different magic item slots than surface-dwellers are used to.

RING OF RESISTANCE		PRICE varies
+1		1,500 GP
+2		6,000 GP
+3		13,500 GP
+4		24,000 GP
+5		37,500 GP
SLOT ring	CL 5th	WEIGHT —
AURA faint abjuration		

Protective symbols adorn this magic ring. It functions as a *cloak of resistance* with an equivalent bonus.

CONSTRUCTION REQUIREMENTS	COST varies
+1	750 GP
+2	3,000 GP
+3	6,750 GP
+4	12,000 GP
+5	17,750 GP

Forge Ring, *resistance*, creator's caster level must be at least three times the ring's bonus

TACTICS

During Combat A skum strangler's favorite tactic is to initiate a grapple and then pin the foe on the following round, all while squeezing the life out of the foe with his strangle ability. If a foe proves too difficult to grab, the skum makes full attacks against it instead. Whenever skum stranglers have move actions to spare, they use martial flexibility to gain the benefit of a feat that's useful to the situation at hand, their favorites being Blind-Fight, Deflect Arrows, Dodge, Outflank^{APG}, Power Attack, Precise Strike^{APG}, Step Up, and Weapon Focus (claw or grapple).

Morale The skum stranglers have no wish to die for another's cause. If reduced to 8 hit points or fewer, a skum strangler flees.

STATISTICS

Str 19, **Dex** 17, **Con** 17, **Int** 8, **Wis** 12, **Cha** 8
Base Atk +4; **CMB** +8 (+10 grapple); **CMD** 21 (23 vs. grapple)
Feats Improved Grapple, Improved Unarmed Strike, Multiattack⁸, Toughness
Skills Acrobatics +9 (+5 when jumping), Intimidate +4, Perception +6 (+10 when underwater), Stealth +9

(+13 when underwater), Swim +17; **Racial Modifiers** +4 Perception when underwater, +4 Stealth when underwater

Languages Aboleth, Undercommon

SQ amphibious, brawler's cunning, martial training, practiced strangler

Combat Gear *oil of cure serious wounds*; **Other Gear** leather armor, seashell necklace and other jewelry (worth 20 gp)

Traps: The skum have built a few traps made of glass-like coral in the three doorways, so as to keep sharks and other intruders away. The hollow spines break off in the victim, are difficult to remove, and keep the wound open so that the victim quickly bleeds out unless healed.

CORAL SPINE TRAPS (3) CR 3

XP 800 each

Type mechanical; **Perception** DC 18; **Disable Device** DC 18

EFFECTS

Trigger location; **Reset** manual

Effect coral spines (3d6 bleed damage); Reflex DC 23 avoids

C17. SANCTUARY (CR 11)

This otherwise round chamber has rectangular alcoves at even intervals, forming a shape reminiscent of a gear. At the center of the chamber stands a grandiose, four-foot high altar shaped like an eye with two cogwheel halves forming the eyelids. Two ten-foot-tall metal rods, each tipped with a silver-hued torus, stand on round platforms on either side of the altar.

Before Earthfall, priests of Amaznen held religious services in this chamber for some members of the general public. The altar bears many similarities to the holy symbol of Amaznen—it resembles two pieces of a large cogwheel. A PC who succeeds at a DC 25 Knowledge (arcana, engineering, or religion) check knows that the shape symbolizes invention, science, and technology, each of which is an important aspect of Artifice, one of Amaznen's divine domains. The two curved halves of the altar and the round table between them form a shape reminiscent of an eye, which represents Amaznen's thirst for knowledge. Finally, the two metal rods represent Amaznen's divine connection with magic.

The priests activated these rods during services, creating arcs of electricity leaping between the two devices. Not only were these arcs of electricity an imaginative way to illuminate the sanctuary, but they also served as a form of religious entertainment for the masses. During services, the priests wore conductive

magic rings, and when they raised their arms, the arcs of electricity would curve downward to touch their fingers. The priests then used their magic rings to weave the electricity into beautiful shapes, inspiring awe in the faithful.

Lay followers knelt between the cogs in the altar to pray to Amaznen, usually asking for flashes of insight and inspiration or knowledge of the secrets of magic and the universe. While praying, the people were symbolically connected to Amaznen, like the cogs of the metaphorical wheel that is humankind.

The round table between the gear-like altar halves has a hidden node in which an *ioun stone* can be slotted (Perception DC 40), but if the magitech rods are active, a fault in the system causes arcs of electricity running between the rods to highlight the location of the node and the hidden ioun circuitry built into the table. When the PCs activate the node by inserting any type of *ioun stone* (even a *dull gray ioun stone* or *ioun torch*), a section of the wall slides shut, sealing the sanctuary off from the offering hall (area C16). A moment later, a square section of the floor in one of the alcoves slides open, revealing a staircase that leads down to area D. Removing the *ioun stone* from the hidden node closes the floor panel and opens the chamber wall.

Creatures: If they are aware that there are intruders in the cathedral, the skum leader Glorandral and his most loyal skum warriors are hiding in the alcoves and crouching behind the altar. They attack the PCs as soon as they enter the sanctuary.

GLORANDRAL CR 9

XP 6,400

hp 112 (see page 58)

SKUM IMPALERS (3) CR 4

XP 1,200 each

hp 40 each (see page 42)

SKUM SHOOTERS (2) CR 2

XP 600 each

Skum (*Pathfinder RPG Bestiary* 253)

hp 20 each

Ranged mwk underwater light crossbow +4 (1d8/19–20)

Gear mwk underwater light crossbow^{ARG} with 20 bolts

Hazard: If the PCs have activated the power units (area C11), the water between the magitech rods becomes dangerously electrified. Each round at initiative rank 10, each creature in a line running diagonally between the two rods takes 10d6 points of electricity damage (Reflex DC 17 half). Furthermore, each time a creature enters a square adjacent to one of the rods, it takes 2d6 points of electricity damage.

C18. THE SHUNNED ONE (CR 8)

At one end of the corridor stands a statue depicting a hooded figure with four arms. Her armor and mask are sculpted to give her the appearance of a woman, but the spaces between the plates of armor reveal that her body consists of clockwork gears. One of her arms is extended, pointing an accusing finger at a statue at the opposite end of the hallway. The other statue, standing in a semi-circular alcove behind thick steel bars, depicts a stern woman with no mouth.

If the PCs encountered the clockwork mage in the winding station (area C10), they notice that the four-armed woman looks somewhat similar. Any PC who succeeds at a DC 25 Knowledge (religion) check recalls that this figure represents Eyndea, one of Amaznen's servitors. A powerful kolyarut inevitable inquisitor, Eyndea punished those who broke their oaths of secrecy or shared any secret information that would harm the church or the people of Azlant.

A PC who succeeds at a DC 25 Knowledge (history or religion) check identifies the mouthless woman as Lissala, an evil deity of obedience, reward of service, and runes. If the result exceeds the DC by 5 or more, the character remembers that in ancient Thassilon, she was better known in her more warlike form, resembling a human woman with a snake's lower half, six feathered wings, and a Sihedron rune for a head. Historians studying Azlant know her best for her rivalry with Amaznen, but according to some stories, there was a time when the two were close allies. It is said that Amaznen stole her mouth so that she would learn to keep secrets safe. Modern historians largely dismiss these stories as apocryphal, but the presence of the statue in the cathedral and the tableau it forms with the statue of Eyndea may lend some credence to such tales.

Creatures: Four skum guard this hall. They attack the PCs as soon as the PCs enter the area.

SKUM STRANGLERS (4) CR 4

XP 1,200 each

hp 40 each (see page 43)

Treasure: A cursed *mask of ugliness* lies discarded at the statue's feet. Bending the bars enough to get the mask out requires a successful DC 23 Strength check.

C19. THE PANTHEON

On a large dais occupying the central position in the room is a statue of a man sitting on a throne and holding a hammer in one hand and a closed book in the other, but the statue's head is missing. Beside it stands another statue, and four

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN TRAIL

PART 2:
EXPLORING ZANAS-TAHN

PART 3:
TEMPLE OF DEAD DIVINITY

NPC GALLERY

GODS OF ANCIENT AZLANT

ECOLOGY OF THE CLOCKWORK

BESTIARY



CROSSBOW OF THE CRAB

One of the things Glorandral is known for is his savage fighting style; the other is his massive crossbow. Built by ancient Azlanti clockwork smiths, the weapon was designed for use with an *apparatus of the crab* both above water and underwater.

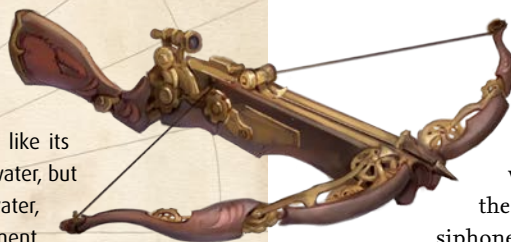
CROSSBOW OF THE CRAB

PRICE
2,500 GP

TYPE exotic

WEIGHT 24 lbs.

This large masterwork repeating heavy crossbow is powered by a system of clockwork gears and torsion springs. It functions like its normal counterpart above water, but it can also be used underwater, where it has a range increment of 50 feet. Pulling a lever on the crossbow as a move action extends and retracts the weapon's stock and opens and collapses its limbs for easy stowage, making it small enough for a Medium character to carry in a backpack. The crossbow can be enchanted with weapon abilities like any normal masterwork crossbow.



When mounted on the pincers of an *apparatus of the crab* or another similar device (which takes a full-round action), a character operating the vehicle can aim and shoot the crossbow up to twice per round (attack bonus +12) by pulling the lever that normally snaps the pincers. While using the crossbow in this way, a character without Exotic Weapon Proficiency (repeating heavy crossbow) doesn't take a penalty for nonproficiency. While the crossbow is thus mounted, the apparatus can't make attacks with the pincers. If a character operates the lever that extends and retracts the pincers and feelers while the crossbow is mounted, the apparatus ejects the crossbow instead, enabling the vehicle to make pincer attacks again.

others yet remain standing among the crumbled remains of other statues that litter the floor.

With a successful DC 30 Knowledge (history or religion) check, a PC identifies the man on the throne as Amaznen, the primary god of magic worshiped in the ancient Azlanti empire. If the PCs have already identified the fallen statue in the courtyard above (area B), they automatically succeed at this check.

The other statues in this hall depict deities of the Azlanti pantheon with whom Amaznen was believed to have maintained friendly or at least neutral relations. Amaznen's followers considered their god the leader of the pantheon, a notion that worshipers of other deities did not necessarily reciprocate. When Onthooth examined this area, the aboleth tore off the head of the statue depicting Amaznen and threw it in a sulfurous pit somewhere in the depths of the ocean.

According to myth, Amaznen sacrificed himself to lessen the blow of Earthfall and save Golarion when a rain of meteors threatened to end all life on the planet. There are many stories about Acavna—another Azlanti deity—and Amaznen having been star-crossed lovers, and Acavna's death may have been one of the reasons Amaznen sacrificed himself. The story goes that after Acavna sacrificed herself to weaken Earthfall's wrath, Amaznen appeared before the onslaught of meteors and siphoned away the corrupt aboleth magic empowering them, vanishing forever in the process.

The second statue on the dais depicts a muscular woman wearing a helmet with a Y-shaped opening for the eyes and mouth, wielding a nine-foot-long spear and a large, round shield adorned with a symbol reminiscent of a crescent moon.

With a successful DC 30 Knowledge (history or religion) check, a PC can identify the warrior as Acavna, a long-dead goddess of the moon and defensive battle. If the result exceeds the DC by 5 or more, the PC also remembers a myth according to which Acavna pulled Golarion's moon from its orbit to shield the world from a meteorite that would have annihilated all life on the planet. Acavna died as a result of the impact, and despite her sacrifice, the fragments of the shattered meteorite destroyed Azlant and plunged Golarion into the Age of Darkness.

The statue standing left of the dais depicts a beautiful Azlanti woman with a look of mourning on her face, carrying a harp and a knife.

A PC who succeeds at a DC 20 Craft (sculpture) or Knowledge (history or religion) check identifies this woman as Shelyn. If the result exceeds the DC by 5, the PC also remembers that in the days of Azlant, she did not yet have her brother Dou-Bral's glaive, which she acquired after her brother was transformed into Zon-Kuthon. This statue represents Shelyn after she and Dou-Bral had their conflict that prompted him

to embark upon a journey to unknown realms. During this time, prior to his monstrous return as Zon-Kuthon, she was often depicted as being in mourning for her lost sibling.

The statue in the northeast corner depicts a bearded man in a flowing chiton, wearing a gilded laurel wreath and holding a large key in his hand.

A PC who succeeds at a DC 20 Knowledge (history or religion) check identifies the man as Abadar. The ancient Azlanti saw him chiefly as a god of cities and gold, rather than of law—Amaznen held that position in the Azlanti pantheon. According to a legend, Abadar acquired the Law domain from Amaznen after that god died.

The statue in the southeast corner depicts a distant woman with long, flowing hair and skulls hanging from her toga. Her arms are crossed defiantly across her chest.

With a successful DC 20 Knowledge (history or religion) check, a PC knows that this statue depicts Pharamsa, goddess of death, prophecy, and rebirth.

There is a secret door in the north wall (Perception DC 30). Its mechanisms are stuck, and opening the door requires three successful DC 25 Disable Device or Strength checks. With each successful check, the door opens a few inches, but sticks again until the PCs succeed a third time.

Treasure: The statue of Amaznen is wearing a *ring of spell knowledge II*^{UE}.

Story Award: Award the PCs 1,200 XP for each statue that they successfully identify.

C20. THE HALL OF THE HEROINE (CR 10)

A statue of a warrior wrestling with a giant serpent stands on a two-foot-high pedestal in this columned hall. The serpent is coiled around the warrior and has locked its jaws around her upper body. The woman holds her sword high, ready to strike the serpent's neck again. She has cut nearly all the way through, and only a thin piece of skin keeps the head attached to the long, sinuous body. Magical light radiates from the blade of the sword, illuminating the statue and the chamber. Jagged columns of coral stand among finely carved marble columns. The remains of the south wall lie in broken pieces, allowing full view of the ocean beyond.

The large statue depicts the Azlanti heroine Savith locked in a battle with Ydersius, god of the serpentfolk. A PC who succeeds at a DC 25 Knowledge (history or religion) check remembers that Savith, a mortal

warrior, decapitated Ydersius, but the serpent god's bite later killed the heroine. This statue was erected to honor her memory. After this great victory, Savith's name was on everyone's tongue, and many stories and songs were written in her honor, even if the majority of the Azlanti people didn't fully understand the extent of the war with the serpentfolk and the threat they posed to the world at the time. The empire had many enemies, and the Azlanti leadership used these threats to convince the populace that dedication to the empire was paramount.

Bas-relief carvings on the columns in the hall depict scenes of war and strife involving evil deities and demon lords, with mortals and outsiders alike battling demons and other monsters. A PC who succeeds at a DC 25 Knowledge (planes or religion) check can identify the horrific demon lord Abraxas, Achaek the Mantis God, the evil sun deity Nurgal, and Zura the Vampire Queen among the evil creatures.

Creatures: A small school of great white sharks swims near the southern end of the broken chamber. The sharks' bodies bear many scars, as they have clashed with Glorandral's skum on a number of occasions. These creatures are territorial but otherwise not particularly aggressive. When the PCs enter the chamber, the sharks start restlessly swimming back and forth, but do not attack unless the PCs behave threateningly or go within 15 feet of the ruined south wall. As the sharks are Huge, they take turns swimming into the chamber to take a bite at a PC before allowing another of their number a chance to feed.

The PCs can attempt a DC 25 Knowledge (nature) check to identify one of the sharks that seems to be the leader of the school; if successful, the DCs to influence the sharks decrease by 5. However, if any of the PCs have recently taken damage from a bleed effect (such as that caused by a coral trap), DCs to influence the sharks instead increase by 5. A PC who succeeds at a DC 25 Handle Animal or wild empathy check can persuade the sharks to calm down and thereafter largely ignore the PCs, allowing them to move freely through the area. If a PC succeeds at a DC 25 Intimidate check, the sharks back off and keep at least a 60-foot distance from the PCs. The sharks attack if a character fails either check by 5 or more.

GREAT WHITE SHARKS (4)

CR 4

XP 1,200 each

hp 42 each (*Pathfinder RPG Bestiary* 4 241)

Traps: Glorandral's skum have prepared a few traps in this chamber, not only to keep the sharks at bay but also to lure the sharks to attack any intruders that happen to be wounded by the traps' razor-sharp coral.

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN
TRAIL

PART 2:
EXPLORING
ZANAS-TAHN

PART 3:
TEMPLE OF
DEAD DIVINITY

NPC GALLERY

GODS OF
ANCIENT
AZLANT

ECOLOGY
OF THE
CLOCKWORK

BESTIARY

CORAL SPINE TRAPS (6)**CR 3****XP 800 each****Type** mechanical; **Perception** DC 18; **Disable Device** DC 18**EFFECTS****Trigger** location; **Reset** manual**Effect** coral spines (3d6 bleed damage); Reflex DC 23 avoids

Treasure: The sword in the hand of the Savith statue is actually a *+1 aberration-bane keen longsword*. The sword sheds light equivalent to a *light* spell. Removing the weapon from the statue's grip requires a successful DC 30 Strength check, but due to some element of Amaznen's magic lingering in the statue, a human attempting the check gains a +10 circumstance bonus. A human character who has chosen the Azlanti scholar campaign trait receives an additional +5 bonus on this check.

Story Award: If the PCs retrieve the weapon without fighting the sharks, award them XP as though they had defeated the sharks.

C21. ABANDONED APPARATUS (CR 9)

Beyond the collapsed wall, other ruins of the temple grounds spread across the seafloor, many crumbled beyond identification. In the sand next to a collapsed building, what appears to be a large, metal cylinder crusted with barnacles lies partially buried.

Only a few walls remain of this submerged building. The roof long ago collapsed into the structure, and anything formerly inside either has been scavenged or rotted away long ago. The building has become a home to thousands of different sea creatures over the last 10,000 years.

The metal cylinder seen here is a partially functional *apparatus of the crab* (see *Treasure* below). Both the building and the apparatus sit 30 feet from the ruined wall.

Creatures: A brightly colored giant mantis shrimp resides in the ruined building. It emerges from its hiding spot as the PCs approach the *apparatus of the crab* and begin investigating it. The giant mantis shrimp is quick and deadly, and it fiercely defends its lair. If facing more than one foe, the giant mantis shrimp doesn't bother to grab its prey; it snatches a victim away only if it is not threatened by anything else.

GIANT MANTIS SHRIMP**CR 9****XP 6,400****hp** 105 (*Pathfinder RPG Bestiary* 5 232)

Treasure: Half buried in the seafloor is a clockwork vehicle made by the priests of Amaznen who lived on the temple grounds. This device is similar to an *apparatus of the crab* (*Core Rulebook* 500) except it can

hold four Medium or Small creatures and contains a constant flow of fresh air.

The apparatus is partially buried in the sand, and 1d4 hours of work are needed to free it from the seafloor's grasp. Using tools such as shovels, pry bars, and levers reduces the time required to 1d2 hours. A PC can attempt a DC 25 Knowledge (engineering) check to halve the amount of time required in either case.

In its current condition, the *apparatus of the crab* can move once it is freed from the sand, but its other functions, such as opening portholes and manipulating the pincers, are inoperative. The device is damaged and requires either the use of magic such as *make whole* or 1d12 hours of work and 1,000 gp in clockwork parts to regain its full functionality. Aoinse can assist the PCs in repairing the apparatus and provide advice on the best approach to restoring the device.

If the PCs haven't attempted to enter the apparatus and use its functioning mobility to bring it to the surface, they have to find another way to move the large, heavy object. The apparatus weighs 750 pounds, but due to its current buoyancy it has an apparent submerged weight of 500 pounds. If a PC succeeds at a DC 25 Knowledge (engineering) check, the PCs gain a +2 bonus on Strength checks to bring the object to the surface.

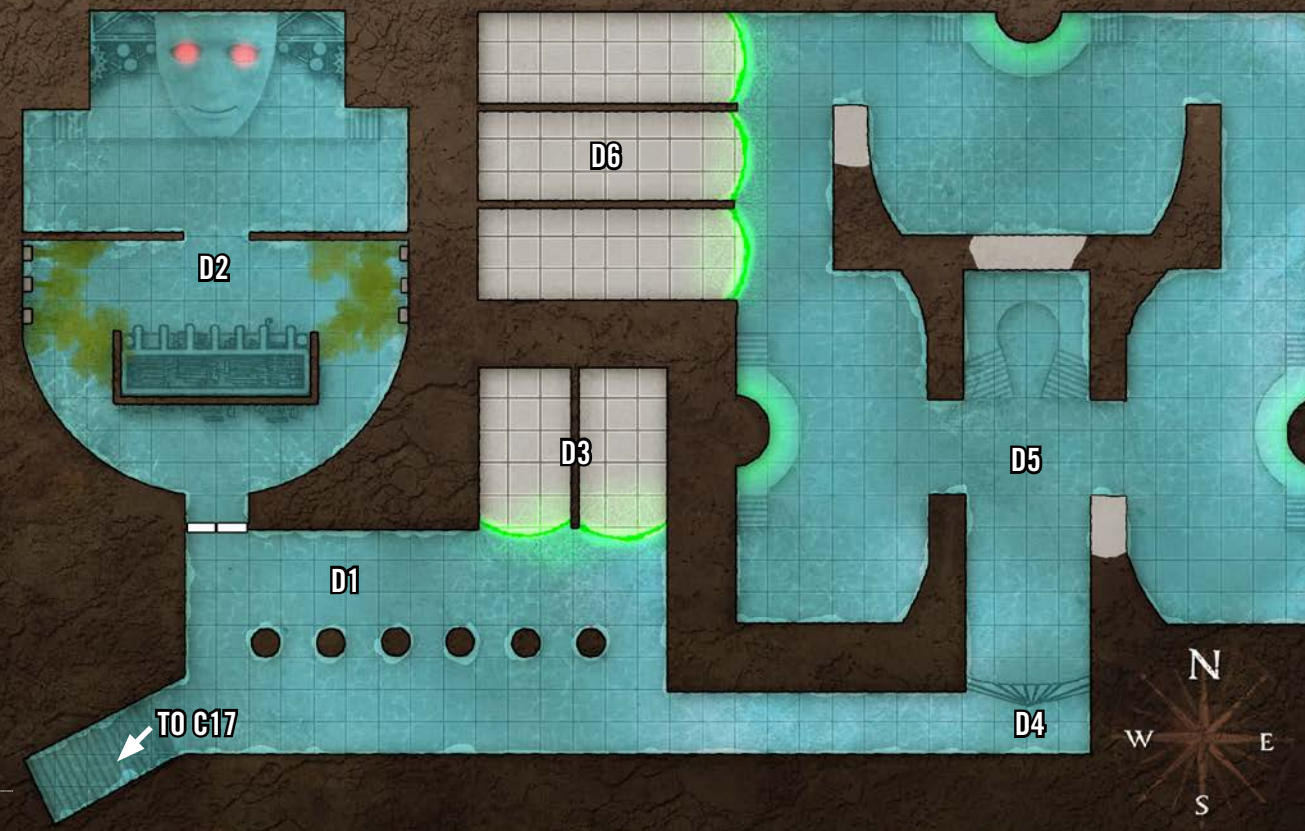
D. THE HIDDEN LABORATORY

Within their temple, the priests of Amaznen constructed an underground facility for scientific experiments. The underground location was chosen not only to keep their sacred knowledge and methods safe, but also because some of the experiments were dangerous and the unintended consequences of mishaps were easier to keep contained in an underground laboratory. After Earthfall, when the land was shattered and mostly drowned, the lower levels of the cathedral—including the laboratory—were flooded.

When Onthooth moved into the cathedral, the aboleth studied the temple's secrets, mocking the religious iconography and belittling the humans' seeming dependence on beings that they called gods. Knowing that the deity to which this cathedral was dedicated was concerned with magic, however, the aboleth surmised that this disgusting den of faith might hold something useful. After exploring what it could of the cathedral, Onthooth eventually found access to the secret laboratory below.

As this place wasn't built for massive piscine creatures, Onthooth had to squeeze through the hidden entrance to the submerged labs. Ever since, Onthooth has been corrupting the ancient machinery the Azlanti once used, repurposing it for much more nefarious ends and performing experiments that the priests of Amaznen never considered even with their substantial equipment, powers, and skills.

D. HIDDEN LABORATORY
1 SQUARE = 5 FEET



THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN TRAIL

PART 2:
EXPLORING ZANAS-TAHN

PART 3:
TEMPLE OF DEAD DIVINITY

NPC GALLERY

GODS OF ANCIENT AZLANT

ECOLOGY OF THE CLOCKWORK

BESTIARY

The laboratory also contains holding cells, which the Azlanti used for animal subjects but the aboleth has been using to detain kidnapped victims and test subjects. The colonists recently kidnapped by the faceless stalkers and all surviving settlers from the first wave of colonists to land at Talmandor's Bounty are currently being held in the cells. Glorandral's skum have also captured a Mordant Spire elf who was investigating the increased activity in the area and have thrown him into the prison along with the others.

D1. ENTRANCE HALL (CR 11)

This is the entrance hall to the secret laboratory. A lever in the staircase opens and closes the floor panel that hides the stairs from view in area C17. With the assistance of Uot, Onthooth reverse engineered the complex Azlanti device in this level of the cathedral (see area D2) to serve as a mechanism for modifying its human captives.

Creatures: Commanded to guard the entrance hall, eight mutated colonists bob in the water, keeping alert for any intruders or captives who might try to escape. Onthooth selected these colonists from among those kidnapped or dominated and sent to the aboleth due

to their already imposing physical forms. The aboleth wanted to tinker with the humans' bodies and create a number of aquatic protectors that it could easily hold sway over. These mutated colonists have had their minds broken as the aboleth's experimentation has warped their bodies into forms more suited to surviving underwater and rending enemies to shreds. Given time, the aboleth plans to build an army of these mutated humans so that it can have even more minions on the surface as well as below water.

MUTATED COLONISTS (8) CR 5

XP 1,600 each

Mutant human warrior 6 (*Pathfinder RPG Bestiary* 5 180)

CN Medium aberration (aquatic, humanoid, human)

Init +3; **Senses** Perception +5

DEFENSE

AC 14, touch 14, flat-footed 10 (+3 Dex, +1 dodge)

hp 57 each (6d10+24)

Fort +7, **Ref** +5, **Will** +1

DR 5/—

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +9 (1d6+3), 2 claws +9 (1d4+3)

TACTICS

During Combat These mutants savagely attack any creatures that are not Onthooth, faceless stalkers, or skum, including captives not escorted by residents of the cathedral.

Morale The transformation these mutants underwent left them devoid of rational thought; they fight to the death.

STATISTICS

Str 16, **Dex** 16, **Con** 15, **Int** 6, **Wis** 8, **Cha** 9

Base Atk +6; **CMB** +9; **CMD** 23

Feats Dodge, Mobility, Power Attack, Toughness

Skills Climb +7, Craft (carpentry) +2, Perception +5, Profession (soldier) +4, Swim +17

Languages Common

SQ amphibious, deformities (fractured mind, misshapen), mutations (feral, gills, rugged)

D2. THE MUTATION MECHANISM (CR 11)

Strange machinery and tubes in the walls make up the interior of this room. Embedded in the wall nearest the entrance is a large metal pin panel whose surface ripples at regular intervals; with each wave that sweeps across the panel, new symbols appear on its surface.

Built by the Amaznen priesthood and originally called an analytical engine, the clockwork mechanism that controls this room was used for a number of purposes. It excelled at assisting the priests in various calculations and could be reprogrammed for nearly any task required. One such use that interested the aboleth Onthooth was calculating the dosage of a magical infusion administered to test subjects, as well as analyzing and storing data about experiments intended to expand the test subjects' consciousness, opening their minds to the secrets of magic and the universe. The Azlanti experiments were successful, but as an unintended side effect, all test subjects suffered from psychosis and megalomania.

When Onthooth claimed the laboratory as its own, the aboleth studied the machine, and over the centuries, the intelligent and endlessly imaginative creature learned how to control and change its programming, corrupting it to serve the aboleth's own sinister ends.

Not caring for the lives of its test subjects, Onthooth ignores all of the safety protocols put in place by the Azlanti and has encouraged the machine to create more and more twisted and dangerous combinations of mutagens. After numerous failed experiments, Onthooth was finally able to create,

among other things, a species of undead abominations that weren't destroyed by the mutations: the abhominals. Two such creatures are imprisoned in area D3.

Creatures: This encounter involves the analytical engine and its defenses, which are being controlled by Onthooth (who is currently in area D5). The analytical engine has several defenses: it can attack the PCs itself, spawn clockwork creatures to defend the area, and introduce chemicals into the water that can mutate those who come into contact.

The pin panel on the wall is similar to the display in the astronomical device in area A4 and the controls for the winding station in area C10, but 10 times larger. The display alternates between two different

MUTATED COLONIST

messages in Azlanti, one after another. The first one reads "Status: Unstable," and the second one displays the text "Composition" and shows a bar graph. Once the PCs are within 10 feet of the display on the wall, read or paraphrase the following.

Suddenly, the text on the pin panel goes flat, and a humanlike face emerges from it. A harsh, metallic voice and a soft, friendly voice speak in unison, spreading through the water. The lips on the face move, but the voice isn't completely synchronized with the movement. "Welcome. I was expecting you. There is much to talk about."

The voice begins asking questions about the PCs' mission and their homeland. This begins innocently enough, inquiring with a curious tone and prompting the PCs to disclose more detailed and personal information as the conversation goes on. When the PCs have revealed everything Onthooth seeks to know about them so that it can prepare itself for conflict with the PCs (or if they attempt to leave or refuse to answer the questions), the face quickly changes into what looks like a giant, primordial, three-eyed fish. A PC who succeeds at a DC 22 Knowledge (dungeoneering) check identifies the creature as an aboleth. The friendly voice vanishes and only the harsh voice remains, saying, "Now you must die." The display forms a sharp, spear-like protrusion from the metal pins and attacks the PCs.

The analytical engine has a +9 initiative modifier, and it can perform any two of the following actions each round: spawn a cogborn, control any number of cogborn, attack up to two PCs with the metal pin display, or spray mutagen from tubes in the walls. The analytical engine ceases attacking when both of the *ioun memory nodes* planted in the eye sockets of the clockwork computer's frame are destroyed (AC 10, hp 60, hardness 5) or disabled (Disable Device DC 30).

The analytical engine can attack the PCs in the following ways.

Cogborn: The ancient Azlanti created modular, animated machine components called cogborn that made it easier to maintain and control large machinery like the analytical engine. The analytical engine can spawn up to four cogborn during this encounter. When spawned, they appear adjacent to any gear-filled squares, fully wound. A cogborn focuses its attacks on whoever is closest to the *ioun memory nodes* in the analytical engine (the northern end of the room). These constructs are not autonomous; whenever the analytical engine doesn't spend one of its actions to control the cogborn, they are treated as dazed until the analytical engine's next turn.

COGBORN CR 5
XP 1,600

Variant advanced animated object (*Pathfinder RPG Bestiary* 3 304, *Pathfinder RPG Bestiary* 294, 14)

N Medium construct (clockwork)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception -3

DEFENSE

AC 22, touch 14, flat-footed 18 (+2 Dex, +2 dodge, +8 natural)
hp 36 (3d10+20)

Fort +1, **Ref** +5, **Will** -2

Defensive Abilities hardness 10; **Immune** construct traits
Weaknesses vulnerability to electricity

OFFENSE

Speed 30 ft., climb 15 ft., swim 30 ft.

Melee 3 slams +7 (1d8+4)

STATISTICS

Str 18, **Dex** 14, **Con** —, **Int** —, **Wis** 5, **Cha** 5

Base Atk +3; **CMB** +7; **CMD** 21

Feats Improved Initiative^B, Lightning Reflexes^B

Skills Swim +12

SQ difficult to create, swift reactions, winding

Pin Panel: The analytical engine can attack foes within 10 feet of the display panel with a thin, spear-like protrusion formed from the pins in the display. Its attack bonus is +15, and it deals 2d8+4 points of bludgeoning or piercing damage on a hit.

Mutagen Spray: Three times per day, the analytical engine can spray all squares between the six tubes in the walls with unstable mutagens. Each living creature within the area must succeed at a DC 17 Fortitude save or randomly gain one of the following mutant deformities or mutations (*Pathfinder RPG Bestiary* 5 180–181): blind, celerity, echolocation, extra arm, fast healing, feral, gills, lame, misshapen, or useless arm. A creature mutated in this way does not gain the mutant template or any other abilities associated with that template. The creature must also succeed at a DC 14 Will save or be confused for 1d4 rounds. A mutated creature can attempt a second Fortitude save after 24 hours to fight off the mutation. If it fails this second save, the creature becomes permanently mutated and confused (no Will save). Any effect that would suppress the confusion effect instead renders the creature unconscious. A *restoration* spell can remove one permanent or temporary mutation, and when all mutations are removed, the confusion effect also ends. At your discretion, any number of the captured colonists in area D6 could have one or more of these deformities or mutations. An alchemist studying the analytical engine's ability to mutate creatures can learn one or more new alchemist discoveries that are less dangerous than the mutations the device can currently cause. See the sidebar on page 52 for more information on these new discoveries.

THE FLOODED CATHEDRAL

FOREWORD

PART 1: THE SODDEN TRAIL

PART 2: EXPLORING ZANAS-TAHN

PART 3: TEMPLE OF DEAD DIVINITY

NPC GALLERY

GODS OF ANCIENT AZLANT

ECOLOGY OF THE CLOCKWORK

BESTIARY



ALCHEMIST DISCOVERIES

With the assistance of Uot the alchemist, Onthooth refitted this lab to mutate its captives and hopefully unlock some potential deep within their fragile humanoid bodies. Studying the machine and the chemicals involved (see area **D2**'s Development section), a PC alchemist could learn one or more of the following discoveries.

Air Lung: An alchemist with this discovery has conditioned his body to adapt to life above water. He gains the amphibious special quality. Only an alchemist with the aquatic subtype can select this discovery.

Gills: An alchemist with this discovery grows a set of gills that allow him to breathe water in addition to breathing air. When on land, the alchemist risks his gills drying out and must bathe his gills with 1/2 gallon of water every 24 hours he is out of the water or take 1 point of Constitution damage every hour thereafter. An alchemist must be at least 4th level before selecting this discovery.

Webbed Extremities: An alchemist with this discovery grows membranes between his fingers and toes, greatly improving his movement underwater. The alchemist gains a +4 alchemical bonus on Swim checks and can take 10 on a Swim check even if distracted or endangered while swimming.

Wet Coat: An alchemist with this discovery has conditioned his body so that it never completely dries out when on land. He effectively becomes immune to any detrimental effects of his water dependency. Only an alchemist with the aquatic subtype and the water dependency special quality can select this discovery. An alchemist must be at least 4th level before selecting this discovery.

Development: Defeating the analytical engine unlocks the Oculus Gate (area **D4**).

In addition, a PC who studies the analytical engine's ability to mutate creatures can learn one or more of the alchemist discoveries presented in the sidebar above and can choose from these the next time he is able to select a new alchemist discovery. Learning one of these discoveries requires 1d4 hours of study followed by a successful DC 25 Craft (alchemy) or Knowledge (arcana) check. On a failed check, the PC must perform another 1d4 hours of study before attempting a new check to learn a discovery.

A PC can also study the analytical engine to find a way to reverse any mutations forced upon the mutated colonists that Onthooth has captured and experimented on. This requires 8 hours of study, after

which the PC studying the device must succeed at a DC 30 Knowledge (arcana or dungeoneering) check. If successful, the PC learns the techniques required to reverse the mutations.

D3. EXPERIMENTS (CR 8)

Two shimmering fields of force each seal a different airtight chamber, keeping the water outside. On the wall next to the force fields are two levers.

While most of Onthooth's prisoners are being held in cells within the vault's prison (area **D6**), the aboleth keeps a few test subjects in these cells. Three humans are imprisoned in the chambers—two in the cell on the left and one in the cell on the right. When an experiment is successful or, at least, the subject doesn't die immediately, the aboleth puts the test subjects into these cells so it can easily run more tests on them later, and so the mutated colonists don't kill any healthy prisoners in the interim. Captives who die from the mutation process (and don't turn into abnormals) are fed to the sharks outside area **C20**. Pulling the levers on the wall temporarily weakens the walls of force, allowing creatures to pass through without flooding the cells.

Creatures: Onthooth has been experimenting on the captured colonists, using the ancient Azlanti device (see area **D2**) to turn them into horribly mutated creatures. Having not seen humans in any sizable quantity in thousands of years, the aboleth is intrigued by the stock that its kind once raised from barbarism. Onthooth thinks that if it had enough time and subjects for its experiments, it could create a race that breeds true to fight for it and its kind on the surface and below the waves, much like how the gillmen were created thousands of years ago.

Currently, three people are locked up in these cells. One of them, named Armin, is mostly unharmed and still fully human, but the other two prisoners, named Celia and Jaram, have become abnormals (see page 84). The mutations start from inside the body, and while the two undead abominations still look exactly like normal humans, they are very close to undergoing the transformation into their final, inhuman form.

As soon as the prisoners notice the PCs, they start banging on the force barrier and shouting, trying to get the PCs' attention. While it's difficult to hear their voices, it's easy to see them mouthing the words "help us." Since the captives inside the cells can't breathe water, the PCs must enter the cells if they want to talk to the prisoners. It's also possible for the PCs to instruct the prisoners to hold their breath in order to move everyone into the same place for a conversation. Once the PCs enter the cells, it takes a minute for the

prisoners to calm down, after which they can answer the following questions.

Who are you? “I am Armin, and these two are Celia and Jaram. We’re all Andoren colonists who sailed to an island called Ancorato on a ship called the *Liberty’s Herald*. We were founding a colony there. We had over twenty homes and buildings! But one day things went terribly wrong and we were brought here. Thank you for saving us from the horrible fish-thing that has been keeping us here! But... Who are you and how did you know we were here?”

What happened to you? “Back on Ancorato, things seemed normal at first. We had plenty of hard work to do, but everything was coming along fine and we had made some good progress. After a time, people started to act strangely and go missing. Everyone was frightened and suspicious of one another, and that’s when the stranger came into the colony. He had dark hair and purple eyes. He seemed friendly enough at first, but he had some power or something. With just a glance, he climbed into my mind and controlled me like a puppet. He looked human, but now I realize that he was something else—what that is I can’t tell you, though. He commanded me and many others to sail to this island and submit to the fish-thing that lives here. At least I think that’s how it all went down. I think it affected my memory in some way, because it all seems vague and distant now.”

What can you tell us about the fish-thing? “When it wants to ask you questions, it gets inside your head and causes pain until you just tell it everything it wants to know. I don’t know what it is, but it’s bigger than any shark I’ve seen. It has three glowing eyes on its ugly head and lots of sinuous tentacles growing from its body. I could swear I heard its minions call it Onthooth.” Armin’s description is accurate enough for a PC who succeeds at a DC 27 Knowledge (dungeoneering) check to guess that Onthooth is an aboleth.

Where are the rest of the colonists? “The rest of the colonists—those that survived—are in weird cells like these inside a huge vault. The fish-thing took us here to run some tests on us in the room right next to here.”

What’s beyond the large gate at the end of the hall? “There’s a huge vault behind the gate; it’s flooded like everywhere else down here. The fish-thing’s lair is there, and there are also more of these horrid prison cells within the vault. That’s where the others are.”



ARMIN

While talking to the prisoners, if a PC succeeds at a DC 20 Sense Motive check, she realizes that Armin seems tense, as if she were suspicious of the other two prisoners. She wants to tell the PCs that she suspects something horrible has happened to the other two and they’re not what they seem to be, but she refuses to say anything about it while Celia and Jaram are nearby. After the released prisoners have spent a few minutes with the PCs, either Celia or Jaram starts convulsing, vomiting copious amounts of black bile, and making loud, gurgling sounds. A round later, Celia and Jaram transform and attack.

ABHOMINALS (2) **CR 6**

XP 2,400 each

hp 67 each (see page 84)

TACTICS

During Combat The abhominals try to grab individual foes with their tentacles and then team up to help each other pull captured victims apart. **Morale** If reduced to 20 or fewer hit points, an abhominal tries to flee. However, if it doesn’t seem likely that the creature can escape without being destroyed, it fights to the death.

D4. OCLUS GATE

At the end of the corridor is a round 20-foot-diameter metal door. A large lever sticks out from the side of the door’s octagonal frame. The door is composed of triangular metal sheets, the tips of which meet at the center.

The Oculus Gate was built to protect the secrets of the vault (area **D5**) from spies, and only a small number of high-ranking priests were granted access. Made from an advanced steel alloy and reinforced with Amazen’s magic, the door is nearly impervious to damage (hardness 30, hp 500). The lever in the frame is intended for opening and closing the Oculus Gate. A whirring system of gears of many sizes transmits power from the lever to rails on which the metal sheets are mounted, enabling a person of average strength to open the massive door weighing approximately a ton. When opened, the metal sheets slide outward, creating an almost-circular hole in the center. When fully opened, the metal sheets form a serrated ring around the opening, evoking the shape of an eye with eyelashes like saw teeth. When the PCs arrive, the door is locked, and opening it from the outside requires disabling the analytical engine in area **D2** first.

THE FLOODED CATHEDRAL

FOREWORD

**PART 1:
THE SODDEN
TRAIL**

**PART 2:
EXPLORING
ZANAS-TAHN**

**PART 3:
TEMPLE OF
DEAD DIVINITY**

NPC GALLERY

**GODS OF
ANCIENT
AZLANT**

**ECOLOGY
OF THE
CLOCKWORK**

BESTIARY



ONTHOOTH'S HEADBAND

Onthooth wears a headband crafted by aboleths long ago. The secret of creating this ancient technology is all but forgotten.

HEADBAND OF TWISTED INTELLECT

PRICE
8,000 GP

SLOT headband	CL 10th	WEIGHT 1 lb.
---------------	---------	--------------

AURA moderate transmutation

This strange metal *headband of vast intellect* +2 is crafted in the shape of intertwined tentacles and adorned with runes in the Aboleth language. When a creature dons the headpiece, the tentacles seem almost alive, changing their size and shape to fit the contours of the wearer's head.

The headband has two special indentations for *ioun stones* similar to those found in a *wayfinder*. When an *ioun stone* is inserted into one of the slots, the tentacles animate for a moment, adjusting themselves around the slot to accommodate the shape of the *ioun stone*. The wearer benefits from the *ioun stone's* effect as though the stone were orbiting her head.

The headband uses a more refined version of the same technology that powers a *wayfinder*. First, it coaxes two *ioun stones* to manifest their resonant powers simultaneously. Furthermore, the slotted *ioun stones* do not suppress the headband's own magical abilities. However, if the wearer is also carrying, wearing, or wielding a *wayfinder* or any similar item into which *ioun stones* can be inserted, the two items suppress one another's abilities, but both return to normal when one is set aside.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
---------------------------	---------------

Craft Wondrous Item, *fox's cunning*, creator must be an aboleth

of which is a bizarre, 25-foot-long, primeval, fishlike creature—the aboleth Onthooth. Three slit-shaped eyes on the creature's bulbous head glow red and twitch as it vigilantly scans the area. A crescent-shaped fin at the end of its long tail whips back and forth to maintain the creature's position, while four tentacles on its flanks undulate with the flow of the slowly moving water.

As the PCs encounter Onthooth, read or paraphrase the following.

As the creature speaks, powerful vibrations in the water carry its carefully articulated words, echoing like a resonant whisper. "Retribution—is that why you are here? Or do you seek to understand designs infinitely larger than yourselves? You have no idea what is about to transpire. You puny creatures have released a veiled master, and when it gets the weapon it is looking for, your cities and your civilization as you know it will be gone. And yet, here you are, looking for petty revenge." With a disgusted shake of its head, the creature lets out a long, condescending sigh that echoes in the water for a moment, after which it continues, "Be that as it may, I cannot suffer you to leave after what you have done to my home and servants."

The creature's eyes give off a flash of bright red light, and its four slimy tentacles shoot forward to crush the life out of anyone they can reach.

The creature talking to the PCs is Onthooth's illusory double (see Illusions below). Onthooth itself is at the far end of the vault, behind an *illusory wall*. While Onthooth is speaking through the illusion, a PC who succeeds at a DC 15 Sense Motive check notices that the creature does not even try to hide how much it loathes the veiled master it mentioned. Onthooth attacks immediately after it has delivered its speech. As long as it is feasible, the aboleth attacks the PCs with touch range spells through the illusion.

ONTHOOTH

CR 13

XP 25,600

hp 189 (see page 62)

Illusions: A highly intelligent tactician, Onthooth has prepared its lair against attacks with illusions using its spell-like abilities.

Illusory Allies: Onthooth has used *programmed image* to create two lifelike illusions of camerocerases (*Pathfinder RPG Bestiary* 5 49) within the chambers adjacent to the vault's entrance, hoping that its enemies waste their actions and resources on attacking or avoiding the illusory creatures. Each illusory ally has AC 10 and can be disbelieved with a successful DC 20 Will save. The illusions are triggered when the PCs enter the vault; the creatures appear to be making menacing vocalizations

D5. VAULT OF THE EYE (CR 13)

This large chamber used to be a storage facility for laboratory equipment and experimental samples. The church of Amaznen also stored some of its secret relics and artifacts in the vault. When Onthooth discovered the cathedral and found the secret laboratory, it chose to use the vault as its lair. The spacious, flooded area was ideal for a creature of its size (aside from having to squeeze into and out of the chamber each time it comes and goes), and some ancient magic remained in the vault that it wanted to study.

Creature: In this large, flooded chamber, the water is mixed with a viscous, transparent slime, the source

at the PCs (though their voices are largely muted by the water) and taking readied actions to attack anyone who approaches them.

Illusory Double: When Onthooth realizes that the PCs are about to enter the vault, it creates an illusory duplicate of itself with *project image* and places it near the entrance, observing the entrance through the illusion. Since the duration of the illusion is relatively short, the aboleth renews the illusion once per minute while waiting for the PCs to enter the vault.

Illusory Walls: Many sections of the chamber's walls have crumbled, but the aboleth has used *illusory wall* to make it appear as though the walls were still fully intact. While moving in the chamber to attack or withdraw, Onthooth takes advantage of its knowledge of which walls are real. Portions of the wall marked with gray on the map indicate which parts are illusory.

Treasure: Although the fleeing priests of Amaznen took many of the vault's treasures with them, some items of great value still remain. An ancient *rod of the aboleth*^{UE} and a *wand of make whole* (48 charges) are stored in a titanium box. Sticking out from a pile of fallen debris is a *lesser maximize metamagic rod*.

D6. PRISON

This part of the vault was intended for holding live specimens captured for experimentation. The cells were made airtight so that it was possible to keep both terrestrial and aquatic animals. Since Onthooth started conducting experiments in the laboratory, it has been using the cells for similar purposes, though it keeps people, not beasts, in the cells. The wall facing the vault is made of pure force (as per *wall of force*; CL 15th), but pressing Onthooth's amulet (originally an Azlanti device) against the wall temporarily weakens it enough to allow creatures (but not free-flowing water) to pass through. Any other Azlanti-made magic item, such as an *ioun stone*, affects the *wall of force* in the same way. Inside the cells, the air is thick with aboleth slime, refuse, rotting fish, and the stench of sweat.

Creatures: Dozens of people cower in the three cells behind shimmering force fields. Few of them lift their eyes from the floor, and fewer still show any kind of emotion. Some are so weak and starved that they have to hold one another for stability.

Of the original 60 colonists that arrived on the Liberty's Herald, 13 have died or were terribly mutated in Onthooth's experiments, and a few more may have died in clashes between the PCs and colonists dominated by Onthooth. All the colonists from the second wave who arrived with the PCs and were abducted by the faceless stalkers are still alive, though some of them need medical attention. Some of the prisoners here have survived Onthooth's ministrations

and bear misshapen bodies, additional limbs, gills, and other aberrant mutations of their humanoid flesh.

Among the captured colonists are a number of people from Talmandor's Bounty who the PCs have met and interacted with. The ones who stand out the most are Carver Hastings and the alchemist Alba Divenvaar. Similarly, the fisher Soran Vigaldo, who was kidnapped while out fishing, and Andvara Jeclair, whose replacement organized a hunger strike among the second wave of colonists, are imprisoned here.

Many of the prisoners are tired and starved, having eaten only meager amounts of seaweed and raw shark meat during their imprisonment. Onthooth and its minions tormented the colonists in many ways, and when the PCs arrive, many of the prisoners don't even believe that the PCs have come to release them, thinking that they are faceless stalkers who have come to mock them or take another prisoner to Onthooth's laboratory never to return. One of the prisoners starts screaming "No! No! Don't take me!" Even after the PCs tell the prisoners they are free to go, many of them want to stay within their cells, afraid to leave and insecure with their new freedom. Gradually, the prisoners realize that the aboleth is dead, and they crowd the PCs and start voicing expressions of gratitude. They are too tired to even smile, but their quiet, approving nods and tearful eyes speak volumes.

Sitting on the floor away from the other prisoners is a tall, pale elf with long white hair and piercing blue eyes. He is Nieran Codali (see page 60), a Mordant Spire elf whom the skum captured while he was investigating increased skum activity near the island of Zanas-Tahn. The Mordant Spire elves zealously protect the treasures and secrets of ancient Azlant, particularly against treasure hunters from Avistan, which is why Nieran isn't very fond of humans and the people with whom he's imprisoned. However, the elves consider the alghollthu an even greater threat, so he is willing to cooperate. When approached, he introduces himself.

"I am Nieran Codali, a ranger of the Mordant Spire. You did well in this risk to rescue your people, and you have my thanks. I was captured while I was investigating why so many skum and other creatures have recently crawled out from their holes in this region. I should have known an aboleth was involved. Do you know what the aboleth was planning to do with all these people? Is there something else I should know?"

If the PCs mention veiled masters while talking to Nieran, the elf furrows his brow, and his tone briefly becomes agitated. If the PCs don't mention veiled masters, Nieran starts asking questions like "What

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN
TRAIL

PART 2:
EXPLORING
ZANAS-TAHN


PART 3:
TEMPLE OF
DEAD DIVINITY

NPC GALLERY

GODS OF
ANCIENT
AZLANT

ECOLOGY
OF THE
CLOCKWORK

BESTIARY



do you think really happened here?” and “Did this aboleth just want to experiment on these poor souls, or is something else afoot?” until the PCs mention something that triggers his response below.

“A veiled master? Looking for an Azlanti weapon? Are you quite sure? I should have guessed that this kidnapping scheme was part of a bigger plan. This is alarming news, not only for these humans you saved, but for everyone on this planet. I shall relay this information to my people at the Mordant Spire at once. As distasteful as it is, it seems that elves and humans must face this threat as allies. Take this brooch—whenever you meet Mordant Spire elves, show it to them and tell them that Nieran Codali gave it to you, so they know that you are allies.

“I trust you intend to track down this veiled master and kill it. I imagine it won’t be easy, but I suggest that you start looking for the answers to your questions in the city of Talasantri. Seek out Rillkimatai—I believe she can help you.”

Nieran gives the PCs a dolphin-shaped brooch from his cloak. If the PCs have questions about the Mordant Spire, Talasantri, or veiled masters, the following are his answers. With some persuasion, he may also reveal more details about his life as a Mordant Spire ranger and about his imprisonment (see Nieran’s full description on page 60).

What can you tell about Talasantri? “It is a free city deep beneath the waves, built partially from the ruins of an Azlanti city and partially of carefully grown coral.” He eyes the PCs’ equipment briefly and continues, “Besides the information you are looking for, you can find better equipment there. I should warn you, however, that many citizens of Talasantri are likely to be suspicious of outsiders, and some groups and races are particularly intolerant of surface dwellers in their city. Observe their laws and stay out of trouble.”

Where is Talasantri? “It is located 90 miles to the southeast from our current location. Once we get out of this dreadful place, I can draw a map for you. Because the city is located at the bottom of the sea, you are going to need some kind of magic that helps you breathe underwater. How you intend to do that—well, I’ll leave it to you to figure out.”

What is the Mordant Spire? Nieran raises his eyebrows and narrows his eyes slightly, staring at the PCs quietly until he voices his answer slowly and deliberately. “We—the elves of the Mordant Spire—are the true guardians of the ruins of Azlant, and the bastion that stands against the threat of the alghollthu.” He casts a sidelong glance at the rescued colonists, then at the PCs. Any PC who succeeds at a DC 15 Sense Motive check realizes that Nieran would like to say something mean about the humans, but has decided to hold back.

Who are the veiled masters? “They are a particularly dangerous race of alghollthu capable of walking among humans unnoticed, their true forms veiled with powerful magic. They are spies, infiltrators, and manipulators easily capable of fooling the weak minds of humans.”

Who are the alghollthus? “Alghollthu’ is the aboleths’ name for themselves, and for others of their aberrant kind, including the veiled masters, and other, stranger creatures of the deep. They manipulated the Azlanti empire until its destruction, and still they manage to be even more a threat to this world than most surface-dwellers know.”

Who is Rillkimatai? “He is the leader of Talasantri. A very old aquatic elf and an oracle of some renown, he knows much about this area and what goes on both beneath the sea and above it. Find a way to ingratiate yourselves with him and other respected citizens of Talasantri, and you will find it much easier to find what you are looking for.”

NIERAN CODALI

CR 8

XP 4,800

hp 81 (see page 60)

Development: Now that Onthooth is defeated and the prisoners are free, the PCs have to figure out the logistics of getting them safely back to dry land. It’s probable that some of the colonists have enough stamina to hold their breath and swim to the surface, but others will certainly need magical or mundane assistance to get out of the submerged portion of the cathedral. The PCs might recall that the skum were using the aboleth mucus extract (see page 30) to initially get the prisoners into their cells, and this method could come in handy for moving such a large group of people back out of their prison.

Once freed from the cathedral, the PCs then must begin the long process of rowing groups of colonists a few at a time back to Talmandor’s Bounty.

Nieran goes back to Ancorato with the PCs and colonists. Once there, he uses *animal messenger* to send word to his fellow Mordant Spire elves to pick him up. A day later, an elven skimmer with two masked rangers on board arrives to take him back to the Mordant Spire; these elves were patrolling the area when they received Nieran’s message.

Story Award: The faster the PCs defeated Onthooth, the less the colonists both in the prison and back in the colony had to suffer. If the PCs released the prisoners within 6 days of Ramona Avandth’s briefing, award them 19,200 XP. For each additional day the colonists were forced to languish, decrease the award by 2,400 XP (to a minimum of 0 XP).



THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN TRAIL

PART 2:
EXPLORING ZANAS-TAHN

PART 3:
TEMPLE OF DEAD DIVINITY

NPC GALLERY

GODS OF ANCIENT AZLANT

ECOLOGY OF THE CLOCKWORK

BESTIARY

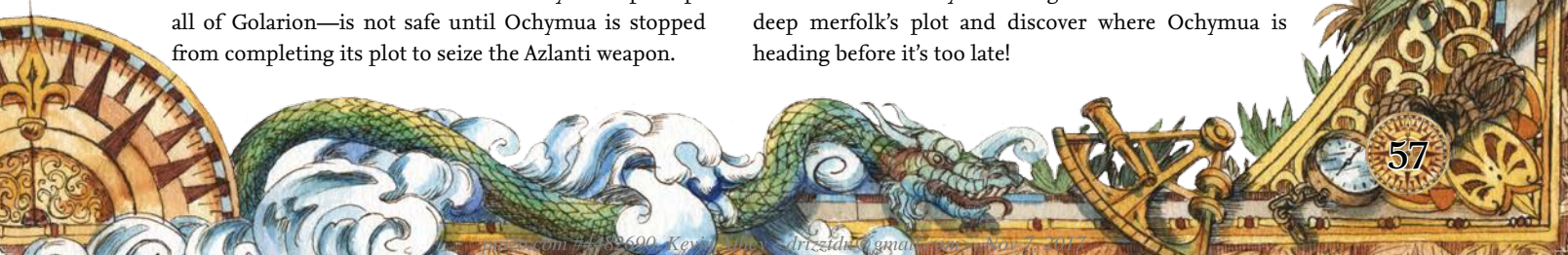
CONCLUDING THE ADVENTURE

Having defeated Glorandral and Onthooth, the PCs have removed the greatest and most immediate threat the colony of Talmandor's Bounty has faced so far. Most of the colonists kidnapped by the faceless stalkers are safe, and many of the first wave of colonists that arrived on the *Liberty's Herald* are still alive. Although the road to recovery may be long and arduous, it is possible for the colony to survive and even thrive. The general attitude in the colony is grim, but people gradually begin to recover after the dead are buried. However, it is evident that defeating Onthooth and rescuing the colonists from the aboleth's prison is only a temporary victory, and a far greater threat still looms over Talmandor's Bounty.

The PCs have learned that the kidnappings and Onthooth's experiments were a small piece of a much bigger plan, set into motion when a veiled master was released from its ancient cell. The colony—and perhaps all of Golarion—is not safe until Ochymua is stopped from completing its plot to seize the Azlanti weapon.

Thanks to the information from the Mordant Spire elf Nieran Codali, the PCs now know that the best way to find the veiled master is to go to the underwater city of Talasantri and seek out the aquatic elf Rillkimatai, a renowned sage and the leader of the city who knows a great deal about the region. Furthermore, Nieran Codali and the elves of the Mordant Spire that he represents are powerful (if grudging) allies to the colony and sworn enemies of the aboleths. If Nieran's directions to Talasantri are insufficient, the PCs can ask Koloshkora for the city's location, as the locathah has visited the place a number of times and likely has contacts in the city that might be helpful to the PCs.

The next installment of the Ruins of Azlant Adventure Path, "City in the Deep," takes the PCs to the free city of Talasantri, where they seek more information on the ancient weapon the veiled master is looking for. Meanwhile, a group of deep merfolk working for Ochymua is spreading rumors and sowing chaos to cover up their attempts to help the veiled master find the location of the secret Azlanti military facility. The PCs have to find allies in the city so that they can learn the information they need to get to the bottom of the deep merfolk's plot and discover where Ochymua is heading before it's too late!



GLORANDRAL

An ancient skum of monstrous proportions, Glorandral believes that might makes right, so he rules his brethren through fear and threats of violence while following orders from his aboleth master.

GLORANDRAL

CR 9

XP 6,400

Male giant skum barbarian 6 (*Pathfinder RPG Bestiary* 295, 253)

NE Large monstrous humanoid (aquatic)

Init +7; **Senses** darkvision 60 ft.; Perception +12 (+16 when underwater)

DEFENSE

AC 23, touch 11, flat-footed 20 (+5 armor, +1 deflection, +3 Dex, +7 natural, -2 rage, -1 size)

hp 112 (8 HD; 2d10+6d12+62)

Fort +12, **Ref** +9, **Will** +9; +3 vs. spell-like abilities, spells, and supernatural abilities

Defensive Abilities improved uncanny dodge, trap sense +2; **Resist** cold 10

OFFENSE

Speed 30 ft., swim 40 ft.

Melee bite +15 (1d8+8), 2 claws +15 (1d6+8), gore +15 (2d6+8)

Ranged crossbow of the crab +11/+6 (2d8/19-20)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rage (18 rounds/day), rage powers (lesser fiend totem^{APG}, knockback, superstition +3)

TACTICS

During Combat Moving closer to his foes each round, Glorandral attacks with his crossbow until the case of bolts is empty or he is within melee range. While fighting in melee, the skum makes full attacks with his natural weapons. If any of his melee opponents have shorter reach than he does, he uses knockback in place of his bite attack each round and takes a 5-foot step at the end of each round to put 10 feet between himself and such foes, thus preventing these foes from making full attacks against him.

Morale Although fiercely loyal to Onthooth, Glorandral thinks he can serve his master better when alive and flees if reduced to 20 hit points or fewer.

Base Statistics When Glorandral's not raging, his statistics are as follows: **AC** 25, touch 13, flat-footed 22; **hp** 96 (8 HD;

2d10+6d12+46); **Fort** +10, **Will** +7; **Melee** bite +13 (1d8+6), 2 claws +13 (1d6+6); **Str** 23, **Con** 19; **Skills** Swim +24.

STATISTICS

Str 27, **Dex** 16, **Con** 23, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +8; **CMB** +17; **CMD** 29

Feats Deadly Aim, Exotic Weapon Proficiency (repeating heavy crossbow), Improved Initiative, Multiattack^B, Toughness

Skills Intimidate +10, Perception +12 (+16 when underwater), Stealth +9 (+13 when underwater), Swim +26; **Racial Modifiers** +4 Perception when underwater, +4 Stealth when underwater

Languages Aboleth, Undercommon

SQ amphibious, fast movement

Combat Gear *potions of cure moderate wounds* (2), *potions of lesser restoration* (2); **Other Gear** crossbow of the crab with 20 bolts, *amulet of natural armor* +2, *ring of protection* +1, *ring of resistance* +1, mwk manacles, amber necklace (worth 25 gp)

Born as a result of one of the algholthus' first successful experiments to create amphibious servants, Glorandral is an ancient skum who has seen both the aboleths' golden age and the slow decline of their society over the millennia that followed Earthfall. Several millennia ago, Glorandral's cabal of skum found the partially submerged ruins of a cathedral that followers of Amaznen had built at the height of the Azlanti empire. The mostly intact structure, with access to both land and sea, was ideal for the amphibious creatures, and so the cabal settled in the cathedral, content to raid tribes of other intelligent creatures and hunt animals for food and sport in the surrounding region.

When Onthooth found the flooded cathedral several centuries ago, Glorandral eagerly pledged allegiance to the aboleth, thinking that he could relive the days of glorious past when the algholthus reigned. Little has changed since the aboleth arrived, however. Although Onthooth

has many great plans, the ever-patient and perhaps overly complacent creature has not been in a hurry to set them in motion; the veiled master Ochymua's recent involvement has begun to change that. Glorandral shares Onthooth's disdain for the veiled master, and he thinks Ochymua is manipulating Onthooth, but he still carries out the aboleth's orders without question or complaint, as Glorandral admires Onthooth greatly and would gladly die for it.

Glorandral always lugs around a massive crossbow of the crab, a mechanical wonder that uses a system of clockwork gears and torsion springs to store and release energy that propels the bolts. Originally designed to be used with an *apparatus of the crab* for defense, the weapon came into Glorandral's possession long ago while the skum was exploring the ruins in the region.

Due to numerous experiments that the algholthus conducted on him, Glorandral underwent mutations that have made him unusually large and muscular. Strong as a giant, Glorandral is capable of tearing a human or elf limb from limb, which is something he enjoys doing to dead—or sometimes still-living—enemies. He is also not above eating humanoid creatures, and he is feared among his kind for having cannibalized several members of his race. In the last few millennia, however, few have questioned his authority, and Glorandral has come to understand that to ensure the survival of his kind, he must do his best to preserve the numbers of his tribe.

CAMPAIGN ROLE

For centuries, Glorandral has been Onthooth's most trusted lieutenant. Before its death, the faceless stalker Thanaldhu was in charge of scouting and infiltration, as well as most combat missions that take place above the surface, while Glorandral had been managing the ruined cathedral's security and most underwater operations. The faceless stalkers and the skum have never gotten along well, and for a long time, faceless stalkers have inhabited the northern half of the island while the skum have stayed near the southeast coast, each avoiding contact with the other tribe of monsters. However, after the events of "Into the Shattered Continent," Onthooth realizes that Thanaldhu is dead or captured, and fearing retaliation, it orders the remaining faceless stalkers to come and bolster the defenses of the ruined cathedral. The aboleth places the faceless stalkers under the command of Glorandral, who quickly organizes them into sentries and patrols. To avoid unnecessary clashes between the skum and his newer subordinates, Glorandral

orders the land-dwelling faceless stalkers to stay in the upper parts of the temple, while the amphibious skum guard the lower, submerged portion of the ruin.

If Glorandral survives the PCs' attack on Ochymua's lair, the gigantic skum goes into hiding until the PCs leave the ruined cathedral. Losing both his aboleth master and the majority of his minions makes him bitter and vengeful, and as a result, he dedicates all his efforts to making the PCs pay for what they have done. If Glorandral is still alive during the events of "Beyond the Veiled Past," he is likely to join Ochymua's army and serve in a role that allows him to engage the PCs during the course of the adventure. In the latter case, Glorandral has attained 5 more barbarian levels before taking part in the offensives Ochymua launches against various humanoid settlements.



THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN TRAIL

PART 2:
EXPLORING ZANAS-TAHN

PART 3:
TEMPLE OF DEAD DIVINITY

NPC GALLERY

GODS OF ANCIENT AZLANT

ECOLOGY OF THE CLOCKWORK

BESTIARY

NIERAN CODALI

Sworn to protect the secrets of ancient Azlant, Nieran Codali has little sympathy for the colonists with whom he is imprisoned. However, to defeat a far greater threat, he must accept the PCs' and the colonists' help.

NIERAN CODALI CR 8

XP 4,800

Male elf ranger 9

N Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +16

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 81 (9d10+27)

Fort +9, **Ref** +11, **Will** +6; +2 vs. enchantments

Defensive Abilities evasion; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee mwk short sword +10/+5 (1d6/19–20)

Ranged +1 *underwater light crossbow* +14/+9 (1d8+1/19–20)

Special Attacks combat style (*crossbow*^{APG}), favored enemies (aberrations +4, humans +2)

Ranger Spells Prepared (CL 6th; concentration +8)

2nd—*barkskin*, *cat's grace*

1st—*animal messenger*, *longshot*^{UC}, *longstrider*

TACTICS

Before Combat If he anticipates trouble, Nieran casts *barkskin*, *cat's grace*, and *longstrider*. When preparing to fight underwater, Nieran also quaffs his *potion of touch of the sea*.

During Combat Nieran prefers to snipe at his foes from afar, using Improved Precise Shot to ignore the effects of cover and concealment. Nieran hates aberrations more than anything and always targets them first.

Morale When reduced to 20 hit points or fewer, Nieran attempts to flee; his sworn duty to serve the Mordant Spire is far more important than any individual fight.

STATISTICS

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

Base Atk +9; **CMB** +9; **CMD** 23

F feats Deadly Aim, Endurance, Focused Shot^{APG}, Improved Precise Shot, Point-Blank Shot, Rapid Reload, Rapid Shot, Skill Focus (Swim)

Skills Acrobatics +10, Climb +9, Knowledge (dungeoneering,

geography, nature) +11, Perception +16, Spellcraft +11 (+13 to identify magic item properties), Stealth +16, Survival +14, Swim +15; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

Languages Aboleth, Azlanti, Common, Elven

SQ elven magic, favored terrain (underground +2, water +4), hunter's bond (companions), swift tracker, track +4, wild empathy +8, woodland stride

Combat Gear *potion of touch of the sea*; **Other Gear** +1 *mithral chain shirt*, +1 *underwater light crossbow*^{ARG} with 20 bolts, *mwk short sword*, *belt of mighty constitution* +2, *cloak of resistance* +1, *pouch of pearls* (worth 218 gp)

Nieran was born some 150 years ago on the southernmost island in the Ironbound Archipelago, where the Mordant Spire twists into the sky. By the time Nieran came of age, he had become adept at tracking and hunting marine animals. Given his talents, it was no surprise his superiors chose him to be trained as a ranger and inducted to the elves' sea patrol, which guards the Mordant Spire and the ruins of Azlant against treasure hunters and even more sinister enemies such as the alghollthus.

The Mordant Spire has remained largely unchanged for thousands of years. The island's elven inhabitants live in a closed, self-sufficient society that fosters xenophobia toward all who venture into and threaten their domain. The ancestors of the masked elves were enemies of the ancient Azlanti, and though the empire was destroyed over 10,000 years ago, the elves still consider humanity to be reckless in its use of powerful and ancient magic.

Nieran, too, was indoctrinated to distrust the "bastards of Azlant," as many Spire elves call humankind, and as a result, he is openly contemptuous of humans. While talking to humans, he avoids eye contact and is likely to talk about them in third person as though they weren't present, or he might speak only Azlanti to them, feigning disappointment when they don't understand what he says. Nieran's prior encounters with humans primarily

involved chasing off and sometimes sinking the ships of greedy treasure hunters and vicious pirates who sailed too close to the ruins, and these experiences only reinforced his low opinion of humans.

However, there is one thing that Nieran and his fellow Mordant Spire elves hate even more than humans: the alghollthus and their aberrant creations that still dwell in the inky depths of the ocean and the fetid marshes of forgotten islands dotting the region where the mighty empire of Azlant once stood.

Nieran prefers to wear dark, muted colors that help him blend in to his surroundings both in aquatic environments and on the rocky islands of the Steaming Sea. The tall elf is deeply tanned, his long hair is black, and his eyes are a cool shade of blue. Most of his equipment is of elven make, though his belt once belonged to an Azlanti noble who died during Earthfall, and the fine, enchanted piece of gear has been a family heirloom of the Codali family for millennia.

CAMPAIGN ROLE

When the PCs release him from Onthooth's prison, Nieran Codali faces a difficult situation. He is sworn to protect the ruins of Azlant from humans and other creatures seeking to uncover the lost treasures and secrets of the ancient empire, but upon learning that a veiled master is in search of a powerful Azlanti weapon, he decides that it's in the Mordant Spire's best interests to help the PCs find the veiled master before it's too late. Luckily for Nieran, his superiors at the Mordant Spire agree that the colonists and elves must form an alliance and face the alghollthu menace together, at least for now.

For the remainder of the Ruins of Azlant campaign, Nieran acts as a liaison, coordinating information exchanges and cooperation between the elves and the colony. A deadly combatant and skilled spy, Nieran can join the PCs on missions when they need assistance—for example, as a temporary replacement for a dead or absent PC.

Despite the colonists' and elves' closely aligned short-term interests, the elves still feel that a human colony near the ruins of Azlant is too much of a threat to ignore in the long term, and as soon as the alghollthu crisis is over, the Mordant Spire elves must decide what they are going to do about the colony. Preparing for that eventuality, whenever Nieran communicates with the PCs, he tries to gain information about the colony that may become useful later. If he visits Talmandor's Bounty, he is likely to take notes about the colony and its defenses, looking for weaknesses to exploit. If the PCs successfully defeat

Ochymua, Nieran is deeply involved in the aftermath, because he has most firsthand information on both the colony and the ways of the Mordant Spire elves. How the PCs comport themselves during this campaign can influence the elves' decision on how to deal with the colony. When the colonists and elves negotiate a treaty that defines the official status of Talmandor's Bounty, Nieran is likely to be present in the negotiations.

Finally, if the PCs appear unprepared for a journey to the underwater city of Talasantri, Nieran might give them some of his gear as a reward for his rescue. He could also include a request for useful items from the elves of the Mordant Spire when he contacts them to send other scouts in the region to pick him up.



THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN
TRAIL

PART 2:
EXPLORING
ZANAS-TAHN

PART 3:
TEMPLE OF
HEAD DIVINITY

PC GALLERY

GODS OF
ANCIENT
AZLANT

ECOLOGY
OF THE
CLOCKWORK

BESTIARY

ONTHOOTH

A powerful aboleth who has ruled Zanas-Tahn and the neighboring islands for centuries, Onthooth answers to—but despises—the veiled master Ochymua. Onthooth plays along with Ochymua's plans, at least for now.

ONTHOOTH

CR 13

XP 25,600

Aboleth psychic 10 (*Pathfinder RPG Bestiary 8, Pathfinder RPG Occult Adventures 60*)

LE Huge aberration (aquatic)

Init +8; **Senses** darkvision 60 ft.; Perception +23

Aura mucus cloud (5 ft., DC 20)

DEFENSE

AC 23, touch 12, flat-footed 19 (+4 Dex, +11 natural, -2 size)

hp 189 (18 HD; 10d6+8d8+118)

Fort +13, **Ref** +11, **Will** +17

OFFENSE

Speed 10 ft., swim 60 ft.

Melee 4 tentacles +17 (1d6+7 plus slime and 1d6 electricity)

Space 15 ft.; **Reach** 15 ft.

Special Attacks painful reminder (2d6, 7/day), phrenic amplifications (focused force, overpowering mind, undercast surge), phrenic pool (11 points)

Spell-Like Abilities (CL 16th; concentration +20)

At will—*hypnotic pattern* (DC 16), *illusory wall* (DC 18), *mirage arcana* (DC 19), *persistent image* (DC 19), *programmed image* (DC 20), *project image* (DC 21), *veil* (DC 20)

3/day—*dominate monster* (DC 23)

Psychic Spell-Like Abilities (CL 10th; concentration +16)

1/day—*detect thoughts* (DC 15), *telepathic bond*

Psychic Spells Known (CL 10th; concentration +16)

5th (4/day)—*synapse overload*^{OA} (DC 21), *wall of force*

4th (6/day)—*black tentacles*, *freedom of movement*, *id insinuation III*^{OA} (DC 20), *mass pain strike*^{APG} (DC 20), *mind thrust IV*^{OA} (DC 20)

3rd (7/day)—*dispel magic*, *force punch*^{UM} (DC 19), *heroism*, *vampiric touch*

2nd (8/day)—*blur*, *hold person* (DC 18), *pain strike*^{APG} (DC 18), *resist energy*, *see invisibility*

1st (8/day)—*comprehend languages*, *ear-piercing scream*^{UM} (DC 17), *mage armor*, *magic missile*, *murderous command*^{UM} (DC 17), *persuasive goad*^{UM} (DC 17)

0 (at will)—*arcane mark*, *dancing lights*, *detect magic*, *know direction*, *mage hand*, *mending*, *open/close* (DC 16), *prestidigitation*, *read magic*

Psychic Discipline pain

TACTICS

Before Combat Onthooth prepares its lair for intruders with many illusions, as described in area **D5** on page 54. When a fight is imminent, Onthooth casts *blur*, *freedom of movement*, *heroism*, *mage armor*, and *see invisibility* if it has the time. Onthooth also casts *resist energy* three times, selecting the energy types that the PCs have been using the most while fighting the skum and faceless stalker minions in the temple.

During Combat When Onthooth is fighting in its own lair, in the first few rounds of combat it casts spells with a range of touch through an illusory double created by *project image*. Onthooth avoids melee combat, casting spells and swimming away to keep at distance until only one or two foes remain. Each round, if possible, Onthooth uses a swift action either to heal itself with its live on ability, to deal damage with painful reminder, or to cast quickened *magic missile* or another 1st-level spell.

Morale When reduced to 30 hit points or fewer, Onthooth proposes a truce (see Campaign Role on page 63). If the PCs decline, the aboleth attempts a fighting retreat.

STATISTICS

Str 22, **Dex** 18, **Con** 22, **Int** 23, **Wis** 15, **Cha** 19

Base Atk +11; **CMB** +19; **CMD** 33 (can't be tripped)

Feats Combat Casting, Expanded Arcana^{APG}, Expanded Phrenic Pool^{OA}, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell, Weapon Focus (tentacle)

Skills Acrobatics +4 (-4 when jumping), Bluff +25, Intimidate +25, Knowledge (arcana) +27, Knowledge (dungeoneering, history, local) +20, Perception +23, Sense Motive +16, Spellcraft +27, Swim +25, Use Magic Device +22

Languages Aboleth, Aklo, Aquan, Azlanti, Cyclops, Draconic, Elven, Undercommon

SQ live on (3d6, 7/day), power from pain (maximum 2), telepathic bond

Gear +1 shock amulet of mighty fists, deep red sphere ioun stone, headband of twisted intellect (see page 54), iridescent spindle ioun stone

Several centuries ago, Onthooth returned to the region where the twin metropolises of Shaval-Kehn and Kalas-Ti once stood. It came upon a temple complex dedicated to Amaznen, an ancient Azlanti god of magic and secret knowledge. Although aboleths despise gods, Onthooth was intrigued by the notion of uncovering the magical secrets of its ancient enemies hidden within the temple. Out of spite for its long-dead foes, Onthooth desecrated parts of the temple, but it has maintained the parts it thought to be instrumental in understanding the secrets of Azlanti magic.

Everything suddenly changed when Andoren colonists from Talmandor's Bounty accidentally released the veiled master spy Ochymua. Having been held in stasis for over 10,000 years, Ochymua needed information on what had happened to Azlant and the world at large, and it was able to contact an omnipath that still maintained the same telepathic mesh the veiled master had been part of before Earthfall. Long ago, the veiled master's superiors had tasked the creature with locating a secret Azlanti military base and halting the production of a dangerous doomsday weapon aimed at the alghollthus. Despite not being able to reconnect to its original leaders, Ochymua was able to establish contact with Onthooth. The aboleth despised the idea of taking orders from a veiled master who had been absent for 10,000 years, but when Ochymua offered Onthooth dominated colonists from Talmandor's Bounty to use as slaves and subjects for experiments, the aboleth accepted the offer and shared what it knew about the area with Ochymua.

CAMPAIGN ROLE

Onthooth had been content to rule the group of islands to which Ancorato and Zanas-Tahn belong, but with the sudden appearance of the veiled master, the aboleth was demoted to a subordinate role. Although Ochymua belongs to a higher caste of alghollthus than Onthooth, the two spied for different masters before Earthfall and there were much deeper divides in the alghollthu empire than the people of ancient Azlant could ever have imagined. Still, the veiled master is more powerful than Onthooth, and, moreover,

the bitter aboleth loathes humans, elves, and other humanoid races much more than it does Ochymua. For these reasons, Onthooth has decided to cooperate as long as the relationship remains beneficial.

If the PCs defeat Onthooth but let it live, or if the aboleth and the PCs agree on a truce, Onthooth spares no words to tell them how it loathes Ochymua and attempts to lie, saying that it is entirely Ochymua's fault that the colonists were kidnapped. The aboleth agrees to release the colonists and tells the PCs about Talasantri, suggesting that the PCs go looking for clues there. In truth, Onthooth intends to play both sides, hoping to weaken both of its enemies until the right time to strike arrives.

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN TRAIL

PART 2:
EXPLORING ZANAS-TAHN

PART 3:
TEMPLE OF DEAD DIVINITY

NPC GALLERY

GODS OF ANCIENT AZLANT

ECOLOGY OF THE CLOCKWORK

BESTIARY





GODS OF ANCIENT AZLANT

During my explorations of the ruins of Azlant, I discovered a number of shrines to demon lords and other malevolent divinities, as one would expect in a place that has seen such destruction. However, it seems that some of these evil faiths were prevalent long before the empire was laid low. During the course of my journey, I also discovered that the people of Azlant worshiped many of the gods common to the Inner Sea, though their interpretations of those gods vary slightly from ours, and the Azlanti performed different rites than we do today. Among these familiar figures, I found a number of gods and goddesses unheard of in the Inner Sea—ones I've never encountered in all my years of exploration. I have noted these findings in my journal and hope to expand on this line of study in future visits to the shattered continent. By learning more about ancient Azlanti beliefs and modes of worship, we can understand more about their society as a whole.

—Durvin Gest, *Pathfinder Chronicles*, Volume 1

DEITIES OF THE AZLANTI PANTHEON

Deity	AL	Areas of Concern	Domains	Favored Weapon
Abadar	LN	Cities, merchants, wealth	Earth, Law, Nobility, Protection, Travel	Light crossbow
Acavna	CN	Companionship, defensive battle, the moon	Chaos, Darkness, Protection, Repose, War	Spear
Achaekek	LE	Monsters, murder, natural disasters	Death, Evil, Law, Trickery, War	Sawtooth sabre ^{UE}
Aesocar	LG	Creation of life, health, medicine	Artifice, Good, Healing, Law, Protection	Mancatcher ^{UE}
Amaznen	LN	Invention, magic, secret knowledge	Artifice, Knowledge, Law, Magic, Protection	Light hammer
Desna	CG	Dreams, luck, stars, travelers	Chaos, Good, Liberation, Luck, Travel	Starknife
Elion	CG	Colonization, discovery, exploration	Chaos, Community, Good, Travel, Weather	Longbow
Gozreh	N	Nature, the sea, weather	Air, Animal, Plant, Water, Weather	Trident
Groetus	CN	Empty places, oblivion, ruins	Chaos, Darkness, Destruction, Madness, Void	Heavy flail
Jaidi	NG	Agriculture, hard work, self-sufficiency	Animal, Glory, Good, Plant, Sun	Scythe
Lissala	LN	Duty, fate, reward for service, runes	Knowledge, Law, Nobility, Rune	Whip
Myr	LG	Charity, lineage, physical perfection	Glory, Good, Law, Nobility, Strength	Longsword
Nurgal	CE	Deserts, senseless warfare, the sun	Chaos, Evil, Fire, Sun	Heavy mace
Onos	N	Elements, embassies, extraplanar travel	Air, Earth, Fire, Travel, Water	Chakram ^{UE}
Pharasma	N	Birth, death, fate, prophecy	Death, Healing, Knowledge, Repose, Water	Dagger
Scal	NE	Annihilation, catharsis, purity	Destruction, Earth, Evil, Liberation, Void	Meteor hammer ^{UE}
Shelyn	NG	Art, beauty, love, music	Air, Charm, Good, Luck, Protection	Dagger
Sicva	LE	Domination, invasive species, oppression	Animal, Evil, Law, Nobility, Strength	Lasso ^{UE}
Ulon	NE	Conspiracy, isolation, manipulation	Charm, Community, Evil, Knowledge, Trickery	Hand crossbow
Zura	CE	Blood, cannibalism, vampires	Chaos, Death, Evil, Madness	Rapier

Over the course of their long rise from primitive, barbarous clans to an advanced society now lost to time and cataclysm, the people of Azlant explored a range of faiths and philosophies and worshiped a wide array of deities.

Some of these gods were old divinities, such as Desna, Gozreh, Jaidi, and Pharasma, who nearly every Azlanti learned about through ancient tales and old traditions. Other deities found their way to the empire's faithful in later years, as Azlanti agents explored the globe and beyond.

Ancient Azlant was awash with complicated mores, and the wide acceptance of religion became a pillar of Azlanti culture only in the later years of the empire. At the height of the Azlanti empire, public interest in philosophy and religion was at its cultural peak. Those who didn't actively follow gods structured their lives in accordance with one of the various philosophies of the day, the popularity of which changed with the seasons. When the thirst for metaphysical guidance reached a crescendo in the last days of the empire, the Azlanti people flocked to worship a multitude of religions, and shrines and chapels began popping up in villages and cities alike all across Azlant.

Earthfall shattered the continent and cast a veil over the world for generations. In the aftermath of the cataclysm, Azlanti culture was pulled beneath the waves and ravaged by hunger and desperation as survivors dug through the wreckage and spread out to find any place where they might survive. Millions perished, and with their deaths, much of what they held dear drowned in

the ocean and now lies forgotten on the seafloor. Only some of the gods worshiped in ancient Azlant were venerated elsewhere on Golarion, so their faiths survived the alghollthu onslaught.

Many gods of Azlant are recognizable to this day, and their faiths were only superficially different over 10,000 years ago. However, some of the gods detailed in this article who were once widely worshiped in ancient Azlant have faded into obscurity and are largely forgotten in the current day. Regardless, things once thought lost have a tendency to reemerge, and worshipers of these seemingly long-forgotten gods can still be found. Any remote village or massive city in Golarion might harbor a cultist of Scal or a cell of those who subscribe to the conspiracies of Ulon the Web. Isolated farmlands might contain a shrine to Jaidi where local families pray and leave offerings. As not all survivors of Earthfall settled in lands in the Inner Sea, it might also be possible to find thriving congregations dedicated to these forgotten gods in places like Arcadia, Tian Xia, or the southern reaches of Garund. But two of the gods in this article, Acavna and Amaznen, sacrificed themselves during Earthfall to shield Golarion—and humanity—from utter annihilation, and worship of these deities disappeared entirely when they perished.

This article references a few subdomains from sources beyond hardcover Pathfinder RPG sourcebooks. Subdomains marked with an asterisk (*) originally appeared in *Pathfinder Player Companion: Divine Anthology*. Those marked with a dagger (†) appear in *Pathfinder Campaign Setting: Inner Sea Gods*.

THE FLOODED CATHEDRAL

FOREWORD

PART I: THE SODDEN TRAIL

PART 2: EXPLORING ZANAS-TAHN

PART 3: TEMPLE OF DEAD DIVINITY

NPC GALLERY

GODS OF ANCIENT AZLANT

ECOLOGY OF THE CLOCKWORK

BESTIARY

ABADAR

THE SCALES AND STREETS

LN god of cities, merchants, and wealth

Domains Earth, Law, Nobility, Protection, Travel

Subdomains Defense, Inevitable, Leadership, Martyr, Metal, Trade

Favored Weapon light crossbow

Symbol golden key



ACAVNA

THE SHIELD

CN goddess of companionship, defensive battle, and the moon

Domains Chaos, Darkness, Protection, Repose, War

Subdomains Ancestors, Defense, Moon**, Night, Tactics, Wards

Favored Weapon spear

Symbol crossed spears over a full moon



Abadar saw his faithful multiply as the first small groups of Azlanti banded together in towns and villages eager to seek out other settlements with which to trade. His teachings guided these people to establish greater cities and seek more wealth as the empire rose from warring city-states. The establishment of the Azlanti empire saw Abadar's faith spread and gain popularity with merchants and politicians.

Abadar's church developed a new way to expand the idea of what an economy could be, creating an academic school of thought in regard to finance. Additionally, many chapels and cathedrals served as vaults for the wealth that the religion oversaw. The financial health of the empire resided within these vaults, and the empire contributed its fair share to the church in the form of military support and security services.

As the empire expanded, the church of Abadar founded hundreds of cities and established trade in all places where the empire had a foothold. A key to establishing new bastions of civilization and commerce was the formation of a stable economy and a network of merchants to bring goods and currency to all parts of the empire—especially if such networks could be centralized—and by the end of Azlant, the church of Abadar had that down to an art. As forward priests of the church of Elion found habitable places in distant lands, the church of Abadar would move in behind them to establish trade posts and settlements. At times this relationship was strained, however, as many in the church of Elion didn't fully approve of the sometimes harsh methods used by the church of Abadar to establish settlements in untouched lands or in places that were already occupied by others.

Kind and compassionate, Acavna regarded humanity, especially the Azlanti, as something to be protected and cherished.

From rural militias to elite city guards, many in Azlant praised Acavna and prayed to her for protection in times of peace as well as in times of war. Acavna looked most favorably upon those who were besieged or outnumbered. An important story in her holy text tells of the siege of the city-state of Biliith-Vel. The invading army was approaching the city under cover of night, and while the besieged awaited attack, a lone guard prayed to Acavna for a revelation that she could use to save her city. As the army neared, the sliver of the crescent moon suddenly shone as bright as a full moon, revealing the attackers and giving the defending forces enough time to reposition and repel the invaders.

As Acavna was the goddess of the moon, some of her most powerful priests were among the first people from Golarion to explore its moon's surface. Later, toward the end of Azlant, a faction within the empire gained access to the moon and constructed a prison on its surface to house the empire's worst criminals. This outraged Acavna's worshipers, but although they fought against the plan as best they could, they ended up losing in the end.

Acavna fell for the studious Amaznen, with whom she partnered until the two sacrificed themselves to save Golarion—she moved the moon to take the brunt of the alghollthus' cosmic assault while Amaznen siphoned their dangerous magic from the debris. Acavna's actions led to her death but greatly lessened the blow to the planet, allowing many creatures to survive the assault.



ACHAEKEK HE OF BLOODY CLAWS AND SAVAGE BITE

LE god of monsters, murder, and natural disasters

Domains Death, Evil, Law, Trickery, War

Subdomains Blood, Deception, Devil, Murder, Tactics, Thievery

Favored Weapon sawtooth sabre

Symbol crossed mantis claws

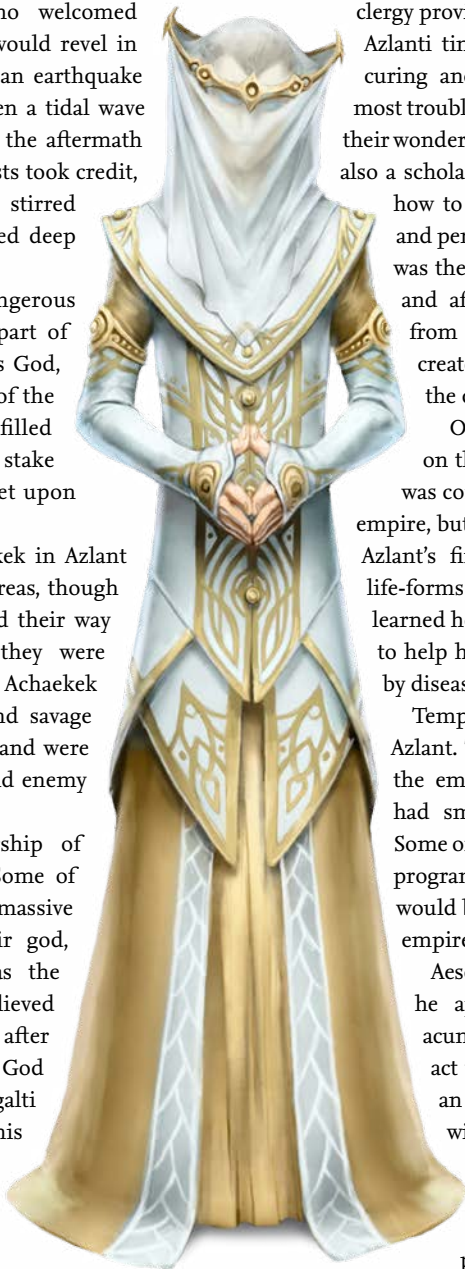


Before Achaekkek became a patron of assassins, ancient Azlanti worshiped him as a god of monsters and natural disasters. Violent Azlanti who welcomed destruction on a broad scale would revel in honor of Achaekkek each time an earthquake rumbled beneath a city or when a tidal wave devastated a coastal nation. In the aftermath of such events, Achaekkek's priests took credit, claiming that the god had stirred beneath the ground or thrashed deep in the sea.

His adherents revered dangerous beasts and wild animals. As part of bloody sacrifices to the Mantis God, priests would gather enemies of the faith and throw them into a pit filled with hungry crocodiles or stake them out in the forest to be set upon by wildcats or bears.

The only temples to Achaekkek in Azlant were nestled away in remote areas, though some shrines to the god found their way into civilized places where they were always kept secret. Cults of Achaekkek were considered dangerous and savage by nearly all in Azlanti society and were hunted down by the empire and enemy faiths with regularity.

It's unclear how the worship of Achaekkek survived Earthfall. Some of his faithful claimed that the massive disaster was the will of their god, but they were as deluded as the worshippers of Groetus, who believed the same thing. At some point after Earthfall, word of the Mantis God reached the shores of Mediogalti Island, and those who heard his call and listened paid devotion to their god with murder and blood, worshipping the god as he is now.



AESOCAR THE HEALING TOUCH

LG god of creation of life, health, and medicine

Domains Artifice, Good, Healing, Law, Protection

Subdomains Archon, Construct, Loyalty, Purity, Restoration, Resurrection

Favored Weapon mancatcher

Symbol enclosed six-pointed star



Aesocar is the god of healing and human health. Even though Aesocar has a focused interest in humanity, his clergy provides healing to all in need, and during Azlanti times his clerics made great strides in curing and eradicating some of humankind's most troublesome maladies. They worked most of their wonders with divine magic, but the church was also a scholarly institution that trained lay priests how to diagnose illnesses, create medicines, and perform surgeries. The church of Aesocar was the first to perfect the use of prosthetics, and after working in sync with engineers from Amaznen's faithful, the two groups created clockwork prosthetics that changed the quality of life for thousands of Azlanti.

One sect of Aesocar's religion focused on the creation of life. Its members' work was considered controversial by some in the empire, but the sect gained more respect toward Azlant's final days. Not only did they create life-forms through magic alone, but they also learned how to create specific limbs and organs to help heal those broken in battle or ravaged by disease.

Temples to Aesocar existed throughout Azlant. The most grandiose temples were in the empire's great cities, but villages often had small chapels with attending priests. Some of these priests were part of an outreach program wherein, completing seminary, they would be assigned to some settlement in the empire to serve the local population.

Aesocar got along with Amaznen, but while he appreciated his colleague's scientific acumen, Aesocar greatly wished for him to act with a greater sense of morality. With an interest in health, Aesocar is friendly with Jaidi for providing a bounty to all within the empire. Though not typically prone to anger or hatred, Aesocar despises Sicva and her vile penchant for spreading disease.

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN
TRAIL

PART 2:
EXPLORING
ZANAS-TAHN

PART 3:
TEMPLE OF
DEAD DIVINITY

NPC GALLERY

GODS OF
ANCIENT
AZLANT

ECOLOGY
OF THE
CLOCKWORK

BESTIARY

AMAZNEN

THE FATHER OF INVENTION

LN god of invention, magic, and secret knowledge

Domains Artifice, Knowledge, Law, Magic, Protection

Subdomains Arcane, Construct, Defense, Divine, Inevitable, Thought

Favored Weapon light hammer

Symbol gears that resemble an eye



DESNA

THE WANDERING STAR

CG goddess of dreams, luck, stars, and travelers

Domains Chaos, Good, Liberation, Luck, Travel

Subdomains Azata, Curse, Exploration, Fate, Freedom, Revolution

Favored Weapon starknife

Symbol butterfly

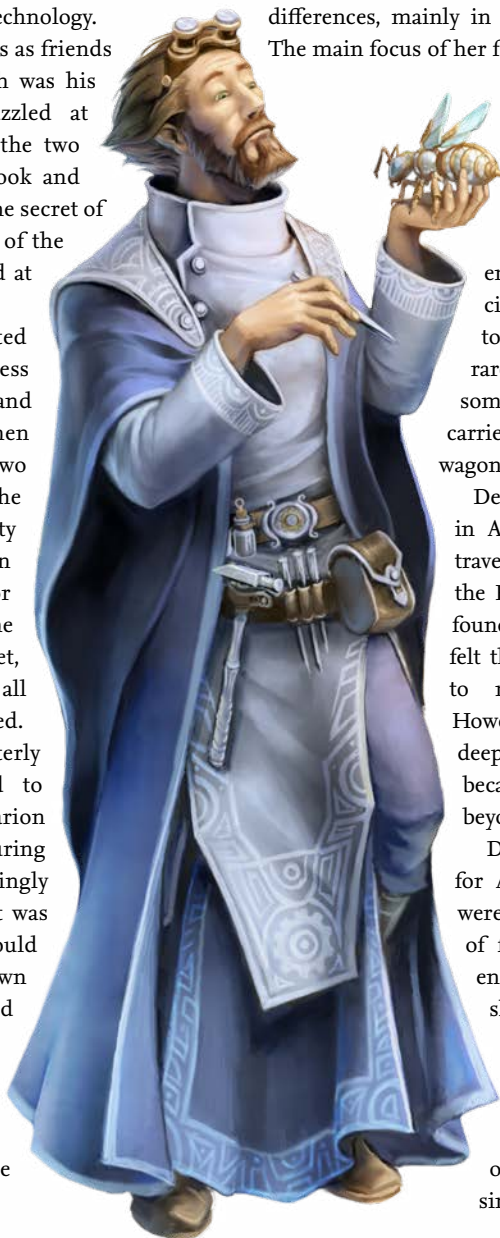


Amazonen was the god of invention, magic, and secret knowledge. The latter aspect wasn't emphasized in public, so most knew of Amazonen's faith through the work that his priests did in developing wondrous devices that blended magic and technology.

He counted several of his peers as friends and allies, the greatest of which was his lover, Acavna. Many were puzzled at their relationship, feeling that the two were mismatched in their outlook and approach to life, but seemingly the secret of compatibility was just one piece of the hidden knowledge Amazonen had at his command.

Amazonen also greatly appreciated Aesocar for his inventiveness and the wonders of medicine and technology he promoted. Amazonen saw Jaidi as a friend, and the two worked together to determine the best methods to guide humanity to improve their lot. Amazonen disliked Lissala, however, for Amazonen taught that some knowledge should be kept secret, while Lissala championed that all knowledge should be freely shared.

Knowing that his lover was utterly determined to make a stand to defend her worshipers and Golarion as a whole from annihilation during Earthfall, Amazonen grudgingly contributed to the effort after it was clear nothing he could say would convince Acavna to stand down from her sacrifice. He siphoned the powerful alghollthu glyph magic from the interstellar debris, stepping over the edge of reality in the process and taking it all into himself before vanishing from existence.



In ancient Azlant, vagabonds and idealists shared the faith of Desna, both groups being travelers who rarely alighted in one place for long. Desna was worshiped in ancient Azlant much as she is today with only minor differences, mainly in iconography and organization. The main focus of her faith at that time was a reverence

of the stars. Her traveling priests charted the circuit of the stars and offered to interpret dreams for travelers who slept in their roadside shrines.

These shrines dotted the empire, and hostels in Azlanti cities often maintained shrines to the Wandering Star. These were rarely large or elaborate affairs, and some Desnan congregations even carried their shrines with them on wagons as they wandered Azlant.

Desna is friendly with Elion, and in Azlant, her devotees sometimes traveled with those who worshiped the Farseeker, but his faithful often found Desna's worshipers flighty and felt they lacked sufficient dedication to make significant discoveries. However, the bond between the faiths deepened as the church of Elion became more interested in traveling beyond the safety of the planet.

Desna also nurtured a fondness for Acavna, and while their faiths were very different, the two groups of followers got along when they encountered one another. They shared a holiday when the full moon appeared in the sky near a particular convergence of stars, which was said to represent the two deities visiting with one another and sharing stories since the last time they met.

ELION THE FARSEEKER

CG god of colonization, discovery, and exploration

Domains Chaos, Community, Good, Travel, Weather

Subdomains Azata, Cooperation, Education, Exploration, Friendship**, Home

Favored Weapon longbow

Symbol compass



When the Azlanti first formed larger groups and sought new lands and greater resources, they followed a god they called Elion, who taught them the ways of the earth and skies. They learned that if they could read the ever-changing signals of the natural world, they could travel through wild and dangerous places to find the best of what creation provides.

Elion also taught the Azlanti that there were great lands beyond the seas that surrounded their island continent. His followers were among the first Azlanti to sail across the water to visit what is now western Avistan and Garund and eastern Arcadia. Eager to learn more about other people and places in Golarion, the faithful of Elion sought locations the Azlanti had never visited before, and they looked past the horizon to new, exciting adventures. It is believed that after Earthfall, Elion's priests were instrumental in leading survivors to other continents.

The church counted thousands of forward priests among its ranks who sought out new places to explore and returned to the empire with new information. It is believed that a prominent priest of Elion first encouraged the empire to colonize the moon and other planets in the solar system. Some Pathfinders theorize that Elion or his faithful created the first ancient *wayfinders*.

While there are still a few scattered pockets of those who worship Elion, he is mostly unknown on Golarion today. Some believe that Elion became distracted from Golarion after Earthfall and ventured off for the edges of the multiverse.

Elion and Myr have a passionate yet difficult relationship. They are wildly in love, but Elion's need to constantly explore often keeps him away from home, and their shared guilt at their daughter Sicva's corruption of their areas of concern has strained their relationship.

GOZREH THE WIND AND THE WAVES

N deity of nature, the sea, and weather

Domains Air, Animal, Plant, Water, Weather

Subdomains Cloud, Decay, Growth, Oceans, Seasons, Wind

Favored Weapon trident

Symbol dripping leaf



The ancient Azlanti worshiped Gozreh similarly to how people today worship him. Gozreh is an ancient deity, and those in Azlant began worshiping this god in the earliest points of humanity, long before the algholthus began augmenting and manipulating the human race.

The Azlanti later found less reverence in the wild parts of nature and instead looked to the guidance of Jaidi to harness those forces to benefit society. This led to some clashes between Jaidi's devotees and druids who worshiped the primal forces of the natural world. While Elion was a god of travelers, many sailors and navigators trusted in Gozreh instead and followed her influence and teachings when at sea.

Even the obscure reverence of Onos overlapped with Gozreh's worship as the empire progressed. Those interested in the elemental forces of nature believed that the church of Onos had more understanding and control of the elements, especially those that are concerned with aspects other than air and water.

One facet of Gozreh's faith that remained strong in Azlanti society involved weather and storms. Despite all the magic and science the Azlanti had, they never quite succeeded in accurately modeling and predicting the weather, but Gozreh gifted his priests with the understanding of how a warming ocean could influence the sky in order to cause a devastating hurricane to form.

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN
TRAIL

PART 2:
EXPLORING
ZANAS-TAHN

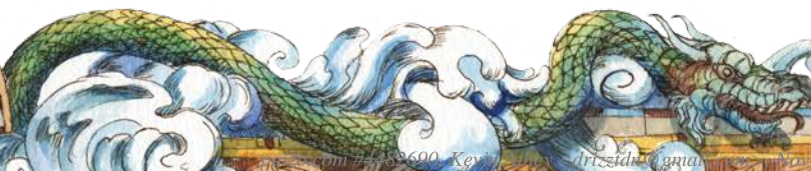
PART 3:
TEMPLE OF
DEAD DIVINITY

NPC GALLERY

GODS OF
ANCIENT
AZLANT

ECOLOGY
OF THE
CLOCKWORK

BESTIARY



GROETUS

FATHER OF THE APOCALYPSE

CN god of empty places, oblivion, and ruins

Domains Chaos, Darkness, Destruction, Madness, Void

Subdomains Catastrophe, Entropy, Insanity, Loss, Night, Stars

Favored Weapon heavy flail

Symbol skull-faced moon



JAIDI

THE BLESSING AND BOUNTY

NG goddess of agriculture, hard work, and self-sufficiency

Domains Animal, Glory, Good, Plant, Sun

Subdomains Agathion, Day, Fur, Growth, Honor, Light

Favored Weapon scythe

Symbol shepherd's crook bearing a sun



As the fiery catastrophe of Earthfall unfolded from the sky and descended upon Azlant, the shabby street preachers who shouted the words of Groetus, the Father of the Apocalypse, dropped to their knees and praised their uncaring god for delivering his final message as tears streamed down their greasy cheeks. Even though most died in the shifting earth and sweeping fires, as his surviving faithful later shook the ash free, these faithful felt betrayed, for it wasn't their god that brought this annihilation to Golarion.

Those who survived began to doubt their faith in the Father of the Apocalypse. Many of his adherents committed suicide in the weeks that followed Earthfall as Groetus's followers succumbed to an intense, crippling state of uncertainty and depression.

The ragtag priests who praised Groetus were much the same in ancient Azlant as they are in the modern era. Listless and motivated only by a desire to see the end of the world, these raving preachers accosted Azlanti citizens in the streets at any opportunity, proclaiming all manner of imminent doom and destruction.

Most Azlanti never gave much thought to these maddened priests of the apocalypse, but some victims who weren't immediately consumed by Earthfall paid the god grater heed as they witnessed the destruction raining down upon them.

Jaidi is an ancient god, even for Azlant. At the height of the empire, Azlanti archaeologists uncovered ancient shrines filled with crude carvings of the sun and crook dating back thousands of years. Jaidi taught the Azlanti to develop farming and agriculture sufficient to sustain millions of citizens.

Jaidi represents the satisfaction one feels when providing for a community. Those who dedicate themselves to the faith of Jaidi enjoy hard work and find pleasure in contributing their sweat and toil to help others in their communities.

People in ancient Azlant prayed to Jaidi for strength and endurance. Traders and residents of agricultural settlements made up a large proportion of Jaidi's faithful. Cooks throughout the Azlanti empire often maintained small shrines to Jaidi in their kitchens.

It is said that some of the survivors of Earthfall who spread into the world brought techniques they learned from their faith to try to help restore the land. Due to the aftereffects of Earthfall, they saw only limited success, but their dedication to hard work on behalf of the community gave the survivors the strength they needed to survive in the early years of the Age of Darkness.

Some dedicated to agriculture for the sake of serving a community still worship Jaidi to this day, though most such are found in small, isolated communities scattered on other continents in Golarion.

Jaidi didn't get along with Lissala and felt that she placed too much emphasis on the negative aspects of hard work.

Jaidi taught that people should be proud of their work rather than treat it as toil born of obligation or greed.



LISSALA THE ORDER OF VIRTUE

LN goddess of duty, fate, reward for service, and runes

Domains Knowledge, Law, Nobility, Rune

Subdomains Language, Leadership, Memory, Thought, Wards

Favored Weapon whip

Symbol seven-pointed star

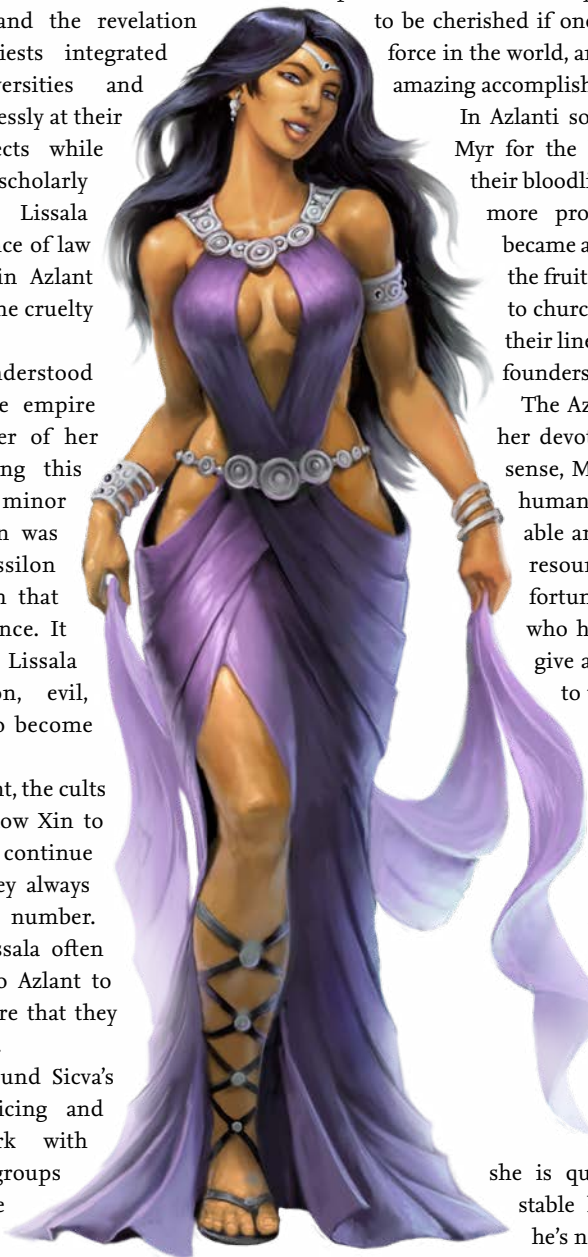


In ancient Azlant, Lissala taught the philosophical concept of the seven virtues of rule. She found worshipers among those who dedicated their live and work to law and the revelation of knowledge. Her priests integrated themselves into universities and legislatures, working tirelessly at their personal research projects while attempting to draw other scholarly believers to the faith. Lissala taught the great importance of law and obedience, though in Azlant she hadn't yet embraced the cruelty of sin magic.

Lissala's faith wasn't understood by many at first. As the empire grew, so did the number of her faithful, but even during this time, she was still only a minor deity. It wasn't until Xin was exiled and founded Thassilon on the shores of Avistan that her faith saw a renaissance. It was then, over time, that Lissala embraced condescension, evil, and violence, and rose to become a true god.

Toward the end of Azlant, the cults of Lissala that didn't follow Xin to Thassilon and chose to continue worshipping Lissala as they always had greatly dwindled in number. Thassilonian cults of Lissala often sent missionaries back to Azlant to exterminate the cults there that they now regarded as heretical.

Some Lissalan cults found Sicva's dominating dogma enticing and would sometimes work with her devotees, as both groups recognized the importance of duty and structure.



MYR THE GUIDE OF PERFECTION

LG goddess of charity, lineage, and physical perfection

Domains Glory, Good, Law, Nobility, Strength

Subdomains Ancestors, Archon, Heroism, Honor, Leadership, Resolve

Favored Weapon longsword

Symbol branching tree and its roots



Myr represents the quest for perfection and respect for the ancestors who put individuals on their current paths. She teaches that a person's body and life are gifts to be cherished if one means to serve as a positive force in the world, and that dedicating one's life to amazing accomplishments honors one's lineage.

In Azlanti society, many people prayed to Myr for the health of their children and their bloodlines. As the aristocracy became more prominent and noble heritage became a seeming prerequisite to enjoy the fruits of the empire, people flocked to churches of Myr in hopes of tracing their lineage back to some of the fabled founders of the Azlanti people.

The Azlanti also worshiped Myr for her devotion to charity. In the purest sense, Myr represented the ideal that humanity, when most physically able and endowed with the greatest resources, should serve those less fortunate. She taught that those who had the most had the most to give and should provide for others to the best of their ability.

Toward the end of the Azlanti empire, a growing number of citizens, particularly athletes, warriors, and those who wished to be athletes or warriors began to worship Myr because of the desire to improve their physical forms, eschewing her more studious or pure elements.

While Myr is passionately in love with Elion and misses him while he's on his frequent, long journeys, she is quietly thankful for the more stable household that results when he's not at home.

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN
TRAIL

PART 2:
EXPLORING
ZANAS-TAHN

PART 3:
TEMPLE OF
DEAD DIVINITY

NPC GALLERY

GODS OF
ANCIENT
AZLANT

ECOLOGY
OF THE
CLOCKWORK

BESTIARY

NURGAL THE SHINING SCOURGE

CE demon lord of deserts, senseless warfare, and the sun

Domains Chaos, Evil, Fire, Sun

Subdomains Ash, Day, Demon, Smoke

Favored Weapon heavy mace

Symbol lion jaws around the sun



ONOS GOD OF MANY DOORS

N deity of elements, embassies, and extraplanar travel

Domains Air, Earth, Fire, Travel, Water

Subdomains Ash, Exploration, Metal, Oceans, Portal*, Wind

Favored Weapon chakram

Symbol swirling portal made of all four elements



How the worship of Nurgal came to Azlant has been lost to the long march of time, but early Azlanti chanted the demon lord's name as far back as when their people were nothing more than barbarous clans clashing in battles to decide how to carve up the island continent. Some historians believe that worship of Nurgal initially came to Azlant from Ninshabur, but that would mean that the two ancient empires had seen contact before either of them rose power.

While the source of the reverence paid to Nurgal is unclear, the field was ripe for his worship in the early days of the Azlanti people. As scattered groupings of clans began to form city-states, which then formed into provinces, warfare was incessant. When the lines to separate the five provinces on a map were finally established, they were drawn in blood and senseless slaughter, much of which was carried out by armies and mercenaries devoted to Nurgal.

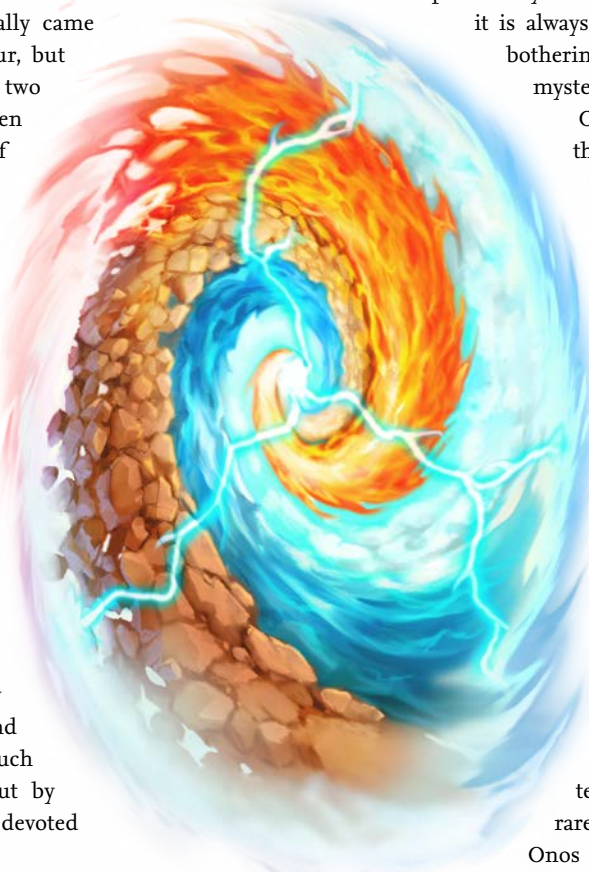
As time went on and the empire came together, some soldiers and sellswords still uttered prayers to the Shining Scourge before launching their attacks. The Imperial Army frowned upon open worship of Nurgal among the rank-and-file soldiers, but the leadership tolerated it, and secret cabals of officers met with regularity to perform obediences and vile rituals to the demon lord in return for successful campaigns.

Onos promotes travel through the planes, especially the Inner Planes, as a way of discovery and a means of witnessing the raw elements that form reality. Onos is difficult for many mortals to understand, as it is more of an animated force than a being with a distinct personality. When it speaks to its followers, it is always direct and to the point, not bothering with cryptic parables or mysterious symbolism.

Onos is the god of embassies, thus many shrines and temples to this deity were found in Azlanti outposts throughout Golarion, but most places dedicated to the worship of Onos exist elsewhere on the Inner Sphere, such as the Elemental Planes. The largest and most extravagant temples of Onos are in the City of Brass and similar planar outposts, serving as safe havens and meeting places for planar travelers in inhospitable locations.

Priests of Onos are for the most part polite and welcoming, especially to strangers. They bear a calm temperament, and they are rarely roused to anger. Though Onos doesn't count law among its areas of concern, many of its priests serve as mediators, a role that suits them well, for studying the balance between primal forces is paramount to their faith and understanding of reality.

While Onos was an obscure deity even at the height of the Azlanti Empire, the God of Many Doors still has many worshipers, though few of them reside on Golarion now. Planar travelers whisper prayers to Onos each time they call forth a *gate* or shift between planes of existence.



PHARASMA THE SPIRAL OF FATE

N goddess of birth, death, fate, and prophecy

Domains Death, Healing, Knowledge, Repose, Water

Subdomains Ancestors, Ice, Memory, Resurrection, Souls, Thought

Favored Weapon dagger

Symbol spiraling comet



Though prophecy is dead on Golarion today, in the time of Azlant many relied upon the powers of precognition. Because of this, Pharsma had a following beyond those who prayed to her during childbirth or asked for her guiding hand when a family member began the journey to the Boneyard.

Temples in rural areas dealt with births, deaths, and prognostication, but in larger settlements, temples often specialized in one aspect or another. Pharsma's clergy also worked with Aesocar's faith at times, especially the Pharasmin clergy who delivered the empire's babies.

One aspect of Pharsma's faith that was just as strong during the Azlanti empire as it is today was the goddess's hatred of the undead. When a dangerous pocket of undead was discovered within the Azlanti empire, squads of Pharasmin undead slayers would respond to the call and eradicate the threat. This sect also hunted down elusive phantasms and investigated rumors of spellcasters seeking the path to lichdom. These grim priests were known throughout the empire, and when citizens saw them in their towns and cities, they knew danger was near.

During that tumultuous time when survivors of Earthfall made their way to safer places, Pharasmin priests performed mass funerals to bless the scarred land and prevent the bodies of the deceased from rising as undead as a result of their catastrophic deaths. Pharsma's faith persisted beyond the Age of Darkness, and she remains one of Golarion's most important deities to this day.

SCAL CALM AFTER THE STORM

NE god of annihilation, catharsis, and purity

Domains Destruction, Earth, Evil, Liberation, Void

Subdomains Catastrophe, Daemon, Entropy, Freedom, Rage, Self-Realization*

Favored Weapon meteor hammer

Symbol burning meteor impacting the ground



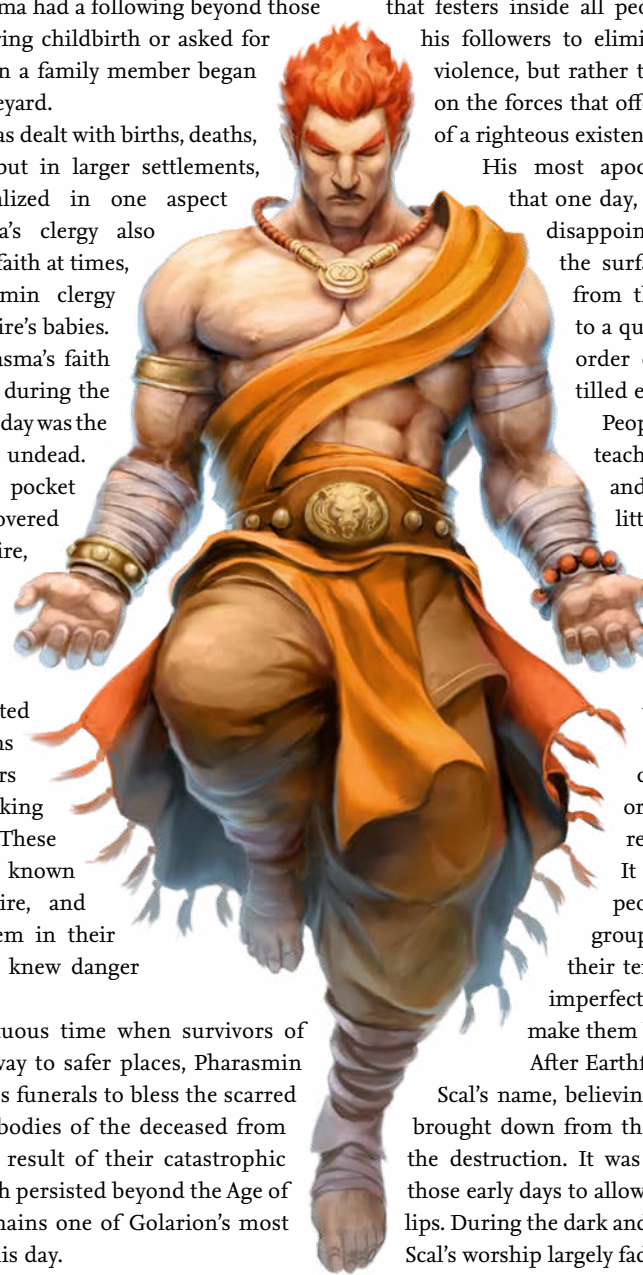
Scal teaches his followers that the only way to rid one's body of impurities is to frequently release the darkness that festers inside all people. He doesn't encourage his followers to eliminate or subdue this inner violence, but rather to harness it and unleash it on the forces that offend and threaten the purity of a righteous existence.

His most apocalyptic proclamation was that one day, when humanity had finally disappointed him, he would cleanse the surface of the world with fire from the sky to return Golarion to a quiet, peaceful state for a new order of faithful to grow in the tilled earth of a new beginning.

People who came to follow Scal's teachings were typically loners, and the god's churches were little more than scattered cults that congregated around fight clubs.

Clergy increased their flocks by preying upon the insecure and unstable. They scoured the empire's cities for those cast out by their families or for prisoners recently released from their sentences. It was easy to recruit these people, who felt drawn to a group that could understand their tendencies to rage against an imperfect world and that promised to make them better.

After Earthfall, Azlanti survivors cursed Scal's name, believing it was his wrath that was brought down from the sky and blaming him for the destruction. It was taboo among survivors in those early days to allow the name Scal to pass their lips. During the dark and broken days after Earthfall, Scal's worship largely faded into obscurity.



THE FLOODED CATHEDRAL

FOREWORD

PART I:
THE SODDEN TRAIL

PART 2:
EXPLORING ZANAS-TAHN

PART 3:
TEMPLE OF DEAD DIVINITY

NPC GALLERY

GODS OF ANCIENT AZLANT

ECOLOGY OF THE CLOCKWORK

BESTIARY

SHELYN
SONG OF THE PRISM
NG goddess of art, beauty,
love, and music

Domains Air, Charm, Good,
Luck, Protection

Subdomains Agathion, Cloud,
Defense, Fate, Love, Purity

Favored Weapon dagger

Symbol songbird with a multicolored tail



SICVA
MISTRESS OF ALL

LE goddess of domination, invasive
species, and oppression

Domains Animal, Evil, Law,
Nobility, Strength

Subdomains Devil, Feather, Ferocity,
Leadership, Loyalty, Tyranny

Favored Weapon lasso

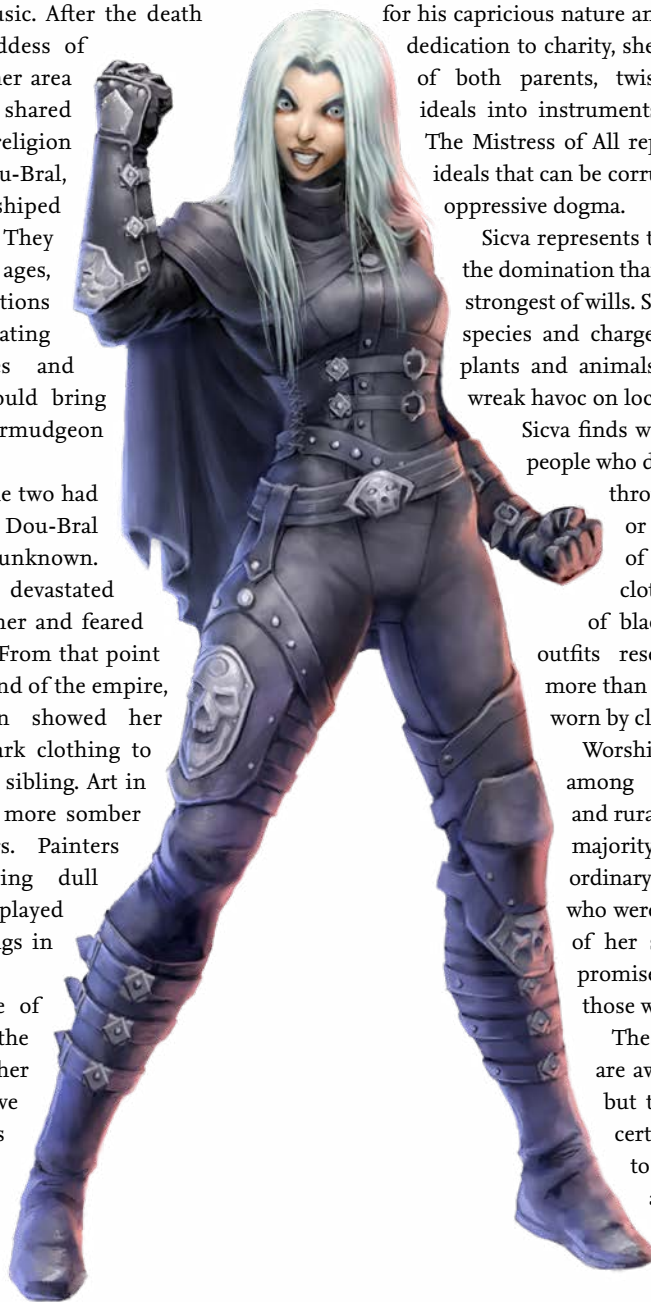
Symbol virus



As all great art changes throughout time, so has Shelyn. In the early days of Azlant, Shelyn was a minor goddess of art, beauty, and music. After the death of her mother, a goddess of love, Shelyn took on her area of concern. She also shared the space in Azlanti religion with her brother Dou-Bral, and the two were worshiped as one in many cases. They were inseparable for ages, and ancient depictions show the siblings creating brilliant masterpieces and singing duets that could bring even the most surly curmudgeon to tears.

However, one day the two had a terrible fight and Dou-Bral departed for spaces unknown. Shelyn was utterly devastated about losing her brother and feared the worst for his fate. From that point forward, up until the end of the empire, depictions of Shelyn showed her wearing a veil and dark clothing to mourn the loss of her sibling. Art in the empire took on a more somber tone in those years. Painters produced works using dull shades, and musicians played slow introspective songs in somber keys.

Though in the Age of Darkness the Song of the Prism would wrest her brother Dou-Bral's glaive from him to serve as her favored weapon, in the age of ancient Azlant she favored using a dagger.



Despite her parents' best efforts to raise her, Sicva ended up a terrible child. Resented her father, Elion, for his capricious nature and her mother, Myr, for her dedication to charity, she took on the worst aspects of both parents, twisting normally righteous ideals into instruments of hate and oppression. The Mistress of All represents the parts of good ideals that can be corrupted, fester, and grow into oppressive dogma.

Sicva represents the boot of oppression and the domination that eventually breaks even the strongest of wills. She also champions invasive species and charges her followers to spread plants and animals to areas where they can wreak havoc on local flora and fauna.

Sicva finds worshipers in heavy-handed people who delight in controlling others through brute force or mental or social subjugation. Priests of Sicva wear authoritative clothing in various shades of black, gray, and white; these outfits resemble military uniforms more than the cassocks and silk robes worn by clergy of other faiths.

Worship of Sicva was popular among Azlant's political tyrants and rural despots alike, but the vast majority of her worshipers were ordinary people from all walks of life who were swept up in the pageantry of her services and the constant promise that fortune comes to those who go out and take it.

These days, very few people are aware of Sicva and her faith, but tyrants and despots would certainly find her worship to be to their liking. In the modern age, only a few small cults of Sicva remain, scattered across Golarion.

ULON THE WEB

*NE deity of conspiracy, isolation,
and manipulation*

Domains Charm, Community,
Evil, Knowledge, Trickery

Subdomains Cooperation**, Daemon,
Deception, Lust, Memory, Thought

Favored Weapon hand crossbow

Symbol black pentagon within a purple circle



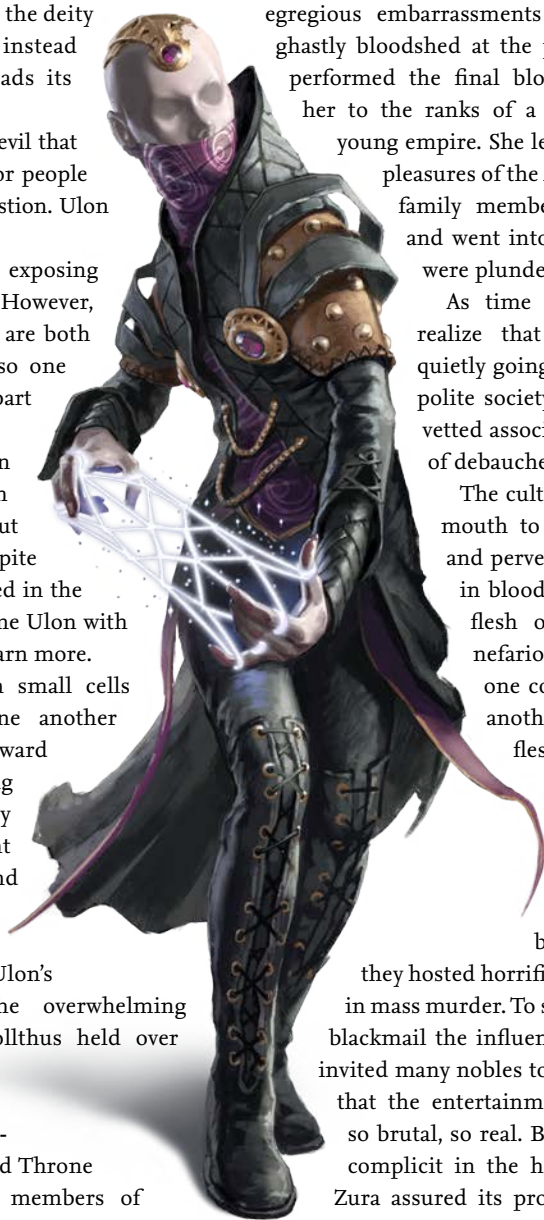
Ulon is a mysterious figure, so much so that some who follow the ways of the Web don't actually believe a deity is the source of the faith's power. Ulon finds this perfectly acceptable, as the deity isn't interested in sycophants, instead thriving where conspiracy threads its way into society.

Ulon is a distraction from the evil that goes on. They are a motivation for people to fight. They are a reason to question. Ulon is the ever-seeking truth.

Lies abound, and only by exposing those lies can truth be told. However, Ulon teaches that truth and lies are both manufactured in similar ways, so one must be careful how they pick apart the web.

Ulon was almost unknown in Azlanti society except as an urban myth, sometimes whispered about as a way to the All-Truth. Despite this obscurity, many who operated in the shadows of society heard the name Ulon with great frequency, and sought to learn more.

Ulon's adherents gathered in small cells that rarely interacted with one another but independently worked toward the common goal of unraveling the secrets of the empire. They constantly spied upon government leaders, prominent socialites, and wealthy merchants, hoping to uncover the truth. Eventually the moment came when one of Ulon's highest priests discovered the overwhelming influence the mysterious alghollthus held over Azlant. Only the upper strata of Ulon's clergy knew of this revelation, and alghollthu-controlled agents of the Diamond Throne ruthlessly hunted down these members of Ulon's faith to keep the secret from spreading.



ZURA SHE WHO SAVORS FLESH

*CE demon lord of blood, cannibalism,
and vampires*

Domains Chaos, Death,
Evil, Madness

Subdomains Blood, Demon,
Murder, Undead

Favored Weapon rapier

Symbol crimson fanged skull



Since Zura was a powerful Azlanti noble who ascended to become a demon lord, memory of She Who Savors Flesh remained strong, as she is one of the most egregious embarrassments in Azlant's history. The ghastly bloodshed at the palatial estate where Zura performed the final bloody ritual that propelled her to the ranks of a demon lord shocked the young empire. She left Golarion behind for the pleasures of the Abyss, while her remaining family members changed their names and went into hiding after their estates were plundered and razed.

As time passed, people began to realize that Zura's influence wasn't quietly going away. Rather, it lurked in polite society, hidden behind carefully vetted associations and in private dens of debauchery.

The cult of Zura spread by word of mouth to small groups of debased and perverted followers who reveled in blood and sought to devour the flesh of others to attain some nefarious power. Zura taught that one could consume the traits of another by eating the person's flesh after the proper ritual.

It came to pass that many nobles secretly worshiped Zura and kept shrines to her in secret dungeons beneath their homes, where

they hosted horrific orgies that often resulted in mass murder. To silence investigation and to blackmail the influential in society, worshipers invited many nobles to attend who were unaware that the entertainments there would become so brutal, so real. By making people in power complicit in the horrifying acts, the cult of Zura assured its protection and flourished in high society.

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN
TRAIL

PART 2:
EXPLORING
ZANAS-TAHN

PART 3:
TEMPLE OF
DEAD DIVINITY

NPC GALLERY

GODS OF
ANCIENT
AZLANT

ECOLOGY
OF THE
CLOCKWORK

BESTIARY



≡ ECOLOGY OF THE CLOCKWORK

“The creature whirred to life. Like the eyes of an awakening dreamer, two apertures in its head opened, growing larger and smaller a few times until they settled on a squint appropriate for the sterile brightness of my magically illuminated laboratory. Immediately, the gears inside the clockwork creature’s head started turning, adjusting metal pins to form shapes that matched the intensity of the light that filtered through the mechanical irises. Buzzing furiously, the creature’s difference engine calculated angles, distances, and other measurements according to instructions written on a perforated metal sheet. Regulated by differential gears in the joints, its mechanical limb started moving forward and its hand opened as it reached out to pick up an apple I had placed on the table. The hand squeezed. The apple exploded, spraying the walls with juice and bits of fruit.

“Further adjustments are necessary.”

—Alamir, Alkenstari clockwork engineer

According to ancient sources written by the faithful of Amaznen, the now-dead Azlanti god of artifice and invention, the study of clockworks on Golarion began when a priestess of Amaznen received a vision revealing the inner workings of the inevitables, a race of mechanical outsiders that inhabited the deity's divine domain in Axis. Inspired by the vision, the priestess locked herself in a workshop and worked day and night, building machinery similar to that which she saw in her vision. After 7 days, she emerged from the workshop with a mechanical creature in tow. The creature's body greatly resembled that of an inevitable, but unlike the extraplanar machines, the creature was mindless. The first clockwork creature had been created.

Other contemporary sources attribute the invention of clockwork technology to centuries of continuous experimentation and advances in both science and the arcane arts. Whatever the truth, clockwork creatures became nearly ubiquitous on the continent of Azlant. For nobles, owning a clockwork servant was a matter of pride and a clear marker of wealth, and many governmental, religious, and scientific institutions used clockworks as guards, messengers, servants, and even spies that took care of much of the manual labor and other tasks that the proud Azlanti considered to be beneath them.

When the archmage Xin was exiled from Azlant, he sailed to Avistan and founded Thassilon, bringing the secrets of clockwork technology with him. Thassilon grew into an empire that occupied parts of what today are the nations of the Hold of Belkzen, the Lands of the Linnorm Kings, and Varisia. Emperor Xin and his Thassilonian subjects continued to develop clockwork technology, creating many wonderful mechanical creatures in a quest for artificial life. In his twilight years, Xin became increasingly obsessed with clockworks, eventually replacing the imperial officials and support staff in his palace with clockwork minions of unquestioned loyalty.

In the end, mighty Thassilon was destroyed during Earthfall much like Azlant, and the science of creating clockworks was lost for millennia. However, many clockwork creatures and ancient sources detailing their construction survived, and a number of modern clockwork makers have successfully built functional replicas of ancient clockworks. Others build mechanical creatures of their own design.

DESIGN

Clockwork creatures are constructs powered by a combination of magic and a complex series of interconnected metal axles, gears, pegs, springs, and other mechanical components. To a casual observer, clockworks may appear similar to golems, but unlike golems, clockworks are capable of generating the power necessary for moving their limbs without the presence

of an outside force such as an elemental. Thus, their bodies are more than just vessels that house the magical energy that animates them.

In truth, clockworks have much more in common with robots, although clockworks are not quite sophisticated enough to function without magic. Although skilled artificers can build fascinating toys or even simple analog computers with just clockwork technology, the efficiency of mainsprings as power sources and the level of miniaturization that can be achieved with cogwheels are insufficient for building fully functional mechanical creatures. Where clockwork technology falls short, magic can fill the gaps. Spells woven into the body of a clockwork creature greatly amplify the energy generated by its mainspring, enhance the sensitivity of its otherwise imprecise mechanical sensors, and increase the processing power of the mechanical computer that processes the creature's program code and information received through the sensors.

Because clockwork creatures are powered by mainsprings, they need to be wound periodically to keep them running. Most clockworks need a unique, specially crafted key that—when inserted into a ratchet and turned—twists the mainspring tighter, storing kinetic energy. The key can also be used to reprogram the creature. Some clockwork makers of Azlant and Thassilon built winding stations in order to automate the process of winding up their clockworks, which also prevented the theft of keys and meant that only someone who controlled the winding station could reprogram the clockworks.

CREATION

Creating a clockwork creature requires considerable skill and resources. Each clockwork creature bestiary entry has a specialized section that details the cost, skill DC, additional spells, minimum caster level, and other prerequisites to create that type of clockwork. The following is a summary of the general rules that apply to creating clockworks.

The creator must have the Craft Construct feat and be able to cast (or otherwise supply) a *geas/quest* spell and a number of other spells with a minimum caster level—12th for most clockwork creatures. Building a clockwork also requires a successful Craft (clockwork) or Spellcraft check.

The creator of a clockwork must have access to a clockwork forge or a similar magical workshop and special tools suited for the task. She must start with crafted clockwork pieces, using raw materials costing half of the clockwork's base price, plus the full cost of the basic body created for the construct. Building a clockwork takes 1 day for each 1,000 gp in its market price.

ORGANIZATION

As mindless constructs, clockworks have no true society of their own, but the people who create or buy them often

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN TRAIL

PART 2:
EXPLORING ZANAS-TAHN

PART 3:
TEMPLE OF DEAD DIVINITY

NPC GALLERY

GODS OF ANCIENT AZLANT

ECOLOGY OF THE CLOCKWORK

BESTIARY

IOUN MEMORY NODE

Ancient Azlanti used special *ioun stones* to make their mechanical servants more humanlike.

IOUN MEMORY NODE		PRICE varies
Type I		6,000 GP
Type II		14,000 GP
Type III		24,000 GP
Type IV		36,000 GP
SLOT none	CL 13th	WEIGHT —
AURA strong transmutation		

When this *ioun stone* is embedded in a clockwork construct, it grants the recipient humanlike sentience, as per the *awaken construct* spell. The transformation is not permanent, and regardless of the body a stone is embedded in, the creature in which it's embedded always gains the same alignment, Charisma score increase, Intelligence score, language, memories, personality, and skills. These statistics depend on the *ioun memory node* type, as noted in the table below.

Type	Int	Cha	Skills	Languages	Max HD
I	7	+2	1	1	4
II	10	+5	2	1	8
III	12	+7	3	2	12
IV	15	+10	4	3	16

The skills, languages, and alignment are chosen when the node is created. The node grants a number of skill ranks in those skills equal to the clockwork's Hit Dice. Unlike *awaken construct*, an *ioun memory node* doesn't grant feats. A clockwork that is already intelligent can access the memories collected in the *ioun memory node* but is otherwise unaffected. A clockwork whose number of Hit Dice exceeds the maximum HD for that type of *ioun memory node* is unaffected.

CONSTRUCTION REQUIREMENTS	COST varies
Type I	3,000 GP
Type II	7,000 GP
Type III	12,000 GP
Type IV	18,000 GP

Craft Wondrous Item, *awaken construct*^{DA}

use them in roles traditionally assigned to living people, such as guards or miners, where their absolute loyalty, tenacity, and ability to withstand extreme conditions are useful. Because of their capacity for repetitive work and ability to process numbers, some specialized clockworks also work as accountants, archivists, and

scribes, tirelessly calculating, recording, and filing data with terrifying efficiency but never understanding the meaning of their work.

Wherever clockwork creatures need to work without continual supervision, they are usually deployed in pairs or accompanied by clockwork servants to attend to their winding and repairs. In places where their masters have long since died, such as most ruins of Azlanti or Thassilonian origin, most clockworks lie dormant, waiting for someone to wind them up. Some clockworks, however, continue their winding protocols to this day, winding one another regularly and thus ensuring that they never abandon their duties. While most of these active clockworks continue to perform whatever tasks their former masters assigned them to, some have gone rogue because of corrupted program code or other malfunctions caused by millennia of neglect. In very rare cases, clockworks have gained sentience through the use of the *awaken construct* spell (*Pathfinder RPG Occult Adventures* 158) or a special *ioun stone* called an *ioun memory node*. While humanlike intelligence makes them more capable of following complex orders and completing difficult tasks, it also makes them more prone to disobeying orders, especially if left to their own devices. According to rumors, rogue cabals of clockworks led by intelligent machines exist not only in forgotten ruins of Azlant and Thassilon but also in modern cities, waiting for an opportune moment to rise against their former masters.

CLOCKWORKS ON GOLARION

While constructs of different types can be found in virtually every part of Golarion, clockworks remain relatively rare both because their construction is time consuming and because the science of clockworks is poorly understood. The following are examples of cities, regions, and other locations where these mechanical creatures are most likely to be encountered.

AZLANTI RUINS

Because clockwork technology was invented in ancient Azlant, countless broken clockworks and a surprising number of functional ones lie hidden in the ruins of the ancient empire. Azlanti clockworks greatly resembled their living counterparts, and their beautifully detailed, often gilded or platinum-covered armor plates were sculpted to resemble musculature and faces. However, the backs of human-shaped clockworks (and the bellies of beast-shaped ones) were often left exposed, showing their gears. This duality is indicative of the Azlanti clockwork makers' fascination with both aesthetics and science. When at rest, Azlanti clockworks look much like metal statues of people and beasts. Quite a few Azlanti clockworks had *ioun stones* embedded in them.

CLOCKWORK CATHEDRAL

One of Golarion's largest collections of clockworks exists in the Clockwork Cathedral, located in Absalom's bustling Coins district. The cathedral building resembles a segmented mechanical centipede that has a clock tower on its back. The cathedral is one of Absalom's great schools, where many of Golarion's finest clockwork makers are trained.

While the students and teaching faculty are living creatures, loud clockwork creatures known as the Thumpers take care of the cathedral's security and maintenance. The secretive Ruling Escarpment, the governing body of the Clockwork Cathedral, is also a group of clockwork creatures.

According to rumors, the Assembler—who built the cathedral—was also a living machine of some kind. Little is known about his or the Ruling Escarpment's agenda, but some people with wild conspiracy theories oppose the Clockwork Cathedral despite its role as a prestigious educational institution.

FORMER THASSILON

To this day, clockwork behemoths guard many ancient Thassilonian sites, such as the Cenotaph in the Hold of Belkzen. Thassilonian clockwork makers moved away from Azlanti ideals for beauty, and their designs were more abstract and often covered in runes. Much like the Azlanti, Thassilonians sometimes incorporated *ioun stones* into their clockworks.

Modern clockwork builders in the region have tried to imitate ancient Thassilonian designs, but only the famous construct builders of the Golemworks in the Varisian city of Magnimar have been able to produce a significant number of these creatures. As the name of the industry suggests, most of the automatons they manufacture are indeed golems, but recently they acquired schematics used in the building of clockworks from a collector dealing in antiquities from Thassilon. Unknown to most of the Golemworks employees, an apprentice happened upon a piece of secret code hidden within the clockworks' programming that seemed to indicate that the machines might awaken into malicious half-sentience, but he disappeared under mysterious circumstances before he could warn his colleagues of the potential danger.

GRAND DUCHY OF ALKENSTAR

Much like the guns Alkenstar produces, the clockwork creatures manufactured in the smog-shrouded capital are usually loud and bulky. The models in production have been reverse-engineered from remains salvaged from ancient ruins and extrapolated from fragments of old schematics. Some of the intricacies of ancient clockwork science have been lost over the millennia, and as a result, Alkenstari clockworks are prone to failure. At the same time, the innovation Alkenstar is known for has produced some of the most powerful clockwork creatures on Golarion.

In the capital, clockwork soldiers known as Brass Guardians patrol the streets. Clockworks armed with enough firepower to deter even the most determined robbers guard the treasure vaults of Martel, where much of the duchy's wealth is stored. Clockwork goliaths and clockwork soldiers outfitted with guns also protect the firearm factories in the Gunworks.

NUMERIA

Numeria is perhaps best known for its crash-landed spaceships, which brought with them strange, fully technological constructs known as robots. These wonders of technology have long fascinated Golarion's construct makers, but few people have the advanced materials, expertise, and sophisticated tools necessary for producing more of these creatures. Those who have tried have been able to make only poor imitations that run wholly or partially on magic. While clockwork technology alone is insufficient to replicate robots, a combination of magic and gears is able to mimic their technology with surprising accuracy. Clockworks of Nimerian origin often have more robot-like appearances than those of other clockworks. Some of them even have scavenged robot parts incorporated into their designs, building on rare existing technology. A few Nimerian clockwork makers have access to skymetals, and for this reason, clockworks of Nimerian origin often feature skymetal alloys as part of their designs. Of these, the steel alloys known as glaucite and the djezeteel are the most common.

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN
TRAIL

PART 2:
EXPLORING
ZANAS-TAHN

PART 3:
TEMPLE OF
DEAD DIVINITY

NPC GALLERY

GODS OF
ANCIENT
AZLANT

ECOLOGY
OF THE
CLOCKWORK

BESTIARY



One of the most famous Numerian clockwork builders was Karamoss the Machine Mage, who explored the mysteries of Silver Mount in Numeria. He later built many mechanical wonders, including the Red Redoubt, which was an immense clockwork siege fortress that he used to lay siege to Absalom.

The Numerian wizard Klarkosh is also a prolific clockwork builder. After exploring the Emerald Spire in the River Kingdoms and taking over the dungeon's sixth level, Klarkosh constructed and repaired many clockwork automatons. The mechanical creatures protect his lair, which is now named the Clockwork Maze, so he can continue his experiments without

having to worry about the Spire's other monsters encroaching upon his territory.

TEMPLES OF BRIGH

Many followers of Brigh—goddess of clockwork, invention, and time—are fascinated with clockworks. While Brigh's following is not large, temples dedicated to her are common in cities where people hold science and technology in high regard, such as Alkenstar, Magnimar, and the Numerian junkyard town of Scrapwall.

CLOCKWORK SUBTYPE

Clockwork is a special subtype that can be applied to any construct without changing its CR. Clockworks are constructs created through a fusion of magic and technology. A clockwork has the following traits unless otherwise noted.

- **Difficult to Create (Ex):** The time and gp cost required to create a clockwork are 150% of the normal amounts for constructs. Construction requirements in individual clockwork monster entries already factor in this increase.
- **Swift Reactions (Ex):** Clockwork constructs generally react much more swiftly than other constructs. They gain Improved Initiative and Lightning Reflexes as bonus feats, and they gain a +2 dodge bonus to AC.
- **Vulnerable to Electricity:** Clockwork constructs are vulnerable to electricity, and they take 150% as much damage as normal from electricity attacks.
- **Winding (Ex):** Clockwork constructs must be wound with special keys in order to function. As a general rule, a fully wound clockwork can remain active for 1 day per Hit Die, but shorter or longer durations are possible.

BUILDING NEW CLOCKWORKS

The simplest way to design new clockwork creatures is to apply the clockwork subtype (see above) to an existing construct. GMs can also add augmentations that give the clockworks additional abilities (see Clockwork Augmentations on page 81). It is also possible to build clockworks from the ground up following the guidelines on pages 290–293 of the *Pathfinder RPG Bestiary*.

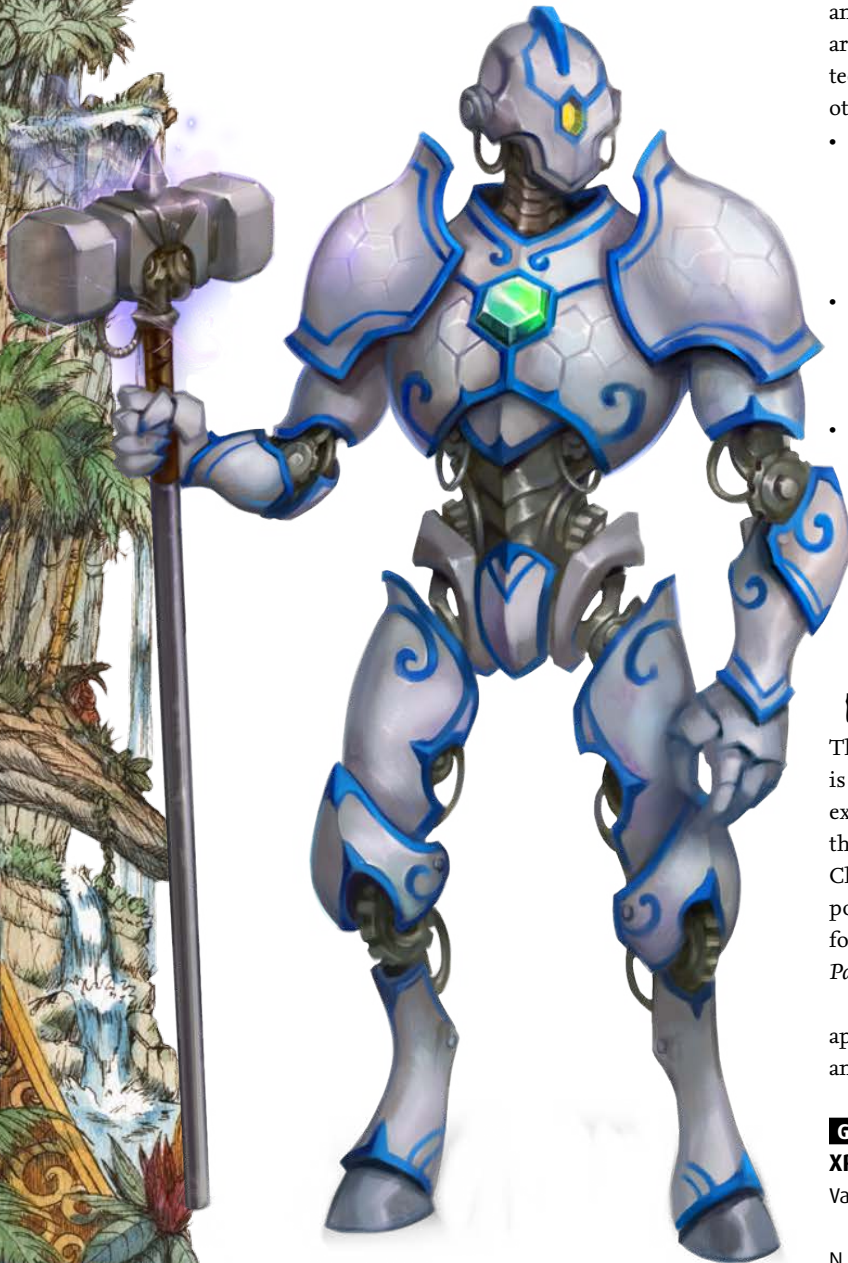
The following stat block presents an example of applying the clockwork subtype and an augmentation to an existing construct.

GEAR-BLESSED GUARDIAN CR 8

XP 4,800

Variant clockwork graven guardian (*Pathfinder RPG Bestiary* 3 140, *Pathfinder RPG Bestiary* 5 304)

N Large construct (clockwork)



Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 22, touch 12, flat-footed 19 (+1 Dex, +2 dodge, +10 natural, -1 size)

hp 79 (9d10+30); fast healing 5

Fort +5, **Ref** +8, **Will** +6

DR 5/adamantine; **Immune** construct traits; **SR** 19

Weaknesses faith bound (Amaznen), vulnerable to electricity

OFFENSE

Speed 40 ft.

Melee +1 *keen returning light hammer* +17/+12 (1d6+9/19-20), slam +11 (1d8+4) or slam +16 (1d8+12)

Ranged +1 *keen returning light hammer* +10 (1d6+9/19-20)

Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 9th; concentration +4) 1/day—*haste* (self only)

STATISTICS

Str 26, **Dex** 13, **Con** —, **Int** —, **Wis** 12, **Cha** 1

Base Atk +9; **CMB** +18; **CMD** 29

Feats Improved Initiative^B, Lightning Reflexes^B

SQ difficult to create, embedded ioun stone, guardian domains (Artifice, Protection), magic weapon, swift reactions, winding

Gear mwk light hammer, *pale blue rhomboid ioun stone*

CLOCKWORK AUGMENTATIONS

In addition to the standard special abilities and qualities granted by the clockwork subtype, many clockwork designs incorporate more abilities designed by their engineers. The following examples are intended to help GMs build new clockworks or modify existing ones. Some of the most common clockwork special abilities have been gathered in this section along with a number of new ones.

Charged (Ex): Equipped with a static generator, a clockwork with this special ability deals an additional 1d6 points of electricity damage with all natural attacks and melee weapons it has.

Efficient Winding (Ex): Built for long missions, a clockwork with this special ability can function for 2 days per Hit Die each time it's wound. If the creature's CR is 11 or higher, it can function for 3 days per Hit Die each time it is wound.

Embedded Ioun Stone (Ex): As a full-round action, an *ioun stone* can be embedded in (or removed from) a slot in the clockwork creature (usually on its forehead). It is possible to embed or remove an *ioun stone* only if the clockwork is helpless, pinned, or willing. The clockwork gains the benefit of the *ioun stone*, including its resonant power.

Grind (Ex): A clockwork with this special attack deals additional slashing damage when it makes a successful

grapple combat maneuver check because of many twisting gears and churning pistons in its body. This additional damage is equal to 1d4 points (1d6 if Large, 1d8 if Huge, 2d6 if Gargantuan, or 3d6 if Colossal) plus 1-1/2 the creature's Strength bonus.

Integrated Firearm (Ex): One of the clockwork's arms ends in a firearm. The firearm generally functions as a pistol or musket intended for a creature of the clockwork's size, but nearly any firearm of suitable size is possible. The clockwork is considered proficient with the weapon. The clockwork can reload an integrated one-handed firearm as a swift action and an integrated two-handed firearm as a move action. As a standard action, the clockwork can remove the broken condition from an integrated firearm, provided that the condition resulted from a misfire. A clockwork usually has 10 rounds of ammunition and gunpowder stored within a reloading mechanism.

Proficient (Ex): A clockwork with this special ability is proficient with all simple and martial weapons. The clockwork must have humanlike hands in order to gain this ability.

Repair Clockwork (Ex): Clockworks with this special ability are adept at repairing other clockwork constructs. As a standard action that does not provoke an attack of opportunity, the clockwork can repair damage done to either itself or an adjacent clockwork creature, restoring 1d10 hit points to the target. If the repairing creature's CR is 11 or higher, the amount of hit points restored increases to 2d10.

Self-Destruction (Ex): When the hit points of a creature with this special ability are reduced to 10% of its total or less but are still above 0, the creature self-destructs on its next turn, bursting in an explosion of metal scraps and steam in a 20-foot-radius burst. The damage dealt is equal to 1d6 points for each Hit Die above 5 the construct has (clockworks with 5 or fewer Hit Dice cannot gain this ability). Half of this damage is fire damage and half is slashing damage. A target that succeeds at a Reflex save (DC = 10 + half the clockwork's Hit Dice + the creature's Constitution modifier [usually 0]) takes half damage.

Standby (Ex): A clockwork creature with this special ability can place itself on standby as a standard action. While on standby, the clockwork creature cannot move or take any actions. It remains aware of its surroundings but takes a -4 penalty on Perception checks. Time spent on standby does not count against the clockwork's wind-down duration. The clockwork can exit standby as a swift action. If it does so to initiate combat, it gains a +4 racial bonus on its Initiative check.

Tough Alloys (Ex): The clockwork gains Toughness as a bonus feat.

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN TRAIL

PART 2:
EXPLORING ZANAS-TAHN

PART 3:
TEMPLE OF DEAD DIVINITY

NPC GALLERY

GODS OF ANCIENT AZLANT

ECOLOGY OF THE CLOCKWORK

BESTIARY



BESTIARY

In all my research into the creatures known as alghollthus, I have come across horrors that alone would cause anyone nightmares. Yet as terrifying as the aboleths are, it is their creations that truly pick at one's psychic fortitude. Each the result of a fanatical scientist with resources and magical abilities beyond human comprehension, these works of sadistic, twisted art truly reveal the level of depravity at which the alghollthus operate.

The most horrific of their "wonders" is the abhominial. Seeing their backs bent opposite their natural form as the creatures scuttle up walls and along ceilings is enough to send anyone running. But it is the tentacles protruding from their distended bellies, their movements seemingly unrelated to the movements of the creatures' heads, limbs, and torsos, that pose the largest threat to one's courage. It's almost as if the tentacles have a mind of their own—a mind shared across all abhominials in a hunting pack.

—Cedrina Llewyxa, *The Deep's Dark Evolutions*

In this volume of the Ruins of Azlant Adventure Path, the PCs delve into the mysteries of Zanas-Tahn, the westernmost island in the archipelago that hosts their new home, before exploring an abandoned temple of Amaznen. This bestiary provides additional threats that populate the island, including a clockwork construct capable of boosting the abilities of other clockworks; two oozes with origins in ancient Azlant; a pocket of sentient, still air to beguile sailors; and a horrific undead abomination resulting from failed alghollthu experiments.

ADDITIONAL ENCOUNTERS

In the latter portion of “The Flooded Cathedral,” the heroes explore a temple of Amaznen, Azlanti god of innovation and magic, which is fairly self-contained and offers limited opportunity for the players to engage random encounters. Prior to their arrival at the temple, however, the PCs are free—and encouraged—to explore the entire island of Zanas-Tahn. During this exploration, they might veer from the path set forth in the adventure itself, or dwell longer in a particular area than the established narrative describes. The Zanas-Tahn Encounters table features dangers the PCs can confront beyond those in the adventure. During the course of the adventure, the PCs have a 30% chance of a random encounter every hour they spend exploring Zanas-Tahn. They should have at most three random encounters per 24-hour period.

Since the adventure spans a range of character levels, some random encounters might be too simple or too difficult for the PCs, depending on where the party is in the course of the adventure. If the result rolled is outside the Challenge Rating range appropriate for the PCs, roll again on the table or choose a different encounter. Additionally, if the result rolled is inappropriate for the terrain the PCs are traversing, roll again or choose a different encounter.

The most difficult encounter, a living doldrums (see page 88) presents an epic challenge to characters of the PCs’ level, especially if they are at sea. Consider using this encounter less as a combat and more as a means of keeping the characters on the island for the duration of the adventure. It also presents a good deterrent against sailing around the island at the start of the adventure rather than exploring overland. In any case, use your best judgment regarding your player characters’ capabilities as you consider throwing this monster at them.

Clockwork Patrol (CR 10): This band of clockworks has been patrolling Zanas-Tahn for thousands of years. Led by a clockwork overseer (see page 86), the squad of 1d4+1 clockwork soldiers (*Pathfinder RPG Bestiary 3 57*) marches through the wilderness seeking out threats to their long-ruined temple. Unaware that their creators

d%	Result	Avg. CR	Source
1-6	1 giant mosquito	6	<i>Bestiary 2 193</i>
7-11	1d3 faceless stalkers	6	<i>Bestiary 2 122</i>
12-17	1 adaptive ooze	7	See page 90
18-22	1d4 sea cats	7	<i>Bestiary 4 233</i>
23-28	1 gear-blessed guardian	8	See page 80
29-34	1 stymphalidies	8	<i>Bestiary 3 257</i>
35-40	1d4 sea drakes	8	<i>Bestiary 2 109</i>
41-48	1 mihstu	8	<i>Bestiary 2 190</i>
49-54	1d3 shark-eating crabs	9	<i>Bestiary 3 60</i>
55-60	1 mimic ooze	9	See page 90
61-66	1 clockwork mage	9	<i>Bestiary 4 32</i>
67-71	Island menace	9	See below
72-78	Clockwork patrol	10	See below
79-86	1 nereid	10	<i>Bestiary 2 198</i>
87-92	2 moonflowers	10	<i>Bestiary 2 192</i>
93-97	1d3 tick swarms	11	<i>Bestiary 2 265</i>
98-99	1 sea serpent	11	<i>Bestiary 244</i>
100	1 living doldrums	12	See page 88

and masters died millennia ago and lacking any concept of the passage of time, the clockworks are simply continuing to carry out their most recent order—one given to them on the eve of Earthfall. The clockwork overseer is capable of winding its soldiers, and the soldiers are capable of winding their commander, thus enabling them to patrol in perpetuity even in the absence of human interaction. The clockwork overseer can overclock its subordinates in the face of an overwhelming threat, but it has enough tactical wherewithal to know that doing so might cause the soldiers damage that it is unable to repair.

Island Menace (CR 9): Stalking the canopy-shaded parts of the island is a sinister creature that claims to protect the lush forests on Zanas-Tahn. Calling herself Miosiash, this tikbalang (*Pathfinder RPG Bestiary 4 260*) has a rocky cave lair near the central peak on the island, though she roams the breadth of Zanas-Tahn. She focuses her ire on intelligent living beings who intrude on what she considers to be her forest, especially those who lack what she considers to be proper respect for the natural wonders of the island. Miosiash prefers to hunt individual targets rather than attack groups. She stalks her prey—sometimes for days at a time—before launching her attack. During her hunts, she uses her spell-like abilities to confuse explorers, hoping that they become forever lost in her domain.

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN
TRAIL

PART 2:
EXPLORING
ZANAS-TAHN

PART 3:
TEMPLE OF
DEAD DIVINITY

NPC GALLERY

GODS OF
ANCIENT
AZLANT

ECOLOGY
OF THE
CLOCKWORK

BESTIARY

ABHOMINAL

This gaunt humanoid has pale, translucent skin and is arched backward, scuttling on its hands and feet. A mass of barbed, black tentacles extends from its exposed abdomen.

ABHOMINAL

CR 6



XP 2,400

NE Medium undead

Init +7; **Senses** darkvision 60 ft., scent; Perception +13

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 67 (9d8+27)

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

Immune acid, cold, undead traits

OFFENSE

Speed 40 ft., climb 40 ft., swim 20 ft.

Melee barbed tentacles +11 (3d6+6 plus bleed and grab and pull)

Space 5 ft.; **Reach** 15 ft.

Special Attacks bleed (1d4), constrict (3d6+6 plus 1d4 Str damage), pull (barbed tentacles, 15 ft.), tear

STATISTICS

Str 18, **Dex** 17, **Con** —, **Int** 7, **Wis** 16, **Cha** 17

Base Atk +6; **CMB** +10 (+14 grapple); **CMD** 23

Feats Combat Reflexes, Improved Initiative, Skill Focus (Perception), Step Up, Weapon Focus (barbed tentacles)

Skills Acrobatics +7 (+11 when jumping), Climb +16, Perception +13, Stealth +14, Swim +13

Languages Aboleth (can't speak); telepathy 100 ft.

SQ grip, hive hunt

ECOLOGY

Environment any

Organization solitary, pair, or cluster (3–6)

Treasure standard

SPECIAL ABILITIES

Barbed Tentacles (Ex) An abhominal attacks with all of its barbed tentacles at once, grappling and raking its target. This attack is a primary attack that deals both bludgeoning and piercing damage.

Grip (Ex) The hands and feet of an abhominal adhere to surfaces so well that its 40-foot climb speed applies even to perfectly sheer surfaces and ceilings, with no chance of the abhominal falling off unless it is actively pinned and peeled away as part of a grapple.

Hive Hunt (Su) When an abhominal pinpoints the location of a creature, that knowledge is instantly shared with other abhominals within 100 feet.

Tear (Ex) When an abhominal attacks a creature that is already grappled by another abhominal, it can attempt to tear the creature between them with a successful pull combat maneuver check. The creature is not moved by the pull, but it takes an additional 3d6+6 points of bludgeoning and piercing damage instead.

Telepathy (Su) An abhominal can communicate

telepathically with other abhominals and alghollthus that are within 100 feet.

Abhominals are a result of a failed experiment in which an aboleth employed ancient Azlanti technology to alter sentient humanoids. Though the test subjects died during their transformation, the strange energies involved animated them as undead horrors bound to serve their aboleth creator. These abominations share a hive mind, chattering telepathically with each other to determine a common purpose. All of them can be called into action instantly if their aboleth master issues a telepathic command, the dominating words reverberating from one connected mind to another. Abhominals hunger for the life energy of living beings, but their masters can keep their hunger in check in order to make them hunt new subjects to use in further experiments (who might end up sharing the fate of their captors).

The midsection of an abhominal rises to a height of about 2-1/2 feet, though its barbed tentacles go much higher than that. They weigh over 250 pounds.

ECOLOGY

An alghollthu that experiments with modifying sentient creatures routinely introduces a part of its awareness into the process so it can exert control over the resulting abominations. The specific transformation that resulted in the first abhominals was particularly grueling and led to many of the subjects dying. However, some subjects survived the initial process, which landed them in a holding cell for further observation. The transformation of the subjects continued within their bodies, and to date the flawed experiment has always culminated in the subjects' death. In their final moments, they are pale and feverish, and their abdomens become bloated. Their nascent telepathy whispers dissonant echoes of the abhominal hive mind reaching out to them. Upon the moment of death, their bodies convulse, limbs snapping at weird angles, and black bile spills from their open mouths. Finally, a mass of tentacles bursts out of the subject's abdomen, and the newborn abhominal screams out a telepathic call to others of its kind.

On the outside, abhominals are reminiscent of the living beings they once were. In addition to their tentacles and twisted postures, their insides have been transformed into something completely alien. When an abhominal is cut, its wounds ooze a brackish black liquid instead of blood. This liquid permeates their entire bodies, coloring their glistening eyes completely black. The creatures have a hardened carapace beneath their skin, allowing them to shrug off deadly blows with ease. Their hands and feet are covered in fine branching bristles that burrow into surfaces, allowing them to scramble effortlessly along even the smoothest walls and ceilings. Their tentacles

are covered in microscopic barbs that inflict profuse bleeding. In addition, abhominals are able to leech vitality out of their victims with their tentacles as they tighten around the unfortunate souls.

Abhominals use their telepathic connection to coordinate their movements when hunting their prey. Abhominals make good sentries—if one of them notices an intruder, then all of its kind within reach are telepathically notified of it as well. When the need arises, their alghollthu master can take a more direct role, commanding its abhominals to utilize more advanced tactics to combat intruders or abduct new captives.

HABITAT AND SOCIETY

When the number of abhominals reaches a large enough number, their nesting habits tend to fall into a particular pattern. Abhominals nest high above ground, writhing together in a clump that spreads from the ceiling downward, their tentacles entwining like a web between them. They prefer areas such as caverns or chambers with passages and openings leading to areas below, in which they tend to form a central hive that eventually expands to smaller nests located within telepathic range around it. Once the central hive is established, abhominals use hidden routes to traverse between the hive and its peripheral nests, and smaller groups of the creatures rotate between staying in a nest and prowling the areas around it. Similarly, a rotation of abhominals periodically shifts between the central hive and its outlier nests.

Abhominals are quite dependent on the telepathic connection that binds them together, which results in them going berserk if they are separated from the hive mind. This behavior became evident as soon as the first abhominal came into existence: it raved like a rabid beast, lashing out at anything that came near unless its alghollthu creator exerted psychic influence over it. When the alghollthu's experiments resulted in more abhominals, the abominations started to exhibit more intricate behavior and purpose, and their master found it could direct the newly formed hive mind to serve its own needs. Ultimately, the creatures' usefulness outweighed the annoying reminder of an experiment that continued to fail.

If the abhominals' numbers grow too large, the thoughts of those swarming in the central hive begin to harmonize, exhibiting higher levels of cognizance that could

pose a threat to the alghollthu's control over its creations. It's possible that if the abhominals were left unsupervised, an oversized hive could find a way to turn captives into abhominals on their own, though this is not something their aboleth creators would ever willingly allow. It's important for an aboleth master to regularly reaffirm its dominance over the abhominals under its command to keep the psychic leash that controls them intact.

When under the rule of an aboleth master, abhominals follow that master's directions regarding other creatures. If left without guidance, abhominals are more likely to give in to their hunger and attack all living creatures they encounter; other undead are typically left alone unless they pose a threat to the abhominals. It's possible that certain types of undead could form a mutually beneficial arrangement with a hive of abhominals, consuming the flesh of any humanoid corpses that the abhominals leave during their hunts.



THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN TRAIL

PART 2:
EXPLORING ZANAS-TAHN

PART 3:
TEMPLE OF DEAD DIVINITY

NPC GALLERY

GODS OF ANCIENT AZLANT

ECOLOGY OF THE CLOCKWORK

BESTIARY

CLOCKWORK OVERSEER

One arm of this six-limbed clockwork construct ends in a broad fist, and the other extends into an articulated metal lash.

CLOCKWORK OVERSEER

CR 7



XP 3,200

N Medium construct (clockwork)

Init +6; **Senses** all-around vision, darkvision 60 ft., low-light vision; Perception +1

Aura aura of command (30 ft.)

DEFENSE

AC 21, touch 14, flat-footed 17 (+2 Dex, +2 dodge, +7 natural)

hp 75 (10d10+20)

Fort +4, **Ref** +8, **Will** +5

DR 5/adamantine; **Immune** construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft., climb 30 ft.

Melee lash +15 (1d4+5 plus trip), slam +15 (1d6+5 plus push)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lash)

Special Attacks overclock, push (slam, 10 ft.)

STATISTICS

Str 19, **Dex** 14, **Con** —, **Int** —, **Wis** 13, **Cha** 1

Base Atk +10; **CMB** +15; **CMD** 2

Feats Improved Initiative^B, Lightning Reflexes^B

Skills Climb +12

SQ swift reactions, tactical calculus, winding

ECOLOGY

Environment any land

Organization solitary, crew (1 plus 2–5 clockwork servants^{B3}), or deployment (1–2 plus 2–5 clockwork soldiers^{B3})

Treasure none

SPECIAL ABILITIES

Aura of Command (Ex) A clockwork overseer broadcasts subtle commands in a 30-foot radius, granting heightened combat abilities to all clockwork creatures in the area. Affected clockwork creatures, including the clockwork overseer, gain a +1 competence bonus on saving throws, attack rolls, and weapon damage rolls; these bonuses are already calculated into the clockwork overseer's statistics. As a standard action, a clockwork overseer can intensify the aura until the beginning of its next turn, increasing the competence bonus to +2.

Lash (Ex) A clockwork overseer's lash is a primary natural attack that deals bludgeoning damage.

Overclock (Ex) In place of making a lash attack on its turn, a clockwork overseer can overclock another clockwork creature within its reach, impelling it to exceed its performance limitations. At the beginning of its turn, an overclocked creature takes an amount of damage equal to half its Hit Dice (minimum 1), expends 1 full day of activity stored by its winding ability, and gains one of the following benefits, selected by the clockwork overseer.

- The overclocked creature gains the benefits of *haste*.
- The overclocked creature's natural attacks and attacks with metal melee weapons deal an additional 1d6 points of fire damage. If the creature already deals fire damage, including with a breath weapon or the swallow whole ability, that special attack's fire damage increases by 2d6.
- The overclocked creature gains Combat Reflexes as a bonus feat and gains a +2 bonus on attack rolls when making attacks of opportunity.

A clockwork overseer can end this effect on a clockwork creature affected by its aura of command as a free action. The overclocked condition otherwise continues until the clockwork creature expends its stored days of activity or is destroyed.

Tactical Calculus (Ex) A clockwork overseer can store hundreds of commands and scripts, allowing it to perform modest feats of problem-solving and strategic command as though it had an Intelligence score of 10. In practice, this enables a clockwork overseer to make tactical decisions, such as exploiting terrain or flanking targets, as well as convey simple tactical commands to other clockwork creatures in its aura of command. If the clockwork overseer takes electricity damage, it must succeed at a Fortitude save (DC = the electricity damage dealt) or lose both its aura of command and tactical calculus abilities for 1d4 rounds.

What clockwork creatures boast in both strength and resilience, they often lack in nuance and strategy. Most machinists are content to command their constructs directly when seeking tactical precision, but only a few artificers have the technical expertise needed to create a mechanical lieutenant capable of reasoning and adapting in its master's absence. Known as clockwork overseers, these constructs boast extraordinarily complex programming that far exceeds the basic command vocabulary of other clockwork creatures. This allows clockwork overseers to store hundreds or even thousands of commands, which they can parse and sort quickly enough to simulate an intelligent creature's adaptive thinking—at least regarding combat strategy and moderately complex tasks of coordinating construct laborers. These functions fall short of true thought, and clockwork overseers are incapable of language, emotion, higher thinking, or symbolic reasoning beyond specific sounds and statements they might parrot on command.

ECOLOGY

Like most clockwork creatures, clockwork overseers are finely tuned creations of metal, gears, and magic, but they differ in two major regards: their mechanical "brains" and their kinetic generators. The complex inner workings of a clockwork overseer's programming

core are an order of magnitude more complicated than those of its counterparts, composed of delicate arrays of counters, springs, toggles, and other perfectly fitted components that collectively store and compute data.

Clockwork overseers can compel even greater feats from their subordinates, though doing so requires direct contact between the constructs via the overseer's lash to convey an electrical charge. This electricity builds over time, accumulated by static energy discharges created by the movement of limbs and gears. Most clockwork creatures respond readily to this electrical goading, overriding their standard operating specifications based on the exact combination of current and voltage the overseer conveys. Clockwork overseers harness and exploit electricity in small amounts, but they're as vulnerable as other clockwork creatures to massive discharges—arguably more so, since such attacks can scramble an overseer's decision-making hardware and temporarily reduce it to a truly mindless state.

Numerous cultures and machine schools have built clockwork overseers over the ages, emphasizing different martial techniques in the process. These variant clockwork overseers can grant a different combat feat—typically one for which they qualify—to their minions. What's more, these overseers sometimes represent the last record of otherwise extinct fighting styles; a creature with the Craft Construct feat or that succeeds at a DC 21 Craft (clockwork) or Knowledge (engineering) check can spend 8 hours deciphering an overseer's mechanical "brain" in order to decode the stored combat feat, using this new knowledge as the basis to learn the feat or teach it to others.

HABITAT AND SOCIETY

Since they are artificial constructs, clockwork overseers almost always exist because either a skilled artificer or a machinist created them. The creator typically already owns several other clockwork creatures and needs a capable, tireless entity to direct them. As a result, a clockwork overseer

is only rarely encountered alone, unless attrition, misfortune, or time have destroyed its entourage.

Under rare circumstances—especially involving areas of sustained magical energy—an overseer can independently learn new tricks or even develop self-awareness. These creatures often commandeer other clockwork creatures, creating tiny fiefdoms dedicated to building new wonders or helping the overseer attain true sentience. The faithful of Brigh seek out such awakened constructs, considering it their duty to protect and guide these mechanical "children."

CONSTRUCTION

The creator of a clockwork overseer must start with crafted clockwork pieces worth 2,000 gp.

CLOCKWORK OVERSEER

CL 12th; **Price** 42,000 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest* and *haste*, creator must be at least caster level 12th; **Skill** Craft (clockwork) DC 20; **Cost** 22,000 gp



THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN TRAIL

PART 2:
EXPLORING ZANAS-TAHN

PART 3:
TEMPLE OF DEAD DIVINITY

NPC GALLERY

GODS OF ANCIENT AZLANT

ECOLOGY OF THE CLOCKWORK

BESTIARY

LIVING DOLDRUMS

The air here is eerily still, and the normal sound of the wind is replaced by a barely audible hum.

LIVING DOLDRUMS

CR 12



XP 19,200

NE Gargantuan outsider (air, elemental, extraplanar)

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

Aura stagnant (240 ft.)

DEFENSE

AC 8, touch 8, flat-footed 6 (+1 Dex, +1 dodge, -4 size)

hp 162 (13d10+91)

Fort +11, **Ref** +9, **Will** +15

Defensive Abilities gaseous, natural invisibility;

DR 10/magic; **Immune** acid, elemental traits;

Resist cold 10, electricity 10, fire 10

Weaknesses vulnerability to magic wind, vulnerability to sonic

OFFENSE

Speed fly 60 ft. (perfect)

Melee 2 hypoxic touches +9 touch (6d6 and slowed)

Space 20 ft.; **Reach** 20 ft.

Special Attacks hypoxic heart (DC 23, 6d6 and slowed)

Spell-Like Abilities (CL 13th; concentration +20)

At will—*detect thoughts* (DC 19)

3/day—*crushing despair* (DC 21), quickened *murderous command*^{UM} (DC 18), quickened *oppressive boredom*^{UM} (DC 19), quickened *paranoia*^{OA} (DC 19)

1/day—*envious urge*^{UM} (DC 23), *malicious spite*^{UM} (DC 21), *song of discord* (DC 22)

STATISTICS

Str —, **Dex** 13, **Con** 24, **Int** 9, **Wis** 24, **Cha** 24

Base Atk +13; **CMB** +17; **CMD** 29

Feats Alertness, Dodge, Improved Initiative, Mobility, Quicken Spell-Like Ability (*murderous command*, *oppressive boredom*, *paranoia*)

Skills Fly +19, Knowledge (planes) +15, Perception +27, Sense Motive +27, Stealth +5

Languages Auran, Common (can't speak any language); telepathy 100 ft.

ECOLOGY

Environment any air (Plane of Air)

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Gaseous (Ex) A living doldrums has a body composed of stagnant air. It can pass through small holes, narrow openings, and even mere cracks, but it cannot enter water or other liquid. It has no Strength score and cannot manipulate objects as a result.

Hypoxic Heart (Ex) A living doldrums can engulf foes, as per the universal monster ability. A creature engulfed by a living doldrums doesn't gain the pinned condition and can move normally, but it is still in danger of suffocating.

A creature that begins its turn engulfed takes 6d6 points of damage and must succeed at a DC 23 Fortitude saving throw or be slowed (as per the spell *slow*). This condition lasts as long as the creature is in the living doldrums' space and for 1d4+1 rounds after it leaves. Creatures that don't breathe take no damage from the living doldrums' engulf attack and do not risk being slowed. The living doldrums extinguishes all nonmagical fires in its space. The save DC is Constitution-based.

Hypoxic Touch (Ex) A living doldrums' touch attack hinders a creature's ability to breathe. A creature that takes damage from this attack must succeed at a DC 23 Fortitude saving throw or be slowed (as per the spell *slow*) for 1 round. Creatures that don't breathe are immune to this attack. The save DC is Constitution-based.

Natural Invisibility (Su) This ability is constantly in effect, even when the living doldrums is attacking, and is not subject to *invisibility purge*. Against foes that are unable to see invisible creatures, it gains an additional +20 bonus on Stealth checks when moving, or +40 when stationary; these bonuses are not included in the statistics above. Because of its size and pervasiveness within the area it occupies, a living doldrums gains only a 20% miss chance due to its invisibility.

Stagnant Aura (Su) The air within 240 feet of a living doldrums is always still. Naturally occurring winds flow around this radius without disturbing anything inside (though precipitation falls as normal). Mundane attempts to create airflow within the aura (such as with a fan) are only half as strong as normal. Air elementals, gaseous creatures, and winged creatures (other than living doldrums) have their maneuverability reduced by one category within the aura. This aura does not inhibit magical air and wind effects.

Vulnerability to Magic Wind (Ex) Damaging effects from moving air (such as a kineticist's air blast^{OA}) deal 50% more damage to a living doldrums. A living doldrums that begins its turn in the area of a nondamaging magical wind effect takes 1d6 points of damage per spell level of the effect.

When people imagine elementals that thrive on the Plane of Air, they are most likely to think of the spirits of rushing wind and thundering storm, but not all air elementals are so dynamic. Living doldrums are elementals that embody stagnant air. Those who can see invisible creatures describe the living doldrums as a cloud roughly 20 feet in diameter that resembles a knotted snake with a head at both ends. The scent of stale air lingers around a living doldrums, even if one only recently arrived to the area.

ECOLOGY

Living doldrums project an aura of unmoving air that lures those seeking shelter from the wind or becalms those who rely on wind to travel. Once it has them

trapped, the living doldrums torments its victims until they eventually kill themselves or one other. Though they do not need to eat in the traditional sense, scholars believe that living doldrums derive from their victims some sort of psychic sustenance that enables them to become more powerful.

The most dangerous aspect of these predators is their natural invisibility. They avoid direct conflict with their victims, many of which die unaware that either the dead calm of the air or the desperate actions of their allies were anything other than natural. Only when victims become aware of the living doldrums's influence—whether through magical means or mundane deduction—and take action against it does the elemental resort to physical attacks. It may be that it is the madness and not the death of its victims that feeds the living doldrums, or perhaps it merely serves them as cruel entertainment. Creatures immune to mind control are of little interest to the living doldrums, though it might use its powers to turn others against those that it can't affect directly.

Though living doldrums are resistant to many physical attacks, magic that creates wind or loud noises is especially harmful to the elementals. Spellcasters are thus often the first target of the living doldrums' mind-controlled victims. Even mundane noises are an annoyance to a living doldrums (especially percussion and wind instruments), though they cause it no damage, leading some who know of living doldrums to believe that loud or discordant music drives them off. In practice, though, this tactic is more likely to cause the elemental to physically attack the musicians, making it a dangerous but effective way to draw the creature into revealing itself.

HABITAT AND SOCIETY

Living doldrums are native to the Plane of Air, where they haunt trade routes, feeding on unwary or ignorant travelers until put to flight by more

powerful creatures (such as a combined force of djinn). On occasion, they slip into the Material Plane, often through temporary portals located in the eyes of hurricanes and tornadoes. Living doldrums are most often found at sea and consider sailing ships a favorite target—once trapped within the elementals' aura, sailors can do little to escape their fate. Away from the water, living doldrums make their lairs in desolate locations, such as desert oases and mountain valleys, preying on those who seek refuge there.

Though most living doldrums are concerned only with their own desires, some revere Hshurha, the elemental lord of air. These pious elementals see their actions as an extension of their god's mission to rid the multiverse of solid and visible creatures. It is rumored that a number of living doldrums serve Hshurha directly. These loyal spies gather intelligence for the Duchess of All Winds, and when necessary they use their powers to kill her enemies while making it look like death from natural causes or the work of others. These assassins would certainly have additional Hit Dice and mental powers unknown to other living doldrums.

THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN
TRAIL

PART 2:
EXPLORING
ZANAS-TAHN

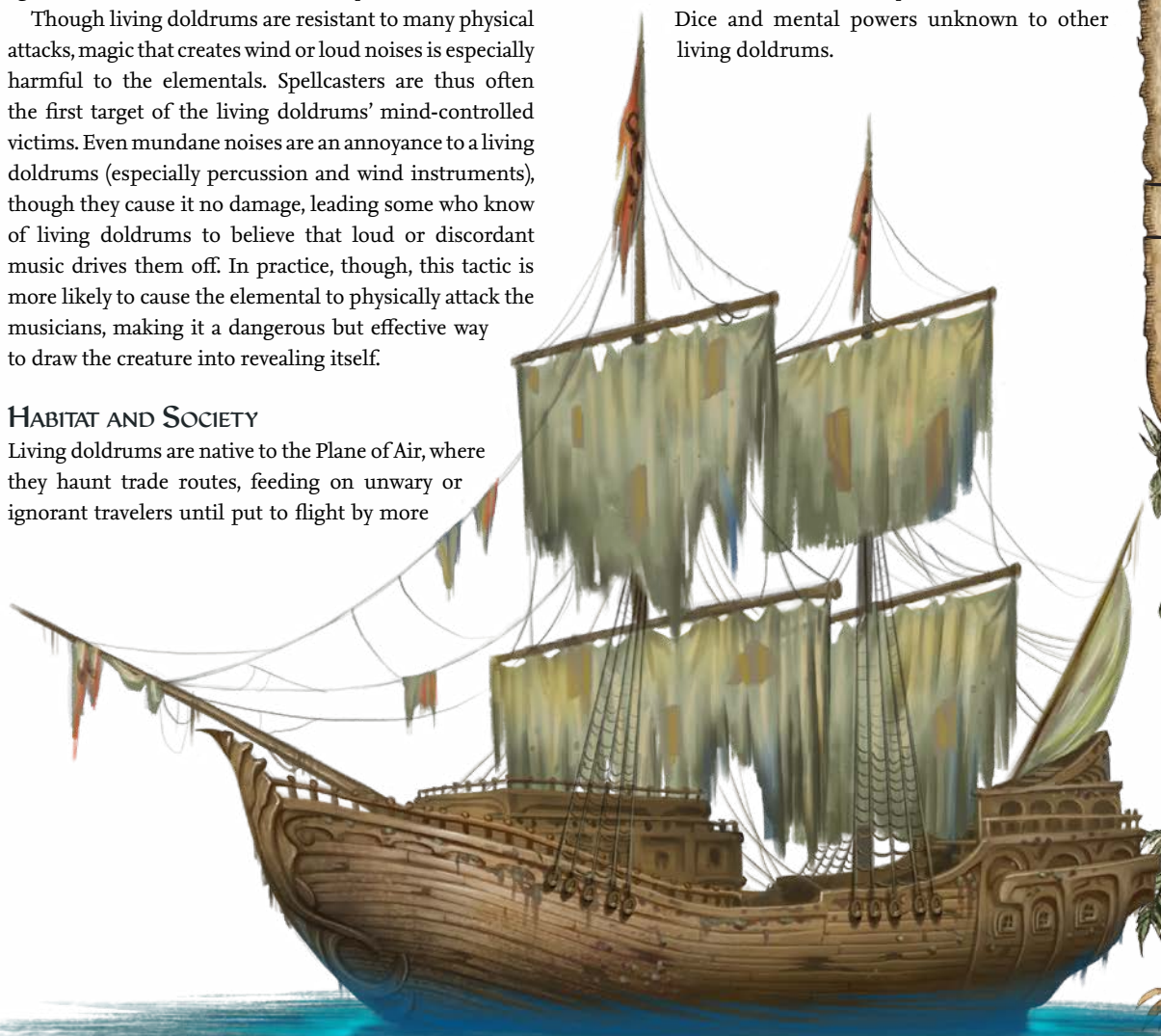
PART 3:
TEMPLE OF
DEAD DIVINITY

NPC GALLERY

GODS OF
ANCIENT
AZLANT

ECOLOGY
OF THE
CLOCKWORK

BESTIARY






OOZES OF AZLANT

Among the many subjects researched by Azlanti scholars were organisms and materials that could learn to adapt to their surroundings. Many of their experiments involved altering existing organisms, and the relatively simple oozes were a natural choice for these efforts. The experiments led to the creation of new oozes such as the adaptive ooze and the mimic ooze. When Azlant was destroyed during Earthfall, most of its laboratories were destroyed as well, which provided the research subjects hardy enough to survive the cataclysm an opportunity to escape into the outside world. Many of these organisms still remain among the ruins of Azlant, preying upon local inhabitants or daring explorers who arrive in search of knowledge and treasure. Some were in remote laboratories that are now located nearer to Golarion's modern centers of civilizations; some of these rare, mostly intact laboratories remain undiscovered, their research subjects still waiting for an unsuspecting adventurer to blunder in and set them loose.

ADAPTIVE OOZE

The color and texture of this massive, metallic ooze shift whenever it touches something.

ADAPTIVE OOZE	CR 7			
XP 3,200				
N Large ooze				
Init -5; Senses blindsight 60 ft.; Perception -5				
DEFENSE				
AC 4, touch 4, flat-footed 4 (-5 Dex, -1 size)				
hp 85 (10d8+40)				
Fort +7, Ref -2, Will -2				
Defensive Abilities adaptive resistance; Immune ooze traits				
OFFENSE				
Speed 10 ft., climb 10 ft.				
Melee slam +15 (3d6+13 plus adaptive form)				
Space 10 ft.; Reach 5 ft.				
Special Attacks adaptive form				
STATISTICS				
Str 28, Dex 1, Con 18, Int —, Wis 1, Cha 1				
Base Atk +7; CMB +17; CMD 22				
Skills Climb +17				
ECOLOGY				
Environment any land				
Organization solitary, pair, or divergence (3-6)				
Treasure none				
SPECIAL ABILITIES				
Adaptive Form (Su) The slam attack of an adaptive ooze gains a temporary additional damage type (slashing or piercing) whenever it has damage reduction against that type from its adaptive resistance ability. This damage type lasts until the ooze no longer has that type of damage reduction. The adaptive ooze can also reproduce an energy				

type it comes into contact with. The ooze's slam attack deals an additional 2d6 points of energy damage of a single energy type randomly chosen from the types of energy it is currently immune to due to its adaptive resistance ability.

Adaptive Resistance (Su) An adaptive ooze can rapidly develop resistances to its most pressing threats. When the adaptive ooze takes bludgeoning, slashing, or piercing damage, it gains DR 10/adamantine against that damage type starting at the beginning of its next turn. This DR lasts for 1 hour. Additionally, when an adaptive ooze takes hit point damage from a particular type of energy (acid, cold, electricity, fire, or sonic), it gains immunity to that energy type starting at the beginning of its next turn. The adaptive ooze can maintain immunity to only three energy types at once, losing the oldest immunity it has when it takes hit point damage of a fourth energy type. This immunity lasts for 1 hour or until it is replaced with a new immunity.

Adaptive oozes are composed of an amorphous substance that flows like liquid metal, but they can harden this form to a consistency resembling tempered steel. When adaptive oozes attack, they form pseudopods that strike out at targets and take on characteristics of weapons the oozes have recently been struck by. They can also assimilate different energies into their forms, becoming immune to them and even reproducing them for a limited time. Adaptive oozes can break down both organic and inorganic substances and incorporate those materials into their bodies to grow their mass. They are especially drawn to organic creatures that have more complex compositions. However, their digestive process is very slow, so they need to disable creatures that might fight back or attempt to flee. Adaptive oozes go through a cycle of accumulating mass until they split into two in order to propagate, after which the cycle begins anew. Adaptive oozes that have just split begin life with the young creature simple template. Adaptive oozes that are in resource-rich areas can accumulate mass very rapidly, gaining the giant creature simple template before they reach the end of their reproductive cycle. These huge adaptive oozes can split into more than two parts when they divide.

Adaptive oozes can achieve a height of 8 feet, taking on an almost spherical form when stationary, and weigh about 2,200 pounds.

MIMIC OOZE

The body of this humanoid-shaped ooze is composed of an oily, black liquid. Its body ripples as it moves, and tendrils of hair flow around its expressionless face.

MIMIC OOZE	CR 9			
XP 6,400				
CN Medium ooze				

Init +11; **Senses** blindsight 60 ft.; **Perception** -5

DEFENSE

AC 18, touch 18, flat-footed 10 (+7 Dex, +1 dodge)

hp 105 (14d8+42)

Fort +7, **Ref** +11, **Will** -1

Immune acid, mind-affecting effects, ooze traits, piercing damage

OFFENSE

Speed 30 ft., climb 10 ft.

Melee 2 touches +12 (5d6 acid plus grab)

Special Attacks enshroud, grab (Large), hypnotic flow

STATISTICS

Str 10, **Dex** 24, **Con** 16, **Int** 1, **Wis** 1, **Cha** 13

Base Atk +10; **CMB** +17 (+21 grapple); **CMD** 28 (can't be tripped)

Feats Agile Maneuvers, Combat Reflexes, Dodge, Improved Initiative, Step Up, Strike Back, Weapon Finesse

Skills Climb +15, Stealth +14

SQ floating, pool

ECOLOGY

Environment any land

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Enshroud (Ex) When a mimic ooze makes a successful grapple combat maneuver check, it can flow over a Small, Medium, or Large creature, covering it like a second skin. At the beginning of every turn the creature remains enshrouded, it takes 6d6 points of acid damage and 1 point of Charisma damage as the mimic ooze absorbs it. The mimic ooze uses the AC and saving throw bonuses of the enshrouded creature for attacks and effects that deal hit point damage, but the enshrouded creature can choose to not avoid an attack or an effect. Damage dealt to the mimic ooze is divided between it and the creature it's enshrouding, and vice versa. While the mimic ooze is enshrouding a creature, it can't take any actions other than to release the creature as a move action. If a *freedom of movement* spell is cast on the enshrouded creature, the

creature is no longer enshrouded and the mimic ooze falls off and reforms in an adjacent unoccupied space.

Floating (Ex) A mimic ooze can tread on liquid as if it were firm ground.

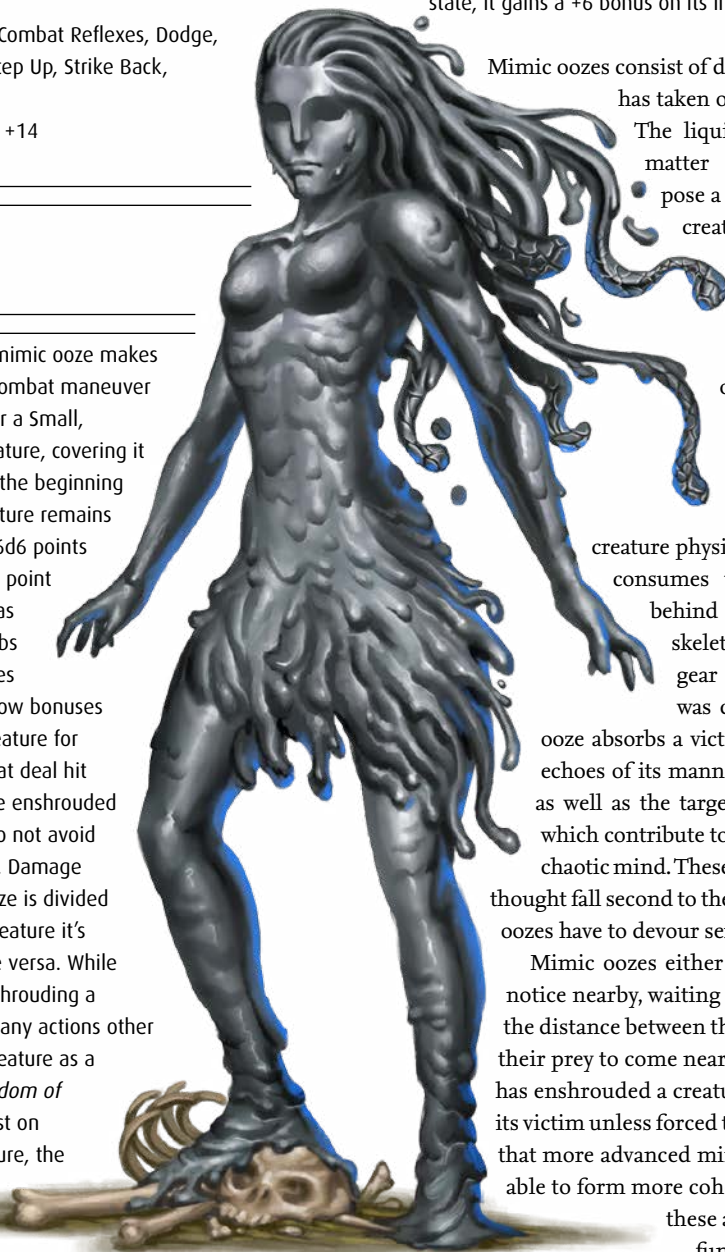
Hypnotic Flow (Su) The body of a mimic ooze can move and flow in a peculiar mixture of familiar and alien motions. A creature within 30 feet of it becomes fascinated for 1d4 rounds (Will DC 18 negates). Once a creature succeeds at a save against the fascination effect, it remains immune to this ability for 1 hour. The save DC is Charisma-based.

Pool (Ex) A mimic ooze can release its humanoid form, emulating a pool of dark liquid. An observer must succeed at a DC 25 Perception check to notice the unnatural flow of the pool. If the mimic ooze initiates combat from this state, it gains a +6 bonus on its initiative check.

Mimic oozes consist of deep-black liquid that has taken on a humanoid form. The liquid dissolves organic matter rapidly, which can pose a serious threat to any creatures that come into contact with it.

Not only can these mimic oozes learn the behavior of other creatures, but they can even imitate it as well. If a mimic ooze comes into contact with a creature physically, it envelops and consumes that victim, leaving behind nothing but a clean skeleton and any durable gear that the creature was carrying. As a mimic ooze absorbs a victim, it takes on some echoes of its mannerisms and thoughts as well as the target's outward features, which contribute to the ooze's primitive, chaotic mind. These jumbled shadows of thought fall second to the impulse that mimic oozes have to devour sentient humanoids.

Mimic oozes either stalk creatures they notice nearby, waiting for a chance to close the distance between them, or lie in wait for their prey to come near. Once a mimic ooze has enshrouded a creature, it doesn't release its victim unless forced to do so. It's rumored that more advanced mimic oozes have been able to form more coherent minds, though these are still alien in their function and purpose.



THE FLOODED CATHEDRAL

FOREWORD

PART 1:
THE SODDEN TRAIL

PART 2:
EXPLORING ZANAS-TAHN

PART 3:
TEMPLE OF DEAD DIVINITY

NPC GALLERY

GODS OF ANCIENT AZLANT

ECOLOGY OF THE CLOCKWORK

BESTIARY

NEXT MONTH

CITY IN THE DEEP

By Amber E. Scott

On the trail of a powerful ancient enemy, the adventurers seek more information in an underwater city. As the PCs arrive, a group of deep merfolk show up, claiming that the place is in danger. This warning is nothing more than a ruse for the campaign's villain to uncover the location to a secret Azlanti military laboratory that contains a dangerous weapon. The adventurers must carefully maneuver the social currents of the underwater city and unravel dangerous intrigue to get to the bottom of the merfolk plot—and discover where the ancient enemy is headed before it can unleash utter devastation!

TALASANTRI GAZETTEER

By Amber E. Scott

Dive into a teeming urban environment deep beneath the waves. Explore the streets and alleyways of this city populated by aquatic elves, merfolk, and other underwater humanoids, and learn more about the wonders of the city that might seem alien to someone from dry land.

ECOLOGY OF THE MERFOLK

By Amber E. Scott

Learn more about the rich history and society of the merfolk—mysterious denizens of the seas that have fascinated sailors for ages.

MORDANT SPIRE

By Mikko Kallio

Find out more about the mysterious, isolated Mordant Spire and the somber elves who inhabit it. Is there any truth behind their claims that they're protecting the rest of the world from the dangers of Azlant, or is there a more sinister reason for their dogged protection of the ruins?

SUBSCRIBE TO PATHFINDER ADVENTURE PATH

The Ruins of Azlant Adventure Path continues! Don't miss a single volume—head over to paizo.com/pathfinder and subscribe today to have each Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Module, Pathfinder Player Companion, Pathfinder Tales, and Pathfinder Accessories product delivered to your door.

OPEN GAME LICENSE Version 1.0a

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

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

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

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

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

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

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

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

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

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

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

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

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

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

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

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Caryatid Column from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Jean Wells.

Decapus from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Jean Wells.

Mihstu from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Nereid from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Pathfinder Adventure Path #123: The Flooded Cathedral © 2017, Paizo Inc.; Authors: Mikko Kallio, with John Compton, Adam Daigle, Kalervo Oikarinen, and David Schwartz.

STARFINDER



AVAILABLE NOW!



Paizo, Paizo Inc., and the Paizo golem logo are registered trademarks of Paizo Inc.; Starfinder and the Starfinder logo are trademarks of Paizo Inc. © 2017, Paizo Inc.

paizo.com/starfinder

PATHFINDER[®]

ROLEPLAYING GAME™



Book of the Damned

EXPLORE THE DEMONS, DEVILS, AND DAEMONS THAT INFLUENCE MORTAL LIFE AND PREY UPON THE SOULS OF THE UNQUIET DEAD! GAZE UPON THE WICKED REALMS OF HELL, ABADDON, AND THE ABYSS, AND EXPLORE NEW RULES TO TAKE THE FIGHT TO EVIL—OR JOIN IT!

COMING SEPTEMBER 2017



Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, and the Pathfinder logo are registered trademarks of Paizo Inc.; Pathfinder Roleplaying Game is a trademark of Paizo Inc. © 2017, Paizo Inc.

paizo.com/pathfinder

PATHFINDER[®]

ROLEPLAYING GAME™

WHERE THE WILD THINGS WAR!

ULTIMATE WILDERNESS

THE NEWEST PATHFINDER RPG HARDCOVER GIVES YOU THE TOOLS TO SURVIVE IN THE WILDERNESS, FROM NEW SPELLS, GEAR, ARCHETYPES, AND CHARACTER OPTIONS FOR NATURE-LOVING (OR -FEARING) HEROES TO THE SHIFTER, A BRAND-NEW 20-LEVEL BASE CLASS THAT PUTS ANIMALISTIC POWERS DIRECTLY INTO YOUR HANDS—OR CLAWS!

COMING NOVEMBER 2017



Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, and the Pathfinder logo are registered trademarks of Paizo Inc.; Pathfinder Roleplaying Game is a trademark of Paizo Inc. © 2017, Paizo Inc.

paizo.com/pathfinder

THE INVASION BEGINS!



STARFINDER

ALIEN ARCHIVE

Battle or befriend more than 80 bizarre life-forms in this 160-page, hardcover creature collection for the Starfinder Roleplaying Game! Every new world and space station comes with its own dangers, from strange new cultures to robotic killing machines to alien predators ready to devour unwary spacefarers. Inside this book, you'll find rules and ecologies for creatures from across the known multiverse, plus alien equipment and more. Best of all, a robust system for creating your own creatures ensures that your parties will never be without weird new aliens to interact with. Racial rules for many of these new organisms even let you be the alien, making the *Alien Archive* not just a collection of creatures to kill but a fascinating menu of creatures to *be*! Want to play a hyperevolved floating brain? A mighty dragonkin? A silicon-based crystalline slug? Explore the limits of your galaxy and your game with the *Starfinder Alien Archive*!

AVAILABLE OCTOBER 2017!



CLOCKWORK PROSTHESES

SOME DISCOVERIES IN THE RUINS OF ANCIENT AZIANTI HINT THAT LOSING A LIMB WASN'T A DEBILITATING CONDITION IN THE AZIANTI EMPIRE. FIRST MISTAKEN AS PARTS OF CLOCKWORK CREATURES, CLOCKWORK PROSTHESES ARE MOSTLY HOLLOW ON ONE END SO THEY CAN BE FITTED ONTO WEARERS TO REPLACE VARIOUS BODY PARTS. THE CLOCKWORK PROSTHESES THAT HAVE BEEN FOUND LOOK LIKE THEY WERE CUSTOMIZED TO FIT PARTICULAR INDIVIDUALS. WHILE HANDS AND FOREARMS ARE THE MOST COMMONLY RECOVERED PROSTHESES, EXPLORERS HAVE ALSO FOUND PIECES INTENDED TO REPLACE EARS, LEGS, NOSES, AND OTHER BODY PARTS.



PIN PANEL

FOUND IN RUINS THAT EXPLORERS BELIEVE WERE AZIANTI WORKSHOPS AND LABORATORIES, EACH OF THESE FLAT DEVICES IS MADE UP OF A METAL FRAME AND THOUSANDS OF SILVERY PINS INSERTED INTO A MESH OF METAL. THE PINS ARE MANIPULATED FROM BEHIND THE SCREEN TO RISE AND LOWER. AS THE PINS ADJUST, THEY CAN COLLECTIVELY DISPLAY IMAGES, SYMBOLS, AND OTHER FORMS OF VISUAL INFORMATION. ONLY ONE OPERATING PIN PANEL IS KNOWN TO HAVE BEEN FOUND; NONFUNCTIONAL DEVICES TYPICALLY STILL SHOW THE LAST MESSAGES THAT WERE PLACED UPON THEIR SCREENS.





DOWN IN THE FLOOD

As the adventurers work to track down the missing colonists, the trail leads to a nearby island. There, they discover the submerged ruins of a cathedral dedicated to a now-dead god; the site has become a lair of an ichthyic monster and its cunning minions. The adventurers must fight their way through flooded chambers and vicious monsters to rescue the kidnapped colonists and learn of a greater threat to the region—and to humanity as a whole.

This volume of Pathfinder Adventure Path continues the Ruins of Azlant Adventure Path and includes:

- “The Flooded Cathedral,” a Pathfinder adventure for 7th-level characters, by Mikko Kallio.
- A double-sized article exploring the divine beings worshiped in ancient Azlant, by Adam Daigle.
- An under-the-hood look at the ancient world’s marvelous clockwork creations, by Mikko Kallio.
- A bestiary of terrifying monsters and fantastic creations, by John Compton, Kalervo Oikarinen, and David Schwartz.



paizo

paizo.com/pathfinder

PATHFINDER
ROLEPLAYING GAME

3.5 • OGL
COMPATIBLE

ISBN 978-1-60125-981-3

US \$24.99



9 781601 259813

5 2499 >

