

## ADVENTURE BACKGROUND

Kazavon's defeat was not on the field of battle, but in his own throne room. It was there that a secret cabal of heroes and mercenaries managed to do what armies could not. Using power and stealth and led by a hero of Lastwall named Mandraivus, they infiltrated Scarwall. The atrocities they found there tested them to their limits, and when they reached Kazavon's throne room, a terrific battle took place. It was during this battle that they stripped away Kazavon's human disguise, revealing the champion of Zon-Kuthon to be a blue dragon. In the end, Mandraivus managed to lay Kazavon low with his legendary weapon, a magic bastard sword named *Seriththial*. Yet even in death, Kazavon's body shuddered and grasped. Fire and acid destroyed much of the dragon's corpse, yet seven fragments proved impossible to destroy. These grisly relics were so suffused with evil and malignancy they refused to burn or melt—even as the heroes watched, the bones twitched and writhed as they tried to return to life.

Mandraivus ordered his surviving brothers and sisters to each take one of these seven relics out into the world and go into hiding. None would know where the other members went, least of all their leader, who would remain in Scarwall with *Seriththial* to guard against it ever being used by Kazavon or his minions again.

One of the heroes Mandraivus called to join his cabal was a powerful Shoanti cleric. When the surviving members of the band each took a relic, this Shoanti cleric chose the *Fangs of Kazavon* as his responsibility. He returned to his homeland in Varisia, opting to hide the fangs in an ancient Thassilonian monument on the shore of his people's ancestral lands. He spent the rest of his life guarding the monument, seeking to ensure that nothing dared enter the hidden chambers within, and before he died, he passed the task down to his son. And so, for hundreds of years, the descendants of this now-forgotten Shoanti priest guarded and protected the *Fangs of Kazavon* from discovery. Eventually, they forgot what exactly it was they were guarding, knowing only that they were bound by tradition and honor to continue the task.

When Cheliox founded Korvosa and warred with the Shoanti, driving them north into the Cinderlands, many of the guardians of the *Fangs of Kazavon* perished. Few Shoanti shamans survived the decades of war, and they watched with fear from afar as the invaders built a castle atop the hidden chambers. Yet as the years wore on, the world didn't end, and the Shoanti began to hope that the time of the evil hidden inside the pyramid had passed. Recently, Shoanti ambassadors have attempted to entreat Korvosa for peace, but these reconciliations are little more than an excuse to get the line of guardian shamans a place back near the seat of their traditional charge, so they can watch and wait and be on hand should the unthinkable occur.

When it did, the change was so small that it went all but unnoticed, overshadowed as it was by riots and disease. Queen Ileosa's discovery of the *Fangs of Kazavon* and the ancient warlord's spirit infused her with incredible power. The scenario the ancient shamans feared has come to pass, yet none remain nearby to move against it. Their words are ignored and their warnings fall on deaf ears. Now, sensing weakness in the city as it reels from riots and plague and staggers under the despotic rule of a new tyrant, the Shoanti are preparing for war. By driving out the invaders, they hope to return to their traditional role of guardians over the ancient evil—yet little do they know that the time for guarding has long passed. If they are allowed to march on Korvosa, the resulting slaughter on both sides of the conflict will surely be a crowning glory for Queen Ileosa and her newfound patron Kazavon.

## Adventure Synopsis

The PCs flee the city of Korvosa to seek shelter in the village of Harse, where they learn that Queen Ileosa has fallen under the influence of an ancient evil known as Kazavon. Yet few remember much about Kazavon—and unfortunately, the only ones who might know how to defeat the evil are the Sun Shamans of the Sklar-Quah. Unfortunately, because the Sklar-Quah are readying for war on Korvosa, getting them to share this information won't be easy.

The PCs must travel into the Cinderlands and seek out the Skoan-Quah shaman Thousand Bones—a man they first met during "Edge of Anarchy." With his advice, the PCs undertake a series of trials and tasks of increasing difficulty, culminating in the Trial of the Totems which, if they prevail, will grant them membership in the Sklar-Quah Shoanti tribe. Along the way, the PCs encounter several people who can help or hinder their goals, from suspicious local barbarians to sinister cultists of Zon-Kuthon to a band of assassins sent into the Cinderlands by the queen herself to see that the PCs' meddling ways are put to an end once and for all. The adventure comes to its climax during an all-out assault on the Shoanti of the Flameford camp by these assassins—an assault with the PCs caught in the middle.

## PART ONE: THE ROAD NORTH

As this adventure begins, the assumption is that the PCs are accompanying Vencarlo Orisini and Neolandus Kalepopolis as they flee from the city of Korvosa, bound for the town of Harse and Orisini's allies there. Neolandus might have mentioned that he suspects some of the Shoanti know more about what has happened to Queen Ileosa and how to deal with the *Crown of Fangs*, but as he and the PCs head north to safety, he prefers to stay quiet, promising more information once they're safe.



If the PCs chose instead to send Vencarlo and Neolandus up to Harse alone while they remain in Korvosa, let them. They should find the city to be increasingly hostile to them, though, and what allies they do have who remain in the city (Grau, Cressida, or Ishani, for example) take every opportunity they can to try to convince the PCs to leave town before Queen Ileosa grows tired of toying with them. Assassination attempts by Red Mantis agents and increasing raids on their known hideouts and safe houses by patrols of Gray Maidens should hopefully encourage the PCs to leave town and seek answers elsewhere. If your PCs resort to spells like *divination* or *commune* to learn more about how they can defeat Queen Ileosa, try to use the answers you provide to steer the PCs toward Harse and the Cinderlands to get them back on track. Sticking around Korvosa and becoming resistance fighters against an invincible evil queen and her steadily growing army certainly has the makings for an exciting campaign, but it's not the campaign that Curse of the Crimson Throne is presenting. If you'd like to try your hand at such an adventure, the *Guide to Korvosa* and a hefty dose of imagination should be all you need to start. Eventually, Curse of the Crimson Throne returns to Korvosa in *Pathfinder* #12's "Crown of Fangs"—this adventure gives additional details on how Korvosa changes over the course of the next few months, and includes full stat blocks for Queen Ileosa and all of her minions.

## Harse

Harse is a narrow village located on a strip of land at the point where Sarwin River empties into Falcon River. The village itself consists of only a few dozen buildings, including a church dedicated to Erastil, two groceries, two taverns (the Spotted Pony and the somewhat dingier Nag Bag), a large inn, and a bustling ferry service—this has been a traditional river-crossing site since as far back as Shoanti times. The northeastern edge of Harse features a large collection of stables and other buildings around an open field—the Harse Market, one of the most popular places to buy and trade livestock in the region, and the site of a yearly rodeo designed to single out the best animals and riders. The majority of Harse's citizens don't live in the village proper, but on one of the dozens of ranches and farms that dot the surrounding countryside. It is one of these, the Blackbird Ranch, that is owned by Vencarlo's friends, and it is here that he leads Neolandus and the PCs.

There isn't much for the PCs in the village itself; Harse's gp limit is too low to support most magic items, and the villagers themselves have little to offer high-level characters apart from rumors. Times aren't quite bad in Harse, but neither are they great—the village, as with all of the Korvosan holdings in the region, rely upon trade from the city as well as regular support of patrols and the like from the Korvosan Guard and the Sable Company. With

the city falling on such hard times, few merchants are coming to and from the city, and patrols have all but ceased. Highwaymen, bandits, and even goblins have become increasingly problematic on the roads. Whispers of what's going on in Korvosa are on everyone's lips, especially since the number of refugees who have fled the city seems to be growing. Word is that the majority of these refugees are traveling to Palin's Cove or Veldraine, and that recently (with Queen Ileosa's closing of the city and institution of martial law) the flow of refugees, and thus news, from Korvosa has all but ceased. If locals become aware of the fact that the PCs are recently fled from Korvosa, word spreads quickly and the PCs find themselves the center of attention. While this might appeal to egos, word gets back to Korvosa relatively quickly, and if the PCs don't move on soon, feel free to have a group of Red Mantis assassins show up in town looking for them.

## HARSE

**Village** conventional (mayor); **AL** NG

**GP Limit** 200 gp; **Assets** 8,280 gp

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### DEMOGRAPHICS

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**Population** 828

**Type** mixed (81% human, 10% halfling, 4% dwarf, 3% half-elf, 1% gnome, 1% other)

## Blackbird Ranch

A short 15-minute ride north from Harse along the Sarwin River, a moderately-sized horse ranch sits comfortably in the cleft of two low hills topped with small copses of fir trees. This is Blackbird Ranch, a horse ranch currently owned by a barrel-chested man named Jasan Adriel. Living here with his wife, three sons, and two daughters, Jasan is one of the two surviving members of an adventuring party that made a small fortune exploring the Storval Rise and the Mindspin Mountains. That adventuring party was known as the Blackbirds, and the only other surviving member is Vencarlo Orisini.

The Blackbirds broke up more than 2 decades ago over an unfortunate conflict involving the rights to treasure looted from a dwarven tomb—Jasan and Vencarlo wanted to return the weapons recovered from the haunted tomb to Janderhoff, but the others in the group wanted to sell the weapons in Korvosa. The argument came to blows, and in the end Jasan and Vencarlo opted to retire from the adventuring business entirely. The remaining Blackbirds vanished without a trace in the dungeons below Kaer Maga not one season later, and both Jasan and Vencarlo counted themselves lucky at the time to have gotten out when they did.

Although both men took wildly separate paths in life, they remained good friends, periodically exchanging correspondence using a code they'd developed in their adventuring days, more out of novelty at first than any real



desire to obscure their connection. But as the two men's letters grew increasingly political and critical of Korvosa's government, they grew more clandestine and conscious of keeping their code. The system finally paid off recently, for there are no obvious written records of Vencarlo and Jasan's friendship—no links agents of the queen could use to track down Jasan and use him against Vencarlo. So when Orisini needed a safe place for Trinia to hide, he wrote Jasan a brief coded letter and got an even briefer reply: "Yes."

When the PCs arrive at Blackbird Ranch with Neolandus and Vencarlo, Jasan greets them as if they were long-lost family members. Although the meeting is good-natured, and Jasan's booming voice and ready grin are infectious, it should be apparent to the PCs that Vencarlo and Neolandus remain nervous. Trinia Sabor is here as well, eager to reunite with Vencarlo and the PCs (see below), and Jasan invites everyone to join his family for dinner.

After the pleasant and filling dinner, Jasan leads the PCs, Neolandus, Vencarlo, and possibly Trinia down into his basement, a place he uses to brew his own beer. His home-grown hooch is a bit rough, but the true reason he relocates down here is so he and the others can talk frankly without worrying his family. When Vencarlo introduces Neolandus by name, Jasan's eyes widen and he whistles in admiration at the audacity of his home becoming the hideout of Korvosa's seneschal.

Blackbird Ranch is a large place, but not large enough to comfortably accommodate an entire party of adventurers for long. Worse is the unspoken worry on Vencarlo's and Neolandus's minds—that they are known fugitives, and that Queen Ileosa will spare little expense in tracking them down. Her Red Mantis agents were close to discovering Neolandus in Old Korvosa, and it shouldn't take them long to sift through the recent events there and to piece together what happened. If the PCs recovered his Blackjack gear, Vencarlo requests the *amulet of proof against detection and location*, intending to have Neolandus wear it to help hide him, but even then it is only a matter of time before the Red Mantis tracks them all down if they stay in one spot for too long.

Jasan takes the news pretty well, and is the first to suggest that it's about time for a move. By next morning, he has his worried but trusting family packing up all of their belongings for a move west to Magnimar, while Vencarlo and Neolandus decide to seek asylum at the dwarven city of Janderhoff. Before then, though, there is much to discuss. During the late-night meeting in Jasan's basement, Neolandus outlines everything he knows (see The Kazavon Situation section) to the PCs, Vencarlo, and Jasan. If Queen Ileosa is to be defeated, someone has to travel into the Cinderlands and contact the Shoanti to find out what they know of the *Fangs of Kazavon*, and how best to defeat the ancient evil. If the PCs don't suggest it themselves, Vencarlo

points out that keeping Neolandus safe is important, but that that's hardly even a one-man job. He volunteers to stay with the seneschal to help Jasan keep things under wraps until the time to strike at Ileosa is nigh, then bluntly (but with a twinkle in his eye) asks the PCs if they're ready to leave for the Cinderlands in the morning.

## Trinia Sabor

One other person waits to be reunited with Vencarlo and the PCs at Blackbird Ranch—Trinia Sabor. The PCs last saw her when they escorted her out of Korvosa to escape the possibility of a second capture and execution, and while she enjoyed her time in the country, she's very much an adventurer and city girl at heart. Trinia has grown consumed with wanderlust ever since coming to Blackbird Ranch, and for several weeks she even took up adventuring with a band of Varisians and halflings exploring several Shoanti cairns. After a close call in a cairn infested with ettercaps she left the group. That was several days ago, and her wanderlust has already started to build up again. When the PCs arrive, Trinia is ready to leave Blackbird Ranch to seek adventure anew.

Trinia Sabor's statistics are presented below for you to make use as you see fit. If during the first few adventures she struck up a friendship with a PC, she might simply announce that she's going to come with them into the Cinderlands. Even if the PCs rebuff her, she might still follow along in secret, revealing herself to them, perhaps, to come to their aid against an unexpectedly tough encounter. Alternatively, if a PC has recently taken the Leadership feat, Trinia could make an excellent cohort. Finally, Trinia's interest in the Shoanti has bloomed after her experiences exploring their cairns, and she's recently picked up the language. If the PCs need someone to come along with them as a translator, Trinia fits that role perfectly.

### TRINIA SABOR

CR 7

Female human bard 7

CG Medium humanoid

Init +2; Senses Listen -1, Spot -1

#### DEFENSE

AC 18, touch 13, flat-footed 16

(+5 armor, +1 deflection, +2 Dex)

hp 34 (7 HD; 7d6+7)

Fort +3, Ref +7, Will +4

#### OFFENSE

Spd 30 ft.

Melee mwk rapier +8 (1d6/18-20)

Ranged +1 shortbow +8 (1d6+1/x3)

Special Attacks bardic music 7/day (countersong, *fascinate*, inspire competence, inspire courage +1, *suggestion*)

Spells Known (CL 7th)

3rd (1/day)—*confusion* (DC 17), *haste*



- 2nd (3/day)—*cure moderate wounds, invisibility, minor image* (DC 15), *suggestion* (DC 16)
- 1st (4/day)—*charm person* (DC 15), *cure light wounds, feather fall, hideous laughter* (DC 15)
- o (3/day)—*daze* (DC 14), *light, mage hand, mending, message, prestidigitation*

## TACTICS

**During Combat** Trinia activates her inspire courage bardic music ability on the first round of combat, then spends the next 4 rounds casting spells (*confusion* if she can catch a lot of enemies at once, *haste* otherwise, followed by *glitterdust, hideous laughter, and suggestion*) and reactivating her inspire courage every few rounds if the combat lasts that long.

**Morale** Trinia attempts to flee combat if brought below 10 hit points, unless a good friend or ally is still in danger, in which case she'll do everything in her power to try to save him before she runs.

## STATISTICS

**Str** 10, **Dex** 14, **Con** 13, **Int** 12, **Wis** 8, **Cha** 16

**Base Atk** +5; **Grp** +5

**Feats** Acrobatic, Shingle Runner, Spell Focus (enchantment), Weapon Finesse

**Skills** Balance +11, Bluff +13, Climb +12, Craft (painting) +11, Jump +16, Knowledge (local) +11, Perform (comedy) +13, Tumble +16

**Languages** Common, Elven, Shoanti

**SQ** bardic knowledge +8

**Combat Gear** *wand of glitterdust* (33 charges); **Other Gear** +1 mithral shirt, masterwork rapier, +1 shortbow with 20 arrows, *ring of protection* +1, two bronze bracelets worth 50 gp each, copper necklace worth 100 gp

## SPECIAL ABILITIES

**Shingle Runner** This feat (from the *Curse of the Crimson Throne Player's Guide*) grants Trinia a +2 bonus on Climb and Jump checks and allows her to take 10 on Climb checks even when she's distracted. If she falls, she reduces the total damage taken from the fall by 1d6.

## The Kazavon Situation

What Neolandus knows about Kazavon is summarized here—you can have the seneschal simply list the facts for the PCs, or you can use the following as talking points and answers in reply to questions the PCs might have for him.

- When Neolandus confronted Queen Ileosa about King Eodred II's death, her response was to send Red Mantis assassins after him—proof enough of guilt to Neolandus. Through a combination of luck and knowledge about the castle's layout, Neolandus barely

managed to escape with his life and went into hiding with his friend Salvator Scream in Old Korvosa.

- After he recovered from the attack but before Salvator handed him over to the Arkonas, Neolandus spent much of his time in Old Korvosa researching the situation by interviewing key people, poring through records in Endrin Academy, and piecing together information and rumors he heard to try to determine what caused Queen Ileosa's sudden personality change from a petulant spoiled queen to a scheming murderous tyrant.

Neolandus's suspicions grew, but until Queen Ileosa's first public appearance after the plague, he tempered his suspicions with hope. He knew that Queen Ileosa had been "borrowing" the treasury key to look through Korvosa's holdings. Neolandus was also familiar with several old and obscure legends about the chambers below Castle Korvosa—chambers, it was whispered, that were old even when the Shoanti dwelt here, and that used to hide something of great power or evil. There was little more information to go on, but he did uncover mention in some documents from Korvosa's earliest days of something called Midnight's Teeth, and that these teeth were believed to be some sort of sacred relic of great import to the Shoanti. Circumstantial evidence indicates that the Shoanti kept these teeth in the chambers inside the pyramid that now serves as Castle Korvosa's foundation.

- Neolandus's further research uncovered an old legend that chilled his soul. Several hundred years ago, a powerful blue dragon and agent of Zon-Kuthon named Kazavon brought the orcs of Belkzen to their knees and began conquering the neighboring nations of Ustalav and Lastwall, until he was finally defeated and his remains scattered. Some of these remains, according to certain Zon-Kuthonic scriptures, contained fragments of Kazavon's essence. One of these relics was the *Fangs of Kazavon*.
- By piecing together his evidence, Neolandus suspects that Midnight's Teeth were none other than the *Fangs of Kazavon*. The description of the queen's new crown sounds to Neolandus as if she now wears the *Fangs of Kazavon* on her brow, the implications of which troubles him greatly.
- Neolandus wasn't able to gather much more information before the Arkonas took him, but he doesn't suspect there was much more to learn. Hard facts about Midnight's Teeth were sparse to begin with—Korvosa's founders didn't think it important to preserve much in





the way of Shoanti culture. Yet there is still some hope. The Shoanti have very strong oral traditions, and if anyone knows the truth behind Midnight's Teeth, that truth is doubtless hidden among their historians up in the Cinderlands.

Armed with this information, the next step should be clear. The PCs must travel to the Cinderlands and establish a rapport with the Shoanti to discover what they know about Korvosa's earliest days and what they kept so hidden deep inside the pyramid. Unfortunately, rumors that the Shoanti are preparing to launch an attack on Korvosa and her holdings seem to be true—emboldened by the news that Korvosa is buckling under the effects of riots and plagues, word from the Storval Rise is that the largest Shoanti tribe, the Sklar-Quah, is preparing for war. Neolandus has a bit of advice here on where to start—the Skoan-Quah, the Tribe of the Skull.

Of all the Shoanti tribes, it has been the Skoan-Quah who have been most open to talk of peace between Korvosa and the tribes. Until recently, a large number of Skoan-Quah ambassadors dwelt near Korvosa, and peace talks between the two factions were slowly but surely heading in the right direction. Neolandus recalls one old shaman in particular as being level-headed and friendly, a man named Thousand Bones. One of the last things Neolandus tried before the Arkonas got hold of him was to arrange a meeting with the old shaman, but unfortunately, shortly after an event involving one of the Shoanti braves during the riots, the Shoanti abandoned Korvosa. Thousand Bones and his people have returned to a place east of Kaer Maga in the Cinderlands known as the Kallow Mounds, and their reports on the tumult and chaos in Korvosa very likely fueled the neighboring tribe's sudden need to strike while the enemy was wounded.

Yet Neolandus doubts that Thousand Bones has abandoned hopes for peace. The PCs encountered Thousand Bones themselves near the end of "Edge of Anarchy," and assuming they returned Gaekhen's body to the Shoanti, their memories of how the old shaman remained calm and composed even in the face of such atrocities against one of his own should support Neolandus's belief. Neolandus knows that Thousand Bones's tribe dwells in the southeastern portion of the Cinderlands; he believes the best course of action now is for someone to travel to this tribe, find Thousand Bones, and learn from him any information about what Midnight's Teeth actually were. And if they do know more—perhaps they know how to fight against an evil that apparently grants Queen Ileosa the ability to survive a mortal wound.

If the PCs seek to verify Neolandus's theories, either by magic or by traveling to other locations to do research on Korvosa's history on their own (Palin's Cove is the best place to go for this, as a DC 15 Knowledge [history] check

can verify), or by making their own DC 25 Knowledge (history) check to confirm that his research is accurate, let them. This adventure's not on a timer—the Sklar-Quah and Queen Ileosa need plenty of time to prepare for their next steps, after all. Use the results of the PCs' research and spellcasting to both encourage them to seek out Shoanti advice and to discourage them from returning to Korvosa to tackle the queen immediately. If your players seem hell-bent on returning to Korvosa nonetheless, *Pathfinder* #12's "Crown of Fangs" presents the information you'll need to run such an ill-advised gambit.

## The Fourth Harrowing

In "Edge of Anarchy," the PCs gained a powerful magic item—*Zellara's Harrow Deck*. As indicated in that adventure, this Harrow deck plays a recurring role throughout *Curse of the Crimson Throne*. "A History of Ashes" is tied to the suit of Hammers in a Harrow deck—and by extension, to Strength.

Zellara's spirit haunts her Harrow deck, and at several points during this Adventure Path, she can perform a special Harrow reading to grant her chosen heroes, the PCs, advantages over what is to come in the adventure. Soon after the PCs finish speaking with Neolandus, Vencarlo, and the rest, about when they decide they must travel to the Cinderlands to seek out Thousand Bones, Zellara uses her empathic link to instill an urge to perform a Harrow reading in the mind of the PC who carries her deck. If that PC doesn't comply soon by using her cards to perform a reading, Zellara takes matters into her own hands once she sees the PCs are alone by creating a *major image* of herself who then performs the reading.

You can use the results of this Harrowing to further encourage the PCs to travel to the Cinderlands to seek out advice from the Shoanti. Cards that come up representing the past should symbolize the early days of Korvosa's founding and the fact the Shoanti dwelt there before the place was colonized by the Chelaxians. Cards representing the present should be metaphors for the PCs now being fugitives, perhaps enforcing their now homeless state and that they have been turned into nomads; you can even draw parallels between the PCs' forced flight from Korvosa and the Shoanti's expulsion centuries ago, and that by following in the footsteps of those Shoanti and heading up to the Cinderlands, the route to resolution should be clear. Cards representing the future should paint Korvosa as a dangerous place, one that isn't safe for the PCs for some time to come, but imply that when they are ready, they will return to liberate it. You can also foreshadow certain events in this adventure, especially the encounter with Cinderlaw, the emberstorm, the Moon Temple, or their trials on Bolt Rock. Use these cards to imply to the PCs that strength will be important in their immediate



## HARROW POINT USES

In “A History of Ashes,” the PCs are faced with numerous situations where might and muscle determine destiny. Impressing savage barbarians, wrestling with enormous monsters, and lifting impossibly heavy objects can make all the difference.

Players receive a number of Harrow Points to spend during “A History of Ashes.” Rules for determining this number as part of a Harrow reading appear in *Pathfinder* #7’s “Edge of Anarchy.” If you don’t have this book, you can determine how many Harrow Points each PC has to spend during “A History of Ashes” by simply rolling 1d10. During this adventure, a character can spend his Harrow Points in the following ways.

**Strength Rerolls:** Spend a Harrow Point to reroll any one Strength-based skill check. You must abide by the new result (although if you have additional Harrow Points remaining, you can use them to attempt additional rerolls).

**Mighty Thews:** Spend a Harrow Point to be treated as a creature one size category larger than your normal category for the purposes of making grapple checks, lifting heavy objects, or determining if a hungry monster can swallow you whole; this adjustment lasts for one encounter (but no more than 10 minutes at the very most).

**Brutal Strike:** Spend a Harrow Point to gain a +5 bonus on all melee or natural weapons for the duration of one combat. Alternatively, brutal strike allows you to ignore an object’s hardness for 1 round.

## THE CHOSEN

In addition, the card a PC draws during the choosing has special qualities during this adventure. Each of these cards is tied to a specific encounter in “A History Of Ashes,” and when a PC who drew that card reaches that encounter, he gains a +2 bonus on all rolls modified by Strength and an additional +4 bonus on Grapple checks and Strength checks made to break objects. These bonuses last for the encounter’s duration.

**The Paladin:** All conflicts with the Shoanti Krojun-Eats-What-He-Kills

**The Forge:** Battle against the Cinderlander

**The Fiend:** Battle against Cinnabar

**The Keep:** Battles that occur in the House of the Moon

**The Bear:** Battle against Cinderdaw

**The Beating:** All sredna matches

**The Big Sky:** The Trial of the Totems (including battle against the bulettes)

**The Uprising:** Battles against Red Mantis assassins that don’t include named NPCs

**The Cyclone:** Battle against the havero

future, but that they are not yet strong enough to face Queen Ileosa herself. Finally, you can use these readings to not only foreshadow the coming conflict with the Red Mantis (implying that the PCs are being hunted or chased by murderous insects, for example), but to hint to them that other forces they will encounter in the Cinderlands who might at first seem enemies could be powerful allies (foreshadowing the Brotherhood of Bones).

Three cards in particular should have increased importance in this reading, as detailed below.

**The Mountain Man:** This card represents the Shoanti; play it up if it appears in your reading. If the card is in a favorable position, it indicates that the Shoanti are powerful allies who can help the PCs. If the card is in an unfavorable position, it should warn the PCs that while the Shoanti can be allies, they must be treated with respect and that they are perilously close to war.

**The Uprising:** If this card appears as part of the future, suggest that the PCs have a role to play in a future uprising, and that its appearance in this part of the reading implies that now is not the time for direct action against the queen. If it appears in the past or present, downplay its presence, explaining it as simply representing the unquiet times the PCs find themselves in and move on to the next card.

**The Big Sky:** This card represents the Cinderlands. In the past, it symbolizes how the Shoanti fled here and found a new life. In the present, it symbolizes the PCs having emerged from the city and their journey into the wilds. In the future, it predicts that the PCs will find salvation in open lands—the Cinderlands.

## Into the Cinderlands

When it comes time for the PCs to leave, Vencarlo and Neolandus (and Trinia, if the PCs have made it clear that she shouldn’t accompany them) see them off, wishing them luck and praying for their safety. Jasan can provide them with a few weeks’ worth of trail rations and enough light warhorses for them all (including a few pack horses if they need them) if they wish to ride. The actual journey north to the Cinderlands should pass relatively quickly. *Pathfinder* #3’s gazetteer of Varisia presents information on the villages the PCs might pass through on their journey, as well as a wandering monster chart, but overall, little should occur until the PCs reach the Storval Rise.

The easiest way to navigate the towering cliffs that separate Varisia from the Cinderlands is to pass through the anarchic city of Kaer Maga. Additional details on this unusual city of merchants and thieves can be found in *Pathfinder* #3 or *D2: Seven Swords of Sin*. Kaer Maga is perched on the edge of the Storval Rise, and the majority of the traffic across the cliffs winds through it. There’s no official toll for passing through the city, but the sheer number of beggars and cutpurses the PCs brush





shoulders with could easily take an unofficial toll of 3d6 gp. A DC 20 Diplomacy or Intimidate check is enough to bypass this event.

Flight and teleportation, of course, allow for much swifter routes up and over the cliff to the lands above, but apart from Kaer Maga, there aren't many easy land routes available. Climbing up the cliffs is a formidable task, as the cliff averages 1,000 feet in height. Hand- and footholds are plentiful, making it a DC 15 Climb check, but the sheer number of checks required should make this option a poor one. It's also possible to navigate the numerous cave systems that riddle the cliffs, but these areas are home to trolls, ettins, wyverns, gargoyles, harpies, and other dangerous monsters.

Of course, once the PCs surmount the Storval Rise and enter the Cinderlands themselves, the peril increases. The article on the Cinderlands that begins on page 58 gives full details on this rugged, hostile region. To the uninitiated, the Cinderlands are arid, barren, and silent. It is not a true desert, however—weed-like grasses grow in abundance wherever they can, as the great Yondabakari River and its tributaries feed any soil they can reach.

Also, remember that the Cinderlands were once part of Thassilon, an ancient civilization which built great monuments of a size and scope unknown today. As such,

even in these hellish wastes in the middle of nowhere, the PCs might suddenly come across the ruin of an ancient temple, a forgotten statuary, or even a previously undiscovered monolith.

During “A History of Ashes,” the PCs travel widely across the Cinderlands, a region well known for its dangers and hostile inhabitants. The wandering monster table provided on page 81 presents several possible encounters the PCs can have as they travel though this perilous land. They'll also interact with several different groups—the Shoanti, the Red Mantis, the Brotherhood of Bones, and the Cinderlander. All four of these are summarized on the following pages, as their roles in this adventure are dynamic and can influence multiple parts in different ways.

### The Shoanti

There are three tribes of Shoanti dwelling in the Cinderlands, each of which have distinct traditions and lifestyles. Additional information about the Shoanti can be found in “People of the Storval Plateau” on page 66, but the tribes that play the primary role in this adventure are summarized here.

**Sklar-Quah (Clan of the Sun):** The largest of the Shoanti tribes in the Cinderlands, the Sklar-Quah are



## SHOANTI WAR PAINT

**Aura** moderate (school varies); **CL** 7th  
**Slot special; Price** 900 gp, 1,800 gp;  
**Weight** —

### DESCRIPTION

The Shoanti have developed numerous variations of magical war paint, each providing a specific benefit to aid their hunters, warriors, and heroes in a variety of tasks. *Shoanti war paint* can be applied to any visible part of the body—typically the face, shoulders, legs, or arms. Applying a dose of war paint is a full-round action that provokes an attack of opportunity. *Shoanti war paint* does not take up a magic item slot, but you can only benefit from one color of Shoanti war paint at a time—applying a dose of a different color replaces the effects of the previous application. Once applied, the effects granted by the war paint last for 24 hours.

The eight most common colors and their effects are listed here.

**Black (1,800 gp):** You become cloaked in shadows and smoke, gaining the effects of a *blur* spell.

**Blue (900 gp):** You gain a 30-foot enhancement bonus to your base move speed.

**Green (900 gp):** When you use bardic music to inspire courage, the morale bonus you grant increases by 1; this is treated as an enhancement bonus.

**Orange (900 gp):** You gain damage reduction 1/—. This effect stacks with the damage reduction granted by the barbarian class.

**Red (900 gp):** You gain fire resistance 10.

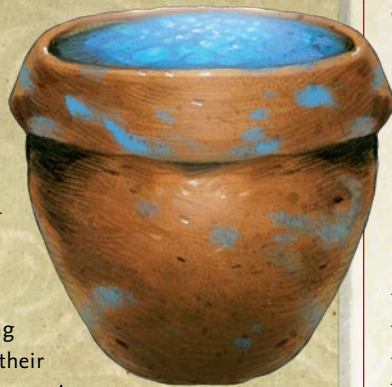
**Silver (900 gp):** You gain a +3 deflection bonus to AC.

**White (1,800 gp):** You gain a +4 resistance bonus on all saving throws against level drain and negative energy. As soon as you receive a negative level from an energy drain attack, the white war paint absorbs the effect and then fades away, ending the ongoing duration of the paint's effect immediately.

**Yellow (900 gp):** Grants a +5 competence bonus on Listen and Spot checks.

### CONSTRUCTION

**Requirements** Craft Wondrous Item; *blur* (black), *expeditious retreat* (blue), *heroism* (green), *stoneskin* (orange), *resist energy* (red), *shield of faith* (silver), *death ward* (white), *clairaudience/clairvoyance* (yellow); **Cost** 900 gp, 72 XP (black and white paints); 450 gp, 36 XP (all other paints)



also the most warlike. Sklar-Quah braves endure a large number of dangerous trials before they become warriors, including the infamous Burn Runs. The only shamans who retain any lore about the *Fangs of Kazavon* are all Sklar-Quah shamans. The majority of Shoanti the PCs might encounter during their exploration of the Cinderlands are Sklar-Quah.

**Skoan-Quah (Clan of the Skull):** The Skoan-Quah dwell in the easternmost regions of the Cinderlands. Many of their shamans, including Thousand Bones, have worked with Korvosa to try to build peace between their people, a trait that has seen the Skoan-Quah increasingly shunned by the other Shoanti. Yet since the Shoanti believe that the Skoan-Quah have the closest connection to the land of the dead, and that they guard Shoanti ancestors from evil spirits, the other clans have begrudgingly refrained from truly ostracizing the Skoan-Quah.

**Lyrune-Quah (Clan of the Moon):** The Lyrune-Quah are nomads and, unlike their Shoanti kin, worshipers of Desna. Currently, a large group of Lyrune-Quah are visiting an ancient shrine to Desna called the House of the Moon, yet their traditional campsite has become the lair of a dangerous local predator.

## The Red Mantis

In “Escape from Old Korvosa,” the PCs first crossed paths with the Red Mantis. Even if that initial encounter didn’t result in the death of any Red Mantis assassins, the group nevertheless targets the PCs for death in this adventure at the request of Queen Ileosa, who has finally realized, just too late to take action against them directly, how dangerous the PCs are to her.

That changes with “A History of Ashes.” Queen Ileosa has her own concerns to keep her attentions focused on Korvosa, but at the start of this adventure she charges the Red Mantis cell operating in her city with the task of not only finishing the assassination of Neolandus Kalepopolis, but also with hunting down and murdering the PCs. The queen has already moved so far beyond the city charter that Neolandus isn’t as much of a threat to her, but the PCs are. Within the Red Mantis, responsibility for the assassination of the PCs falls upon one of the region’s most deadly assassins: a woman named Cinnabar. It takes Cinnabar a few days to organize her crew of killers, but once she moves out, she does so with speed.

The sole child of the notorious Red Mantis cultist Carmine the Lustful Feaster, Cinnabar was an egregious disappointment to the family tradition—her meek manner left her ill-suited to be a killer. Carmine, however, had Cinnabar “fixed” at the age of eight by placing a *geas* upon her, compelling the young girl to kill at least one living creature each week without assistance or suffer wracking pain and potential death. Out of necessity,



Cinnabar swiftly grew to become a dispassionate and self-reliant killer. As a result, she took to her Red Mantis training with a level of dedication previously unseen in any other initiate. She finally came of age when her mother perished on a job, leaving Cinnabar alone in the world. With the death of her mother, though, came an unforeseen development. Hatred of her mother was all Cinnabar had to cling to, and with her mother dead and the regular *geas* now removed, little remained but loyalty to the Red Mantis. Emotionless and hollow, Cinnabar's chilling lack of passion makes her a truly effective killer, yet also robs her of the drive to climb the ladder of the Red Mantis society. She has stagnated, in effect, in the role of commander, something her superiors hope to cure her of by giving her an important task—something that will return her inner fire and make her fit for true leadership within the society.

Although Cinnabar has had the inconvenience of the *geas* removed, she continues to slay with her trademark dispassion and frequency. Most within the lower-echelon of the Red Mantis believe that Cinnabar's *geas* remains in effect and that to displease her is to become her weekly sustenance. This false belief has enabled Cinnabar to command a loyalty of fear unrivaled by her Red Mantis peers.

Although she conceals her face with the traditional *mantis mask* when in battle, Cinnabar is in fact quite beautiful, with strawberry hair and what was once a kind face. Her loveliness, however, is marred by the fact that she has long since ceased to smile.

As the adventure progresses, Cinnabar sends small groups of assassins after Vencarlo and Neolandus, but you should assume they reach safety in Janderhoff—the true focus should remain the PCs. It's easiest to assume that as long as the PCs survive the assassination attempts that occur at times during this adventure, Vencarlo and Neolandus do as well. The Red Mantis track the PCs through a combination of mundane and magical means, by following eyewitness accounts, footprint trails, and divination magic. Once she discovers the PCs are heading into the Cinderlands, one of Cinnabar's coups is to swiftly secure the aid of a local legend—a Shoanti-hunting ranger known only as the Cinderlander. With his intimate knowledge of the Cinderlands at Cinnabar's side, the Red Mantises should have little problem heading off the PCs when necessary to make their strikes as scheduled in the adventure. You should periodically have Cinnabar use *scrying* on the PCs during this adventure—chances are that the characters won't notice, but if they do, they can perhaps do something to prevent the Red Mantis from gaining too much of an advantage over them.

## RED MANTIS ASSASSINS

Human rogue 3/fighter 2/Red Mantis assassin 3

## CR 8

LE Medium humanoid

**Init** +5; **Senses** Listen +11, Spot +11

### DEFENSE

**AC** 20, touch 16, flat-footed 14

(+3 armor, +5 Dexterity, +1 Dodge, +1 shield)

**hp** 50 (8 HD; 6d6+2d10+16); fast healing 2

**Fort** +8, **Ref** +12, **Will** +5

**Defensive Abilities** evasion, red shroud, trap sense +1

### OFFENSE

**Spd** 60 ft.

**Melee** mwk sawtooth sabre +11/+6 (1d8+1/19–20) and

mwk sawtooth sabre +11/+6 (1d8/19–20)

**Ranged** dagger +11 (1d4+2/19–20)

**Special Attacks** prayer attack, sneak attack +3d6

**Spells Known** (CL 3rd)

2nd (1/day)—*cat's grace*, *hold person* (DC 14)

1st (3/day)—*expeditious retreat*, *feather fall*, *spider climb*

### TACTICS

**Before Combat** A Red Mantis casts *cat's grace* and *expeditious retreat* before entering combat, and activates her *mantis mask* (*deathwatch* at day or darkvision at night).

**During Combat** The assassins use prayer attacks if facing lone targets. Otherwise, they team up to flank foes so as to make the most of their sneak attacks. They activate their red shrouds on the first round of combat.

**Morale** The assassins are fanatics and fight to the death.

**Base Statistics** **Init** +3; **AC** 17, touch 13, flat-footed 14; **Ref** +10;

**Spd** 30 ft.; **Melee** mwk sawtooth sabre +9/+4 (1d8+1/19–20)

and mwk sawtooth sabre +9/+4 (1d8/19–20); **Ranged** dagger

+9 (1d4+2/19–20); **Dex** 16; **Skills** Balance +9, Hide +14, Jump

+12, Move Silently +14, Tumble +11

### STATISTICS

**Str** 12, **Dex** 20, **Con** 14, **Int** 8, **Wis** 10, **Cha** 14

**Base Atk** +6; **Grp** +7

**Feats** Alertness, Exotic Weapon Proficiency (sawtooth sabre),

Stealthy, Two-Weapon Defense, Two-Weapon Fighting,

Weapon Finesse, Weapon Focus (sawtooth sabre)

**Skills** Bluff +11, Climb +7, Hide +16, Intimidate +8, Jump +24,

Listen +11, Move Silently +16, Spot +11, Tumble +13

**Languages** Common, Infernal, Varisian

**SQ** trapfinding

**Gear** +1 *leather armor*, 2 masterwork sawtooth sabres, 4

daggers, *mantis mask*, *cloak of resistance* +1

### SPECIAL ATTACKS

**Red Shroud (Su)** A Red Mantis assassin can create a veil of swirling red mist around himself twice per day as a move-equivalent action. The red shroud persists for 3 rounds. As long as it is active, the Red Mantis gains a +1 dodge bonus to his Armor Class and fast healing 2. The mist is supernaturally resistant to wind, and cannot be dissipated by such before its duration ceases.

**Prayer Attack (Su)** A Red Mantis assassin must be within 30 feet of his victim and visible to said victim in order to begin



## TURNING THE TABLES ON THE ASSASSINS

It's possible that the PCs decide to take matters into their own hands during the adventure and set aside their other tasks to focus on tracking down Cinnabar and her Red Mantis minions in an attempt to strike at them before they can make additional assassination attempts. As written, the PCs get their chance for revenge in the final encounter, where they help defend a Sklar-Quah camp from Cinnabar and her minions. If the PCs manage to track down the assassins before this event and confront them, you can just as easily have this encounter occur earlier than scheduled. Without the aid of the Sklar-Quah, though, a direct confrontation against Cinnabar and her assassins is a deadly fight, one that might well kill the entire party. You can try to discourage this distraction by portraying the Red Mantis attacks during Part Three as this adventure's natural climax with the mantises, playing down their further attempts to catch the PCs until the end.

If the PCs insist on tracking down the Red Mantis, you'll need to do some quick planning. Within a few days of arriving in the Cinderlands, the Red Mantis secure the aid of both the Cinderlander and a tribe of gargoyles called the Ashwings. The Ashwings are a nomadic tribe, moving from rookery to rookery on a nightly basis as they swoop along a particularly large territory encompassing much of the Ash-Blown lands. Cinnabar has many assassins working for her, and at any one time, keeps a group of four nearby—it is this group she uses to strike against the Sklar-Quah at the end of this adventure. Other groups of assassins prowl the Cinderlands as directed by her, eventually ambushing the PCs at the Acropolis of the Thrallkeepers. If the PCs track down the mantises, they find Cinnabar, her four assassins, and the Cinderlander taking shelter in a small five-room cave system, one of dozens of rookeries used by the Ashwings. A group of 2d6 gargoyles are on site as well, providing what could be a dangerous battle indeed.

a prayer attack. He begins to sway in a hypnotic pattern, drawing his arms upward and wielding a sawtooth sabre in at least one hand as he attempts to fascinate the victim. The victim can resist fascination by making a DC 15 Will save. By concentrating, the Red Mantis assassin can maintain this fascination, and after 3 rounds of fascination, may make a coup de grace attack against the fascinated target—if the victim is slain by this attack, he is typically beheaded. A victim who survives the coup de grace is no longer fascinated by the Red Mantis assassin, but the assassin can attempt a new prayer attack against the victim if he so desires. Activating or concentrating on maintaining a prayer attack does not provoke an attack of opportunity. The victim can escape fascination before this coup de grace attack if the Red Mantis

assassin ceases to concentrate on maintaining the effect. Alternatively, the victim may attempt a new saving throw to resist the fascination each time a potential threat (other than the fascinating Red Mantis assassin) approaches the victim. An obvious threat other than the Red Mantis assassin automatically breaks the victim's fascination, as can a fascinated creature's ally who takes a standard action to shake the victim free of the fascination.

## CINNABAR

CR 12

Female human rogue 4/ranger 2/Red Mantis assassin 6  
LE Medium humanoid

**Init** +2; **Senses** Listen +1, Spot +8

### DEFENSE

**AC** 21, touch 16, flat-footed 16

(+5 armor, +1 deflection, +5 Dex)

**hp** 76 (12 HD; 4d6+8d8+24)

**Fort** +6, **Ref** +12, **Will** +6

**Defensive Abilities** evasion, red shroud 2/day, trap sense +1

### OFFENSE

**Spd** 30 ft.

**Melee** +1 sawtooth sabre +14/+9 (1d8+3/17–20) and

+1 sawtooth sabre +14 (1d8+3/17–20)

**Special Attacks** call mantis, favored enemy (human +2), mantis form 1/day, prayer attack (DC 19), sneak attack +4d6

**Spells Known** (CL 6th)

3rd (2/day)—*fear* (DC 16), *fly*, *scrying*

2nd (3/day)—*blur*, *invisibility*, see *invisibility*, *summon swarm*

1st (4/day)—*darkvision*, *expeditious retreat*, *jump*, *true strike*

### TACTICS

**Before Combat** Prior to facing the PCs, Cinnabar casts *darkvision*, *expeditious retreat*, and *see invisibility*. She also activates her red shroud ability.

**During Combat** On her opening strike, she transforms her sawtooth sabre into a mantis claw, gaining a further +2 to hit. She channels her stunning fist through her sabre until her uses are exhausted, holding nothing back. Once injured and in need of healing, she changes into a blood mantis (+13 hit points from the healing accompanying the *polymorph* plus an additional +26 hit points from the enhanced Constitution of her new form). This also enables her to pick up two extra uses of her fading ability. See below for her new statistics block.

**Morale** Although tactically-minded, Cinnabar secretly harbors a death wish and does not flee from her destiny. Moments before a PC can connect with a final attack, she closes her eyes and enjoys her first moment of true peace.

### STATISTICS

**Str** 10, **Dex** 20, **Con** 14, **Int** 13, **Wis** 8, **Cha** 17

**Base Atk** +9; **Grp** +9

**Feats** Alertness, Combat Expertise, Exotic Weapon Proficiency (sawtooth sabre), Improved Critical (sawtooth sabre),



Improved Disarm, Track, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (sawtooth sabre), Weapon Specialization (sawtooth sabre)

**Skills** Balance +18, Bluff +16, Concentration +15, Hide +19, Intimidate +18, Jump +9, Move Silently +19, Search +14, Sense Motive +6, Spot +8, Survival +6, Tumble +20

**Languages** Common, Infernal

**SQ** resurrection sense, trapfinding, wild empathy +4

**Combat Gear** *potion of cure serious wounds*, *potion of haste*, *wand of hold person* (19 charges), large scorpion venom (4 doses); **Other Gear** +2 studded leather armor, two +1 sawtooth sabres, cloak of Charisma +2, gloves of Dexterity +2, amulet of health +2, ring of protection +1, mantis mask, elixir of shadewalking (3)

## SPECIAL ABILITIES

**Call Mantis (Sp)** Cinnabar may cast a specialized version of *summon monster IV* once per day to summon 1d4+1 fiendish giant praying mantises or 1d3 half-fiend giant praying mantises. Both types are blood red in hue, and thus do not gain the typical bonus on Hide checks in foliage.

**Mantis Form (Su)** Cinnabar can change into a giant praying mantis, as per the spell *polymorph*. She may make this change once per day. The mantis form is blood red in hue, and as such does not gain the bonus on Hide checks in foliage. While in mantis form, she may cast a quickened still silent *fear* spell once every hour. She may remain in mantis form a number of hours equal to her class level.

**Red Shroud (Su)** Cinnabar can activate her red shroud two times per day. It persists for 6 rounds and grants fast healing 2. See page 15 for more details on this special attack.

**Prayer Attack (Su)** Cinnabar's prayer attack can be resisted with a DC 19 Will save; see page 16 for more details on this special attack.

**Resurrection Sense**

**(Su)** Cinnabar is supernaturally sensitive to the movement of souls she has killed. If anyone she slew is brought back to life, she notices the resurrection unless the event takes place in an area that prevents scrying effects, and even then, she can sense the previously assassinated life the instant it steps out of that area. The sensation lasts only for a moment—not enough to tell the mantis where the resurrected victim is located, only that a specific previous victim has returned to life. If Cinnabar confronts this victim again, she gains a +1 morale bonus on attack rolls to hit the victim, and her prayer attack save DC increases by 1 when used against that victim.

## The Brotherhood of Bones

The Brotherhood of Bones consists of a group of Zon-Kuthonites from across Avistan, fanatics who seek a singular goal: the gathering of the relics of Kazavon so that the ancient warlord can be reborn. The Brotherhood of Bones has long suspected that one of these relics was located in Varisia, and with Kazavon's recent awakening in Korvosa, the closest Brotherhood agent, Laori, came to investigate the signs and portents. Her interactions with the PCs in "Escape from Old Korvosa" were the first time the Brotherhood learned of the characters and realized that their goals—to remove the power of Kazavon from Ileosa—are more similar than they might at first appear.

Taking Laori's words under advisement, the Brotherhood elected to send one of their star agents to observe the PCs, both to learn what their eventual goals regarding the *Fangs of Kazavon* could be, and to determine how much aid the PCs can be to the Brotherhood in wresting the fangs away from Queen Ileosa when the time comes. Laori seethes at being passed over for the job, since she feels the glory should be hers—she "found" the PCs, after all. Instead, the Brotherhood awarded the prestigious task to a Chelaxian man



CINNABAR





## MASK OF THE MANTIS

As much as they are veils to hide the assassins' identities, the insectile masks of the Red Mantis are tools of murder and symbols of dread to those they hunt. The equally distinct weapon of the Red Mantis, the sawtooth sabre, appears in the *Curse of the Crimson Throne Player's Guide*.

### MANTIS MASK

**Aura** faint divination; **CL** 3rd  
**Slot** head; **Price** 6,000 gp; **Weight** 1 lb.

#### DESCRIPTION

Upon becoming a Red Mantis assassin, a new recruit is granted his *mantis mask* by his superior. These masks cover the entire face, and give the assassin the well-known look fostered by the organization over the years—an assassin is expected to wear his mask at all times while on a job.

A *mantis mask* has three daily charges. The wearer can spend a charge to gain darkvision to a range of 60 feet, the effects of *see invisibility*, the effects of *deathwatch*, or a +5 competence bonus on Spot checks. Once a charge is spent, the effect granted persists for 30 minutes before fading. Multiple effects can be active simultaneously. Charges used replenish after 24 hours.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *darkvision*, *see invisibility*, *deathwatch*; **Cost** 3,000 gp, 240 XP

named Sial, one of the priesthood's most famous and well-known philosophers.

Sial didn't start his priestly career in the service of the Midnight Lord. Instead, he entered the priesthood of Asmodeus at a young age, eager to leverage the political capital it would provide him in his native Chelixa. A gifted academic, Sial quickly became an accomplished devil binder, but slowly drifted from the church as his use for the connections of organized religion began to wane. Sial's outlook changed drastically, however, after he listlessly undertook a 1-year assignment to serve as an ambassador on the Chelixa/Nidal border at a monastery dedicated to the teachings of Zon-Kuthon. Sial took the post hoping to further his knowledge of the complex but poorly understood relationship between devils and undeath, but quickly became enraptured by the rituals he saw performed there. Here was the song of faith that had so long eluded him in the service to Asmodeus.

Sial's defection was swift, and not the first of its kind. The church of Zon-Kuthon faked his death and whisked him away to the heart of its shadowy nation, where he

was put in contact with the Brotherhood of Bones. Within weeks, Sial's knowledge of devilbinding and all things infernal markedly increased that area within the Brotherhood, and his swift rise in the ranks to the vaunted title of Shadowcount made him the pride of the church. Over the following years, Sial swiftly became one of the Brotherhood's most trusted agents and now acts as an elderly mentor to many within the Brotherhood. He has since re-established his name in Chelixa after several tense summits with the church of Asmodeus, and he now serves as an ambassador and diplomat when needed.

Sial comports himself with an air of superiority, always walking with his chin held high and his expression one of knowing disdain. When interacting with those outside the Brotherhood, Sial typically speaks slowly and softly, as though addressing small children. To those in service to him, though, such as lower-ranking members of the Brotherhood of Bones, Sial is harsh and biting, a leader who brooks no dissent. Sial is a fastidious dresser, wearing all jet-black, layered with a spotless hakama.

When Sial learned that a lead on the true fate of Kazavon, one of the church's most important prophets, had been discovered in Korvosa, he volunteered to lead a team but understood when Laori Vaus was assigned as a solo operative instead. Now that she's returned and the Brotherhood has chosen him to locate the PCs, observe them unseen, and analyze their use, he has been gifted with two important tools: First is the servitude of a charming but deadly chain devil named Asyra, who serves him as a bodyguard and companion. Second, he has been given charge of a *bone house*, a portable fortress that comes with its own small army of undead servants. Sial's use of *divination* and *commune* has pointed him toward the Acropolis of the Thrallkeepers, and by the time the PCs reach this area, he and his agents are already within, set to watch and observe.

## SHADOWCOUNT SIAL

**CR 11**

Male human cleric 7/thaumaturge 4

LE Medium humanoid

**Init** +1; **Senses** Listen +4, Spot +4

#### DEFENSE

**AC** 19, touch 13, flat-footed 18

(+6 armor, +2 deflection, +1 Dex)

**hp** 65 (11 HD; 7d8+4d4+11+9 temporary)

**Fort** +9, **Ref** +4, **Will** +15

**Immune** fear, poison

#### OFFENSE

**Spd** 30 ft.

**Melee** +2 *guided spiked chain* +14/+9 (2d4+6)

**Special Attacks** death touch 1/day, rebuke undead 5/day (+2, 2d6+9)

**Spells Prepared** (CL 11th, law spells CL 12th, ranged attack +9)



- 6th—*heroes' feast*, *hold monster*<sup>D</sup> (DC 20)  
 5th—extended *greater magic weapon*, *scrying* (DC 19), *slay living*<sup>D</sup> (DC 19)  
 4th—*air walk*, extended *magic vestment*, *order's wrath*<sup>D</sup> (DC 18), *spell immunity*, *summon monster IV*  
 3rd—*cure serious wounds*, extended *death knell*<sup>D</sup> (DC 16), *dispel magic*, extended *hold person* (DC 16), *protection from energy*, *summon monster III*  
 2nd—*align weapon*, *calm emotions*<sup>D</sup> (DC 16), *cure moderate wounds*, *lesser restoration*, *resist energy*, *silence* (DC 16)  
 1st—*comprehend languages*, *cure light wounds* (2), *divine favor*, *endure elements*, *protection from chaos*<sup>D</sup>, *sanctuary* (DC 15)  
 o—*create water*, *cure minor wounds*, *detect magic*, *light* (2), *mending*

**D** domain spell; **Domains** Death, Law

## TACTICS

**Before Combat** Sial has a strict regimen of daily spellcasting. Each morning, he casts extended *magic vestment* on his chain shirt and extended *greater magic weapon* on his +1 *guided spiked chain*. He also casts *endure elements* on himself each morning as long as he remains in the Cinderlands. Now and then, as necessary, he uses *scrying* to spy on the PCs' progress. Each evening, before he sets out on the night's duties, Sial casts *heroes' feast*, sharing his banquet of bland gray wafers and bitter wine with Asyra. In anticipation of combat, he prepares by casting *protection from chaos*, *align weapon*, *resist energy (fire)*, *protection from energy (electricity)*, *air walk*, and *spell immunity* (favoring *suggestion* and *charm monster* as his immune spells if no more logical choice is obvious).

**During Combat** Sial lets his foes come to him, casting his ranged spells while his minions engage in melee. Once his opponents close, he casts *divine favor* and relishes the chance to fight with his *guided spiked chain*.

**Morale** If Sial's hit points fall below 15, he uses his *scroll of word of recall* to flee back to his home in Nidal. He then uses spells like *sending* to re-establish contact with the PCs, if they were allied, to arrange a place where they can reconnect, traveling via *wind walk* if necessary to reach them swiftly.

## STATISTICS

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

**Base Atk** +7; **Grp** +6

**Feats** Augmented Summoning, Craft Magic Arms and Armor, Extend Spell, Great Fortitude, Improved Turning, Scribe Scroll, Spell Focus (conjuration)

**Skills** Concentration +12, Diplomacy +14, Knowledge (religion) +10, Knowledge (the planes) +4, Sense Motive +12

**Languages** Common, Infernal

**SQ** contingent conjuration, extended summoning, improved ally, mark of Zon-Kuthon, spontaneous casting (inflict spells)

**Combat Gear** *wand of cure moderate wounds* (45 charges), *scroll*

## ELIXIR OF SHADEWALKING

**Aura** moderate illusion; **CL** 11th

**Slot** —; **Price** 3,500 gp; **Weight** 1 lb.

### DESCRIPTION

Typically kept in a small bone flask, a draught of this potent elixir is enough to catapult the drinker and up to 11 additional creatures the drinker is in contact with at the time of imbibing into the Shadow Plane. Once there, the affected creatures are under the effects of a *shadow walk* spell and may travel at an effective speed of 50 mph over land for up to 11 hours.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *shadow walk*; **Cost** 1,750 gp, 140 XP



*of death ward*, *scroll of dimensional anchor*, *scroll of discern lies*, *scroll of dispel magic*, *scroll of lesser planar ally*, *scroll of summon monster V*, *scroll of tongues*, *scroll of word of recall*;  
**Other Gear** +1 *chain shirt*, +1 *guided spiked chain*, *bone house*, *periapt of Wisdom* +2, *ring of protection* +2

## SPECIAL ABILITIES

**Contingent Conjuration (Su)** If Sial ever takes damage, his contingent conjuration triggers a *summon monster VI* spell, summoning a chain devil to aid him.

**Mark of Zon-Kuthon** As a member of the Brotherhood of Bones, Sial is the willing recipient of an invisible *mark of justice*. If he ever denounces the faith of Zon-Kuthon he is inflicted with a brand of disloyalty, a *bestow curse* spell which causes his eyes to glaze over with a hardened metallic film resulting in a permanent (and painful) blindness.

## ASYRA

**CR 10**

Female chain devil fighter 4

LE Medium outsider (evil, extraplanar, lawful)

**Init** +7; **Senses** darkvision 60 ft.; Listen +10, Spot +10

**Aura** unnerving gaze (30 ft., DC 18)

### DEFENSE

**AC** 25, touch 15, flat-footed 22

(+2 deflection, +3 Dex, +8 natural, +2 shield)

**hp** 127 (12 HD; 8d8+4d10+60+9 temporary); regeneration 2 (silver or good)

**Fort** +15, **Ref** +10, **Will** +9

**DR** 5/silver or good; **Immune** cold, fear, poison; **SR** 18

### OFFENSE

**Spd** 30 ft.

**Melee** 2 chains +18 melee (2d4+6/19–20)

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

**Special Attacks** dancing chains

### TACTICS





**During Combat** Asyra seeks out opponents who wear lockets or amulets, or anybody with chains around their necks.

She then closes within 20 feet and uses her dancing chains ability to cause the chains to enlarge and grow spikes, strangling her victims with their own baubles. In melee combat, she grows the tiny chain adorning her wrist to full size and attacks. Anyone drawing aside her shawl is subjected to her unnerving gaze ability.

**Morale** Asyra knows that if killed or banished she merely returns to the realm of the Midnight Lord, where her torment continues. She fears nothing.

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#### STATISTICS

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**Str** 18, **Dex** 17, **Con** 20, **Int** 6, **Wis** 8, **Cha** 14

**Base Atk** +12; **Grp** +16

**Feats** Ability Focus (unnerving gaze), Dodge, Improved Critical (chain), Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Focus (chain), Weapon Specialization (chain)

**Skills** Climb +15, Escape Artist +14, Intimidate +17, Listen +10, Spot +10, Tumble +8

**Languages** Common, Infernal

**Gear** *amulet of health* +2, *ring of protection* +2, *ring of force shield*

## The Cinderlander

Sklar-Quah raiders have long descended the Storval Rise in raiding bands to strike at locations like Sarwin and Abken, but these raiders typically target the smaller farming thorps that can be found in the verdant farmlands between Ashwood and the Yondabakari River. After one such thorp was wiped out by Sklar-Quah raiders, the man who would become the Cinderlander abandoned his name and took up hunting Shoanti full time—a particularly dangerous occupation. Notorious amongst the Quahs of the Cinderlands, the Shoanti refer to the Cinderlander as the “devil *tshamek*,” with many Shoanti believing that the Cinderlander can’t be a living man, but rather a spirit of wrath fueled by men slain during these raids into the southern lowlands.

After years of hunting and killing Shoanti, the Cinderlander gradually achieved two cynical epiphanies—first, no matter how many Shoanti he killed in his lifetime, there would always be more; and second, that the Shoanti were already a doomed culture, gradually being crushed between civilization to the south and more brutal orcs to the north. His righteous fury largely exhausted, the Cinderlander now rents himself out as a guide for those who seek to cross the Cinderlands in safety, facilitating the inland travel of southerners. He secretly resents the paradox that over the years he has gradually become far more like the Shoanti he hunts than the Chelaxian heritage he thought he was defending, yet he knows little else. Grisly trophies of his victims periodically appear in the landscape—typically the heads of Shoanti braves who sought him out. These heads are left mounted on sticks



with crossbow bolts lodged in the eyes—an implied threat that those slain by the Cinderlander are robbed of the ability to find their way to their afterlife.

Cinnabar of the Red Mantis hires the Cinderlander through some agents in Kaer Maga, and before long, the sour, embittered loner is making more money than he has in years leading a strange and sinister group of assassins into the Cinderlands. In true cynical style, the Cinderlander doesn't care that the ones the assassins hunt are probably his countrymen—he tells himself that their payments might finally net him enough money to return to the lowlands and build a new thorp to replace the one the Shoanti destroyed so long ago. Yet in his heart, the Cinderlander knows that these rugged lands are his home now, and that he has become as much a product of this harsh realm as the Shoanti he so despises.

## THE CINDERLANDER

CR 12

Male human ranger 10/horizon walker 2

CN Medium humanoid

**Init** +3; **Senses** Listen +21, Spot +6

### DEFENSE

**AC** 19, touch 13, flat-footed 16

(+6 armor, +3 Dex)

**hp** 105 (12 HD; 12d8+48)

**Fort** +14, **Ref** +10, **Will** +5

**Defensive Abilities** evasion

### OFFENSE

**Spd** 30 ft.

**Melee** mwk handaxe +14/+9/+4 (1d6+1/×3) and

mwk handaxe +14 (1d6/×3)

**Ranged** *Vindicator* +18/+13/+8 (1d10+2/19–20 plus *screaming bolt*)

**Special Attacks** favored enemy (humans +6, giants +4, magical beasts +2)

**Spells Prepared** (CL 5th)

2nd—*barkskin*, *wind wall*

1st—*charm animal* (DC 13), *pass without trace*

### TACTICS

**Before Combat** The Cinderlander casts *pass without trace* before going on any scouting missions. Before engaging in combat, the Cinderlander casts *barkskin* on himself.

**During Combat** The Cinderlander prefers to fight at range with *Vindicator*, targeting Shoanti to the exclusion of all other foes if given a choice. A favorite tactic against mounted enemies is to cast *charm animal* on the mount to lessen his foe's mobility. Against foes who bring superior firepower, he uses a *wind wall* to create cover from their archers. He resorts to a pair of masterwork handaxes only when forced. His animal companion Neverfar remains at his side—the Cinderlander prefers to use the firepelt cougar as a guardian while he sleeps rather than as a bodyguard or assassin.

## BONE HOUSE—MINOR ARTIFACT

**Aura** strong conjuration and necromancy; CL 17th

**Slot** —; **Weight** 2 lb.

### DESCRIPTION

A *bone house* is a variant of the *instant fortress* developed by the Brotherhood of Bones. Only a few of these items exist, and they are granted only to the Brotherhood's favored agents. Each *bone house* appears as a fist-sized bone carving of a skull-topped fortress. When activated by speaking a command word, it grows to form a tower 20 feet square and 30 feet high, with arrow slits on all sides and a crenellated battlement atop it. The bone walls extend 10 feet into the ground, rooting it to the spot and preventing it from being tipped over. The fortress has a small door that opens only at the command of the owner of the fortress—even *knock* spells can't open the door.

The bone walls are magically enhanced to be as hard as stone, and have 100 hit points and hardness 10. The *bone house* can be repaired by casting *inflict* spells on the walls, with each 10 points of negative energy repairing 1 point of damage. A *bone house* springs up in just 1 round, with the door facing the device's owner. The door opens and closes instantly at his command. People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught takes 10d6 points of damage (Reflex DC 19 half). The interior of a *bone house* is under the constant effects of a *desecrate* spell (the *bone house* itself is considered an altar to Zon-Kuthon for the purposes of determining the *desecrate*'s modifiers).

Once a *bone house* is expanded into tower size, its owner can create up to four mummies per month from the drifts of bone ash and detritus that litters the inner rooms. Creating a mummy in this manner takes 10 minutes, and the owner must be inside of the *bone house* the entire time. Mummies created gain +2 hit points per HD (thanks to the *desecrate* effect), and guard the contents of the *bone house* without needing to be commanded. If the owner wishes to command these mummies to perform other tasks, he must use other means to do so. No more than four mummies may be active at one time.

A *bone house* is deactivated by speaking a command word (different from the one used to activate it). It cannot be deactivated unless it is empty.





## GUIDED WEAPON

**Aura** moderate evocation; **CL** 7th

**Slot** weapon quality; **Price** +1 bonus

### DESCRIPTION

A weapon with the guided property allows its wielder to use his instinct when striking blows with it. Attacks from a guided weapon generally don't strike hard, but they strike at precisely the right moment to maximize damage if in the hands of a particularly wise wielder. A character who attacks with a guided weapon modifies his attack rolls and weapon damage rolls with his Wisdom modifier, not his Strength modifier. This modifier to damage is not adjusted for two-handed weapons or off-hand weapons—it always remains equal to the wielder's Wisdom modifier. A guided weapon may be wielded as a normal weapon, using Strength to modify attack and damage rolls, but this goes against the weapon's nature and imparts a –2 penalty on all attack rolls made in this manner.

### CONSTRUCTION

**Requirements** Craft  
Magic Arms and Armor,  
spiritual weapon

## THE CINDERLANDER

**Morale** Although far from cowardly, the Cinderlander does not particularly like the Red Mantis. He can certainly be bought, and for a bribe of no less than 500 gp, he abandons Cinnabar and the assassins to their fate. He's seen what they're capable of, though, and isn't particularly interested in taking up a fight against them. In any event, he attempts to flee if brought below 20 hp.

### STATISTICS

**Str** 12, **Dex** 17, **Con** 18, **Int** 10, **Wis** 14, **Cha** 8

**Base Atk** +12; **Grp** +13

**Feats** Diehard, Endurance, Exotic Weapon Proficiency (repeating heavy crossbow), Improved Two-Weapon Fighting, Point Blank Shot, Precise Shot, Track, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (repeating heavy crossbow)

**Skills** Concentration +17, Hide +18, Knowledge (geography) +15, Listen +21, Move Silently +18, Search +13, Survival +15

**Languages** Common, Giant, Shoanti

**SQ** animal companion (Neverfar), swift tracker, terrain mastery (hills, plains), wild empathy +9, woodland stride

**Combat Gear** *potion of haste*, *wand of cure moderate wounds* (22 charges); **Other Gear** +2 *mithral shirt*, *Vindicator* (+1 *human bane repeating heavy crossbow*) with 20 *screaming bolts* in four pre-loaded clips of five, *masterwork handaxes* (2), *amulet of health* +2, *gloves of Dexterity* +2, *pouch of 80 gp*

## NEVERFAR

Firepelt cougar animal companion

**hp** 19; **MM** 174 (leopard)

**CR** —

## Meanwhile, In Korvosa

“A History Of Ashes” assumes that the PCs do not return to Korvosa at all, that they remain focused on the task at hand and, more or less, follow the series of quests as outlined in the rest of the adventure. Of course, once PCs have reached 10th level, many have access to a wide range of spells and abilities that allow them to teleport, scry, communicate, or otherwise interact with contacts over vast distances. In case your party decides to take a quick break from the Cinderlands to check up on how things are going back home, you can use this section to answer their questions.

As this adventure begins, Queen Ileosa has reached the height of her power through the infusion of Kazavon's essence via the *Crown of Fangs*, an artifact she fashioned with infernal aid from the *Fangs of Kazavon*. In addition to advancing her to an aristocrat 2/bard 17, the *Crown of Fangs* grants her additional powers, the most potent of which may be the capability to survive mortal wounds. Commandant Marcus Thalassinus Endrin's dramatic but failed assassination attempt at the start of “Escape from Old Korvosa” marked the first public manifestation of this power, and it alone would have been enough to convince much of the city to bow before Ileosa.

Yet she has more tools at her disposal. During this adventure, the balance of military power in Korvosa shifts rapidly. The Sable Company is officially disbanded, the Hellknights of the Order of the Nail abandons the city and begin a long (and ultimately fruitless) campaign to attempt to bring





## A HISTORY OF ASHES



in reinforcements from Cheliax to oppose the queen, and the Korvosan Guard, already shattered by riots and plague, becomes little more than a mockery of its former glory. After some rough moments, the Temple of Abadar even announces its support of Queen Ileosa, Archbanker Darb Tuttle officially recognizing her as Korvosa's greatest opportunity for recovery. That her methods are seated in cruelty and tyranny doesn't matter to the church, in light of the obvious effects her rule is having in squelching civil unrest. Of course, this decision plants the seeds of a growing schism in the church, with many of its younger members seeking a way to oppose the queen legally while maintaining their good standing with the church. The Temple of Asmodeus has fewer qualms supporting the queen—only the Temple of Pharsma remains apart, but they have their own problems in helping to organize the city's recovery from the plague and riots.

True power in Korvosa now lies with the Gray Maidens, ruthless and brutal warrior women who patrol the streets in increasingly larger patrols. At the same time, the Red Mantis supports the queen from the shadows—there is no official announcement of the Red Mantis's support, but after several prominent nobles and even a few magistrates and arbiters meet with savage and public assassinations, no formal announcement is necessary. As

a result, Korvosa is firmly in Queen Ileosa's control by the time the PCs are wrapping up this adventure.

If the PCs contact allies in Korvosa during this adventure, they receive worried reports about the direction the queen is taking the city. Martial law is in full effect, limiting certain kinds of communication, and rumors of the queen's supposed allegiances with devils, dragons, and worse are growing. Field Marshal Cressida Kroft keeps her head down during these troubling times, maintaining her role as commander of the Korvosan Guard and doing what she can on the side to protect the city's citizens (including anyone the PCs were forced to leave behind when they fled the city), but it's getting tough. Whispers of rebels and a burgeoning underground resistance against the queen increasingly tempt Cressida to take a more direct role in opposing the throne, but for now, she stays her hand.

If the PCs decide to return to Korvosa, they should face little opposition as long as they maintain low profiles. Their primary concerns in Korvosa at this time should be patrols of Gray Maidens (each group of six female human fighter 2 soldiers is led by a fighter 7 commander), and if anyone recognizes them and word gets out that they've returned, assassination attempts from the Red Mantis (typically carried out by a group of four Red Mantis



## INTERACTING WITH THE SHOANTI

This adventure assumes that the PCs follow the path of least resistance as they attempt to earn the trust and assistance of the Shoanti. When they first enter the Cinderlands, chances are good that they have limited knowledge about the territorial tribes, but their earlier interaction with Thousand Bones gives them an advantage, especially if they use magic like *sending* or *dream* to contact the shaman beforehand. Even if they arrive at the Kallow Mounds unannounced, Thousand Bones quickly learns of their arrival and welcomes the PCs into the camp with open arms—assuming the PCs helped recover Gaekhen's body in "Edge of Anarchy."

Attempting to contact the Lyrune-Quah or the Sklar-Quah before the PCs have made peaceful contact with the Skoan-Quah dramatically increases the difficulty of the adventure, since the Sklar-Quah react to intruders with violence and the Lyrune-Quah are quite adept at avoiding encounters entirely. In this event, divination spells and wandering monsters can be your friend. Use the results of spells like *divination* or *commune* to guide the PCs toward the adventure's next part. If they wander too long, they could encounter a band of Skoan-Quah boneslayers who can serve as guides to the Kallow Mounds—if it's not too heavy-handed for your taste, these boneslayers could even have been sent out to find the PCs after their shaman Thousand Bones received a vision of their coming.

Of course, if the PCs seem bent on remaining hostile with the Shoanti (or if they failed to deliver Gaekhen to Thousand Bones), you can run this adventure in a more straightforward manner—give the Sun Shaman of Fireford an ancient scroll or stone tablet that contains the required information the PCs need to send them on to Scarwall to retrieve the sword *Serethial*, at which point they'll be able to win this information after a long and bloody battle against the Shoanti tribes.

assassins; see page 15 for their statistics). Try to impress upon the PCs the fact that there's little they can do in Korvosa at this time to save the city—that their skills are more useful in the Cinderlands. Until they learn from the Sun Shamans of the Sklar-Quah precisely what it is that's granted Ileosa such power, skirmishes and other actions taken in Korvosa itself are little more than a waste of time and resources, and only serve to give Ileosa and her draconic patron more time to cement their rule.

## PART TWO: CLAN OF THE SKULL

By the time the PCs venture into the Cinderlands, they should know that their first target is a place called the Kallow Mounds, the heart of Skoan-Quah territory and the home of Thousand Bones, one of the few Shoanti willing

to speak with *tshamek* (oustiders). Neolandus knows that the Kallow Mounds are located about 50 miles east of Kaer Maga, as does any PC who can make a DC 25 Knowledge (geography) check.

## The Kallow Mounds

Although the Skoan-Quah are not as warlike as the Sklar-Quah, they still remain distrustful of strangers, particularly when *tshamek* encroach upon the ancestral burial grounds at the Kallow Mounds. The Skoan-Quah mark their territories with large rock cairns topped with animal skulls—markers that double as both signposts and warnings to deter strangers. As the PCs approach the Kallow Mounds, these cairns grow more and more frequent.

As soon as the PCs get within a half-mile of the Kallow Mounds, they are intercepted by a group of four Skoan-Quah boneslayers—warriors who patrol Shoanti burial mounds and are trained from an early age to be particularly effective against the undead. The four boneslayers are somewhat surprised to see *tshamek*, but greet them nonetheless. Their demands for what the PCs are doing approaching their campsite aren't completely rude and hostile, and as long as the PCs state their desires plainly, the boneslayers agree to lead them into their camp. Mentioning Thousand Bones or Gaekhen sets them at ease, for the old shaman has told his people of how the PCs retrieved the young warrior's body for him.

The Kallow Mounds themselves are a collection of hundreds of cairns, the burial sites for all three Cinderlands Shoanti tribes for the past 300 years. The Skoan-Quah are the caretakers of these cairns, and typically camp at a small dale on the westernmost edge of the mounds. At any one time, approximately 75 Skoan-Quah barbarians dwell in this camp, with a constant influx of new nomads maintaining this level as smaller tribes move on. Most of these nomads are 1st-level barbarian humans, but there's always at least a dozen boneslayers in camp as well.

The chieftain of the Kallow Mounds, and of all the Skoan-Quah, is a quiet and gaunt man named **One-Life** (CN male human ranger 9). He has lived in the Kallow Mounds for his entire adult life—unlike his tribe, who remain nomadic, Chief One-Life dwells permanently in this small camp with his direct family. Another permanent resident of the camp is an elderly woman known as **Ash Dancer** (CN female human ranger 2/cleric 9), the tribe's eldest and most experienced shaman and the leader of the boneslayers. The Kallow Mounds are further protected by a crippled dragonne named **Wicked-Claws** (N 12 HD dragonne, no fly speed). The dragonne lost his wings to a bulette some years ago, and Chief One-Life saved the proud creature from certain death. No longer able to soar the skies above, Wicked-Claws has adopted the Skoan-Quah and can often be seen sunning atop a cairn not far from Chief One-Life's tent. Finally, the