

ROAD OF THE DEAD

A Pathfinder Roleplaying Game adventure for 3rd level PCs by Creighton Broadhurst



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Centuries ago, the Tuath were a mighty folk who strove against the goblins of the Tangled Wood for dominion over that ancient place. Defeated by treachery and their feral, warlike enemies the Tuath's civilisation was thrown down, their settlements were sacked, their places of strength broken open and their holy places despoiled. The few survivors melted away into the trackless gloom of the deep forest leaving behind nothing but remnants of their once-great culture. The Road of the Dead, a ceremonial pathway representing a soul's journey to the underworld, is one such fragment that yet lingers in the Tangled Wood awaiting the brave or the foolhardy. A cunningly designed death-trap, it hides the forgotten treasures and legends of a fallen people.



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To my wife

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ERRATA

We would like to think *Road of the Dead* is completely error free and that absolutely no mistakes have crept in during design or editing. However, we are realists. So in that spirit, we shall post errata for this adventure three months after first release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

CONTACT US

Email borderland@ragingswan.com with questions and comments about this adventure.

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His freelance credits include work with Wizards of the Coast, Paizo and Expeditious Retreat Press. You can check out his blog at <http://raging-swan.livejournal.com>.



USING THIS ADVENTURE

The notes below describe how to use *Road of the Dead*. This adventure assumes the PCs use the Medium advancement track for experience points and treasure.

ANATOMY OF AN ENCOUNTER

Each encounter in this adventure has several distinct parts:

Title: This section includes the encounter's number, title, EL and total XP value. The second paragraph provides an at-a-glance overview of the encounter.

Initial Set-Up and Read Aloud: The next few paragraphs provide basic information about the encounter and a read aloud section describing what the PCs most likely see (dependant on PCs' actions, the GM may have to modify this text).

Players' Handouts: Many of the encounters in this adventure have an attendant Players' Handout. The encounter text notes when this should be displayed to the players.

Tactics: Details of how the encountered creatures work together to defeat the PCs.

Area Features: This section describes any noteworthy features in the area. Details of items found in the area (but not those carried by the PCs' opponents) appear here.

Stat Blocks: The encounter includes full stat blocks for all creatures present.

Treasure: This section presents information on any noteworthy items carried by the creatures present in the encounter (as well as detailing the various checks the PCs can make to identify the items).

Scaling the Encounter: This section provides brief details of how to increase or decrease the encounter's EL by 1.

Aftermath: This final section describes the PCs' likely next actions.

Sidebars: Occasionally, encounters include sidebars. Such inclusions could detail relevant (but little-used rules) like fighting in water or provide tips for running the encounter.

IDENTIFYING TREASURE

During the course of their adventure, the PCs will find treasure that they'll want to identify. Use the notes below to facilitate their efforts.

IDENTIFYING MAGICAL TREASURE

Magic items can be identified with a variety of skills and spells:

Identify a magic item: When the PCs find a magic item it is presented in the following format: *boots of speed* (moderate transmutation [DC 18 Knowledge {arcana}], DC 25 Spellcraft). The first part of the item's listing indicates the strength and type of magic emanating from the item and the Knowledge (arcana) check made in conjunction with *detect magic* needed to identify the magic type; the second part notes the DC required to identify the magic item using *detect magic* and Spellcraft. Using *detect magic* and Spellcraft to identify a magic item takes three rounds. A character can attempt to identify a magic item once per day. A PC failing to

identify a magic item still determines the strength of the item's aura.

Appraising an Item: A DC 25 Appraise check made on a common item (a ring, piece of jewellery etc.) determines its value and whether it is magical or not (but does not identify the item's magical properties.) This check takes one round. Subsequent checks reveal the same result.

Decipher a Scroll: It takes three rounds to decipher each spell. Success requires a DC 20 + spell level Spellcraft check. A character can only attempt to decipher each spell once per day.

Identify a Potion: Potions can be identified using the method for identifying any normal magic item. Alternatively, a PC sampling the potion and making a DC 15 + spell level Perception check identifies the potion.

IDENTIFYING MUNDANE TREASURE

PCs can use Appraise to identify mundane treasures:

Appraise: A PC making a DC 20 Appraise check determines the value of a common item. If the PC fails the check by five or more, the price is wildly inaccurate. Particularly rare or exotic items require an Appraise check of 25 or more. It takes one standard action to appraise an item.

READING TRAP BLOCKS

These notes explain how to use the various traps appearing in the adventure. The following sections make up a trap block:

BASIC

Name, CR and XP: The trap's name, followed by its CR and XP value appear first.

Read Aloud: Text to read when the trap activates.

DETECT, DISARM, BYPASS

Search: The required DC to discover the trap.

Type: The trap's type.

Disarm: The Disable Device check required to disarm the trap.

This section also includes how long it takes to make the check and the DC for accidentally activating the trap.

Bypass: If there is a special way to bypass the trap, it is noted here.

ATTACK

Trigger: How and when the trap activates.

Reset: How long it takes the trap to reset.

Effect: The effect of the trap. If the trap has multiple effects, they are presented separately for clarity.

READING STAT BLOCKS

Road of the Dead includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, listed scores include all the creature's normal modifiers. Stat blocks appear in four sections: basic, defensive, offensive and supplemental.

BASIC

Name, CR and XP: The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

Appearance: The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

Sex, Race, Class and Level: If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

Alignment and Type: The creature's abbreviated alignment and its type (including applicable subtypes).

Init and Senses: This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

Speed: The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

ACP and Movement Skills: ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

DEFENSIVE

AC: The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

Immune, Resist and Weaknesses: If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

Fort, Ref and Will: The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

HP: The creature's full, normal hit points along with the number of hit dice it possesses. A bracketed hit point total indicates

that the creature is injured. If the creature has damage reduction or hardness it appears here.

OFFENSIVE

Space, Base Atk and CMB: The creature's space, base attack bonus and CMB.

Melee: This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Ranged: This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

Atk Options: This section lists any abilities or feats that can affect the creature's attacks. Subsequent listings describe all but the most basic abilities in more depth.

Special Actions: This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

Spells and Spell-Like Abilities: The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted ^D are domain spells. If applicable, a spell's DC is also provided.

Combat Gear: This section lists any combat-related equipment the creature possesses.

SUPPLEMENTAL

Abilities and Special Qualities: These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

Feats: An alphabetical listing of all the creature's feats.

Skills and Languages: These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

Gear: This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

Spellbook: The contents of the creature's spellbook and its barred schools.

SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

THE LONELY COAST

Ruler: Lord Kenver Locher (LN male human aristocrat 2/fighter 6)

Government: feudal fief

Population: 6,200

Alignments: LN, N, CN, NG, NE

Languages: Common, Goblin

Towns: Wolverton (pop. 1,826)

Villages: Bossin (pop. 648), Hosford (pop. 678), Oakhurst (pop. 413), Swallowfeld (pop. 526)

Fortifications: Caer Syllan

Resources: lumber, tin and slate

Sites of Interest: Arius' Watchtower, Deepwater Lake, the Priory of Cymer, the Orestone, Talan's Bluff and the Twisted Gorge.

FEATURES OF THE LONELY COAST

The Lonely Coast has the following major features:

Dense Woodland: The Tangled Wood shrouds much of the coast. Much of it is unexplored.

Trails and Tracks: Meandering tracks link the main settlements with a patchwork of farms and the isolated farmsteads of hunters and charcoal burners.

Cliffs: Lofty cliffs dominate the approaches to the Lonely Coast. In a few places, shingle beaches stand at their base, but most are inaccessible from the cliff's above.

Hills: A nameless range of rugged, tree-cloaked hills rises to the north. Beyond the range lies the deep Tangled Wood and, hundreds of miles away, the glittering northern kingdoms.

LOCATIONS OF NOTE

The Lonely Coast has several locations of interest to adventurers:

Talan's Bluff: The remains of an ancient hill fortress, sprawl across the summit of a high hill giving impressive views over the Tangled Wood.

Arius' Watchtower: A ruined tower hidden deep in the Tangled Wood, the watchtower is famous for the powerful conjurer who once dwelled within (and for the eldritch manner of his disappearance).

The Twisted Gorge: Many caves and passageways honeycomb the steep, overhanging cliffs of this foul place. Ferocious monsters dwell here in profusion.

Road of the Dead's default location is a dozen miles north of the village of Swallowfeld deep in the Tangled Wood. For more information on Swallowfeld, and to download *The Lonely Coast* (an extensively bookmarked 30-page PDF) free, visit ragingswan.com. Alternatively, the information presented on these two pages provides a brief overview of the area.

Deepwater Lake: This lake's cold and deep waters are rumoured to hide much treasure (and a ferocious beast).

Priory of Cymer: An isolated, rundown church dedicated to Darlen (Appendix 1) and the defeat of a slumbering evil said to lurk beneath the priory.

The Orestone: A wind-swept and wave-lashed shard of rock upon which many ships have come to grief, the Orestone is clearly visible from Wolverton.

DISTANCES & JOURNEY TIMES

These tables show the distance and travel times between settlements. To calculate the distance or travel time between two places, find the intersecting table entry. Table entries list distances to the nearest mile and journey times to the nearest hour.

DISTANCES

	Wolverton			
	Bossin			4 miles
	Hosford		12 miles	8 miles
	Swallowfeld			6 miles
Oakhurst	8 miles	14 miles	18 miles	14 miles
			26 miles	22 miles

TRAVEL TIMES (20 FT. BASE SPEED)

	Wolverton			
	Bossin			2 hours
	Hosford		6 hours	4 hours
	Swallowfeld			3 hours
Oakhurst	4 hours	7 hours	9 hours	7 hours
			13 hours	11 hours

TRAVEL TIMES (30 FT. BASE SPEED)

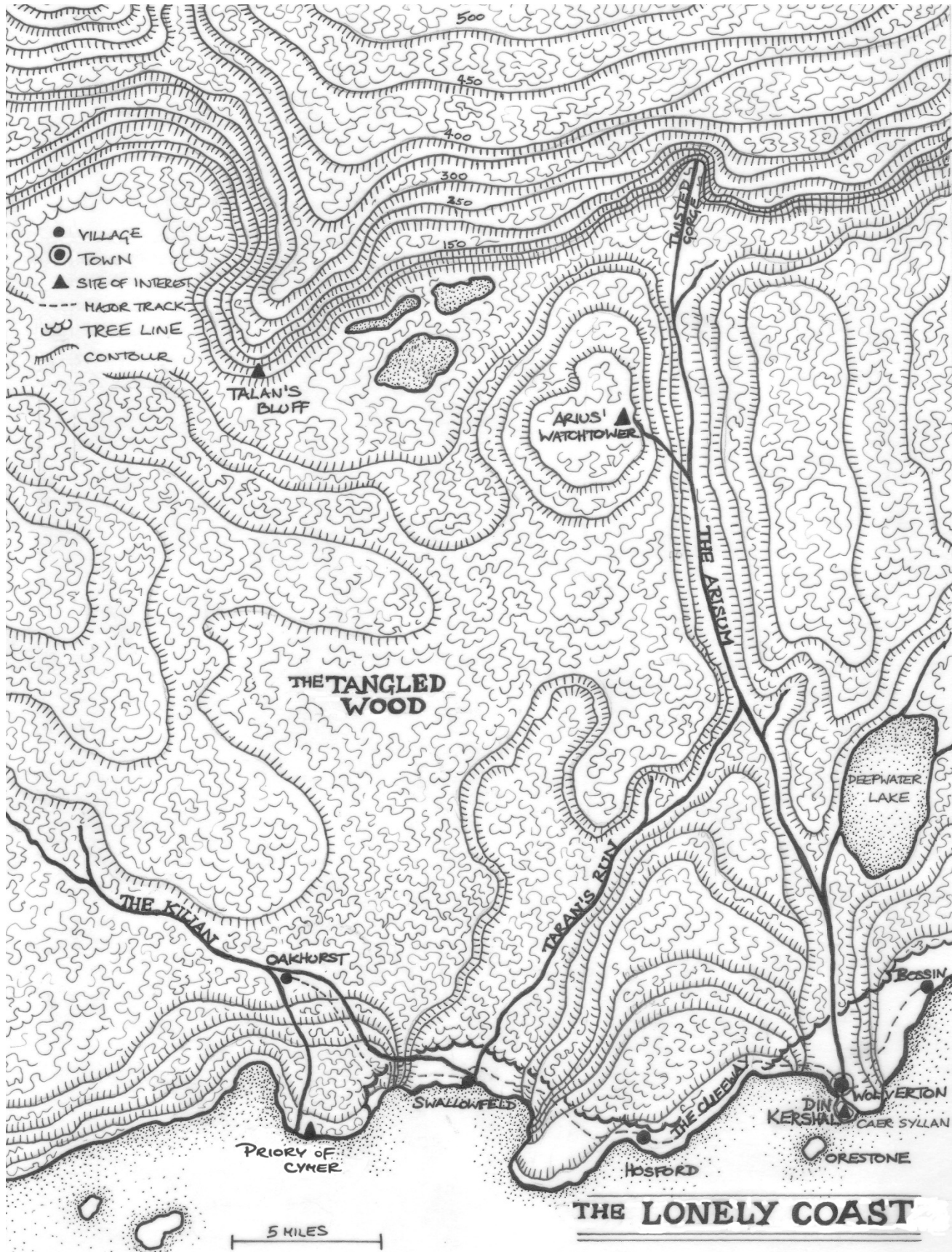
	Wolverton			
	Bossin			1 hour
	Hosford		4 hours	3 hours
	Swallowfeld			2 hours
Oakhurst	3 hours	5 hours	6 hours	5 hours
			9 hours	7 hours

TRAVEL TIMES (40 FT. BASE SPEED)

	Wolverton			
	Bossin			1 hour
	Hosford		3 hours	2 hours
	Swallowfeld			2 hours
Oakhurst	2 hours	4 hours	5 hours	4 hours
			7 hours	6 hours

TRAVEL TIMES (50 FT. BASE SPEED)

	Wolverton			
	Bossin			1 hour
	Hosford		2 hours	2 hours
	Swallowfeld			1 hour
Oakhurst	2 hours	3 hours	4 hours	3 hours
			5 hours	4 hours



ADVENTURE BACKGROUND

Ten centuries ago, the Tuath were a mighty folk who strove against the fecund goblin tribes of the deep woods for dominion of the region that would become the Lonely Coast. Creatures of the woodlands and hills, they created lofty hill forts and places of worship hidden deep in the woodlands. The changing seasons and a pantheon of benevolent nature gods and terrible demons ruled their lives.

The goblins of the region, however, violently resisted the Tuath's advance. The conflict was long and ferocious, but eventually the terrible strength of the goblins and their demonic patrons proved too much for the Tuath's puissant warriors. A tide of blood and fire overwhelmed the Tuath's civilisation. The few survivors slipped away into the trackless expanse of the forest, abandoning their holy sites and hill forts. The triumphant goblins meanwhile sacked and despoiled the Tuath's places of strength or religious significance looting and pillaging anything of value. Over the next millennia, the remorseless growth of the forest concealed the few fragments of the Tuath's civilisation to survive the goblins' depredations. When humans settled the Lonely Coast a few hardy and daring bands of adventurers ventured further inland and discovered several of the Tuath's ruined sites, but little of worth has yet been discovered.

The Road of the Dead was one of the Tuath's most sacred places. There they created a physical representation of what they believed the souls of the dead endured when they entered the Abyss. Until now, the site has remained undiscovered...

IN YOUR CAMPAIGN

Road of the Dead's design enables a GM to easily insert the adventure into a home campaign. The adventure's setting – a ceremonial subterranean complex representing a soul's journey through the Abyss – is a small, self-contained site suitable for placement in almost any remote, relatively unexplored area.

Facets of the back-story (particularly the identity of the Road's makers) may require some minor work, but such elements are relatively interchangeable. The builders of the Road of the Dead don't even have to be human. Any warlike race dwelling in woodlands could have built the complex. Such a change requires minor flavour change to some areas – particularly the provenance of the vast amount of bones interred in the site and the description of the skeletal champions encountered in the Labyrinth of Wandering Souls (Encounter 5).

Keep in mind, also, that the Road of the Dead is a fell place, and in no way a typical dungeon for the PCs to wander through. Thus, the GM should work to create a tense atmosphere using the acoustics, sights and temperatures of the place to best effect.

ADVENTURE SYNOPSIS

For one of a variety of reasons, the PCs discover the barrow concealing the entrance to the Road of the Dead (Encounter 1) and decide to investigate. After climbing down the sinkhole, they discover the Lake of Blood (Encounter 2) and its guardians. Dispatching them, they find the Portal of the Dead (Encounter 3) and may trip a terrifying trap that sends one or more of them back into the lake (with potentially fatal consequences if the lake's guardians have not yet been slain).

Beyond the portal, a steep passageway leads down to the perilous Blood Mist Falls (Encounter 4) which the PCs must descend before discovering the Labyrinth of Wandering Souls (Encounter 5). Two ancient champions of the Tuath (now skeletal warriors) patrol the labyrinth and strange sounds echo through its cramped corridors.

The labyrinth hides several other areas of note including a sunken altar, the burial niches of priests ceremonially interred here to protect the complex and the Fires of Damnation (Encounter 6), a chamber guarded by a deranged mephit and terrible fire-spitting demon heads carved from the living rock.

Eventually, the PCs discover the Lair of Demons Three (Encounter 7) in which they fight minor demonic servants of the three demons thought by the Tuath to guard the Road of the Dead. At the centre of the chamber, surrounded by another Blood Lake, lies a deep pit packed with bones that may provide scope for further encounters and adventures (refer to "Further Adventures" for more details).

GO PLAY ADVENTURES

This is a GO PLAY adventure. So what does that mean? GO PLAY adventures are designed to be quick and easy to run. A GM should be able to prepare the adventure in around one hour; running the adventure itself should take four – six hours. The adventure contains pretty much everything you need to start play. Along with a clear and simple layout, the adventure contains Player Handouts for each major encounter area and six pre-generated PCs (although the adventure is designed for four PCs, it's always good to give the players some choices!)

GO PLAY adventures are designed for GMs with little time to prepare. They are perfect for dropping into an existing campaign or for a quick one-shot game. If you are using this adventure at short notice, you only really need to read pages 8 – 24, 28 – 30 and 32. Essentially pages 31 – 47 are for the players (containing as they do handouts and pre-generated PCs), and although reviewing the balance of the adventure is desirable, it is not a necessity.

ROAD OF THE DEAD

Long lost beneath ten centuries of remorseless growth, the Road of the Dead lurks ready to consign those daring its course to the Abyss

ROAD OF THE DEAD SUMMARY

The Road of the Dead was an important religious site for the Tuath. Designed as both a warning and a punishment for those walking the Dark Path (as the Old People named demon worship) the site represented the Tuath's belief of the torments a soul consigned to the Abyss endured. The caves also served as a place to placate the various demons of the Tuath's religion by consigning within prisoners captured during the Tuath's endless battles with the fecund tribes of the Tangled Wood.

DEMONS OF THE ROAD

The Tuath believed that three demons guarded the Road of the Dead. The demons were:

- **Felclugh (Guardian of the Blood Lake):** Felclugh lurked in the Blood Lake and protected the entrance to the underworld.
- **Lhamskarr (The Hungry One):** Tormented by his endless hunger, Lhamskarr's atavistic desire for the fears of those falling into his clutches was insatiable.
- **Maughuxin (Keeper of the Abyssal Flame):** Maughuxin tormented those displeasing him by immersing them in the Abyssal Flame.

Each distinct part of the complex was designed to represent one of the demon's lair, and to physically recreate the conditions therein to torment wrongdoers.

FEATURES OF THE ROAD

The Road of the Dead has the following features of note:

Illumination: Darkness cloaks the Road of the Dead.

Ceiling: The ceiling is 15 ft. high.

Bats: Vast numbers of bats roost within the caves issuing forth at night to hunt in the surrounding woodlands. Lights do not normally disturb the bats, but explorers can accidentally create bat swarms. Refer to "Random Encounters" for more information.

Cavern Walls: The walls are rough and unworked (DC 15 Climb check to scale).

Fungus and Lichen: Lichen and fungus covers the walls of many of the caves and passages of the Road. Such growths are particularly prevalent in areas containing moving water. Where present, the lichen and fungus make the walls slippery (DC 20 Climb check to scale).

Flagstone Floor: Still in remarkably good condition, few of the flags have moved. Movement on the road is unimpeded.

Natural Floor: Loose stones and gravel cover the roughly hewn floor. Characters running or charging across the floor must make a DC 10 Acrobatics check; failure means the character can still act but can't run or charge that round. Failure by 5 or more indicates the character slips and falls prone.

Scattered Bones: The remains of unfortunates (mainly goblins and humans) made to walk the Road of the Dead litter the complex. Most such folk entered the complex naked (or nearly so) and none of the remains contain any treasure. The condition of the bones is contingent on the location in which they lie. For example, bones found in Encounter 6 (Fire of Damnation) are scorched and burnt while those in Area 5 (Labyrinth of Wandering Souls) are scarred and cut.

Squares filled with scattered bones are difficult terrain (each such square counts as 2 squares of movement). These features are not marked on the map. The GM should place them as necessary for dramatic effect.

RANDOM ENCOUNTER

If the party use bright lights such as torches or lanterns to explore the caves, they have a 10% chance every hour of disturbing a significant number of bats. If they do so, the bats form a swarm and attack.

BAT SWARM

CR 2 (XP 600)

A multitude of small, black, furry bats hurtle from the darkness.

N Diminutive animal (swarm)

Init +2; **Senses** blindsense 20 ft., low-light vision; Perception +15, Sense Motive +2

Speed 5 ft., fly 40 ft. (good)

ACP 0; Fly +12

AC16, touch 16, flat-footed 14; **CMD**–
(+4 size, +2 Dex)

Immune weapon damage, critical hits, flanking, any spell that targets a specific number of creatures (except mind-affecting effects); **Weakness** area of affect attacks or spells deal an extra 50% damage.

Fort +3, **Ref** +7, **Will** +3

hp13 (3 HD)

Space 10 ft.; **Base Atk** +2; **CMB**–

Melee swarm (reach 0 ft.) (1d6 plus distraction)

Atk Options distraction (DC 11), wounding

Distraction (Ex) Any living creature damaged by a swarm must make a DC 11 Fortitude saving throw or be nauseated (affected creatures are unable to take any action requiring attention; they may only take a single move action per round) for 1 round.

Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped with a DC 10 Heal check or the application of any cure spells or some other healing magic.

Abilities Str 3, Dex 15, Con 11, Int 2, Wis 14, Cha 4

SQ swarm traits

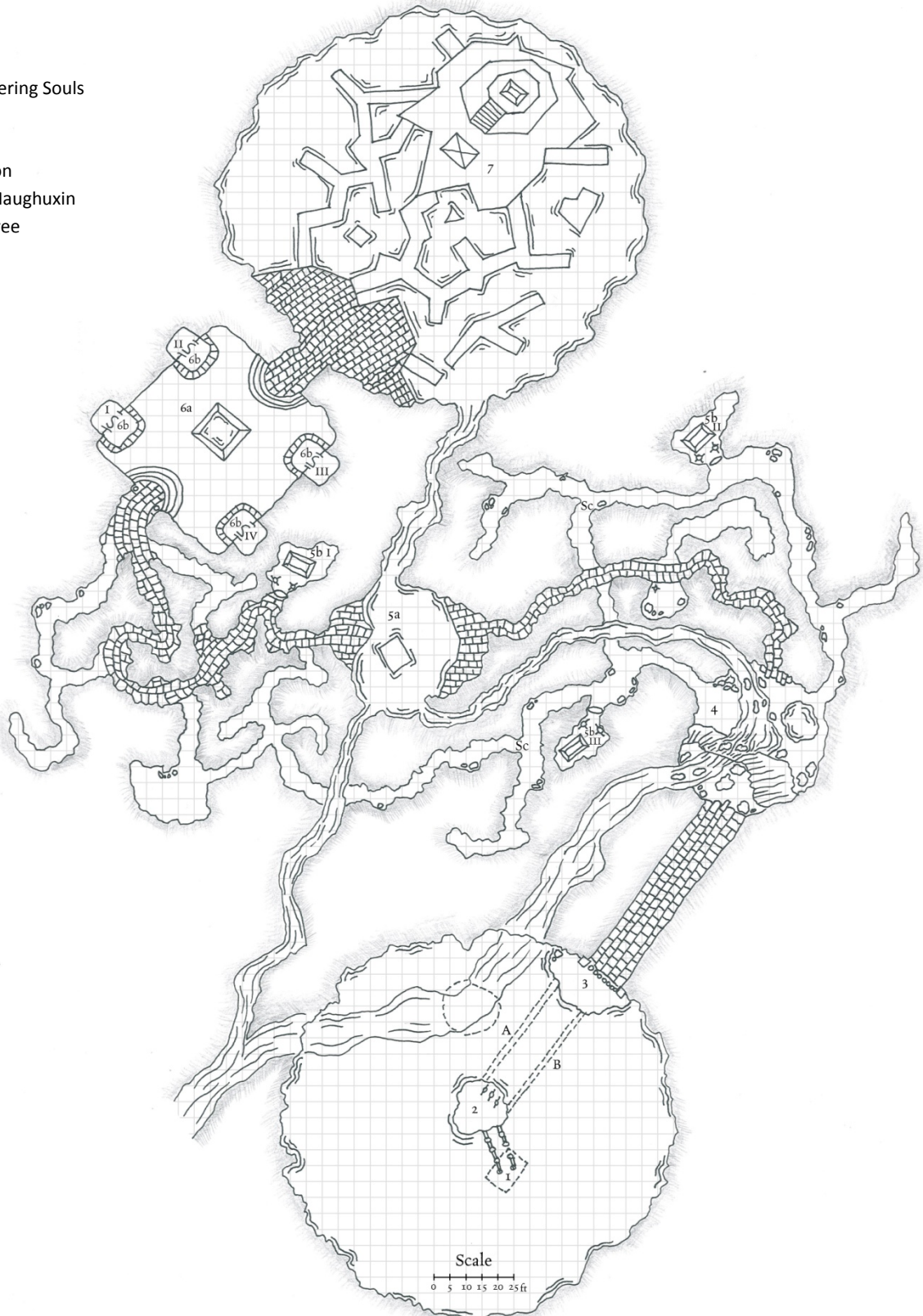
Feats Lightning Reflexes, Skill Focus (Perception)

Skills as above

ENCOUNTER AREA SUMMARY

The Road of the Dead comprises the following areas:

- 2: Lake of Blood
- 3: Portal of the Dead
- 4: Blood Mist Falls
- 5: Labyrinth of Wandering Souls
- 5A: Sunken Altar
- 5B: Burial Niches
- 6A: Fires of Damnation
- 6B: Gaping Maw of Maughuxin
- 7: Lair of Demons Three



HOOKS

Before play begins, determine how the PCs discover the barrow hiding the entrance to the Road of the Dead. Either use one of the hooks below or design your own to explain their presence.

A Map of Sorts: While exploring another of the Old People's barrows, the PCs found a faded and water stained picture-map of the Lonely Coast on one of its sagging walls. Although badly damaged, the map showed enough detail for the PCs to locate several other sites of interest including the Road of the Dead.

Dumb Luck: The PCs are exploring the Tangled Wood in search of adventure and glory when they stumble upon the barrow. Investigating the site, they discover the sinkhole that leads to the Road of the Dead.

Run Away: A large band of marauders is chasing the PCs. They take shelter in the barrow and once they defeat their enemies decide to delve into this new mystery.

Sage's Behest: A local sage has been studying the Tuath for decades and has long sought the location of the Road of the Dead. The sage hires the PCs to check several ancient barrows to see if they hide the entrance to that legendary place. The sage could simply be interested in local history or alternatively could have a darker agenda. Depending on the nature and theme of the GM's campaign, the Road of the Dead could actually contain a portal to the Abyss which the sage (actually an evil wizard) is eager to control.

Storm: Caught in a sudden storm, the PCs make a hasty shelter for the night. In the morning, they discover the barrow, not 100 ft. away from their campsite.

I: THE BARROW

Set in a clearing deep in the Tangled Wood, the entrance to the Road of the Dead lies beneath a partially collapsed barrow. Symbolically, the barrow represented the start of a doomed soul's journey to the underworld. Over ten centuries old, the barrow has long since been looted of its meagre treasure.

Display Players' Handout 1 and read:

A low, partially collapsed barrow squats forlornly in the centre of this small clearing. A half-dozen tumbled, moss-wreathed menhirs stand drunkenly about the site.

Use the information in "Clearing Features" to describe the PCs' initial exploration. Once they enter the barrow, refer to "Barrow Features" and "Sinkhole Features."

CLEARING FEATURES

The clearing has several noteworthy features:

Tumbled Menhirs: A half-dozen huge weathered stones stand drunkenly around the clearing. Each is at least 10 ft. high. A DC 15 Knowledge (engineering) check reveals that none are

particularly stable.

A DC 15 Perception check discovers a few very faded runes and glyphs. A subsequent DC 25 Linguistics check reveals they are of ancient Tuath origin, but that they are too faded to read.

Characters climbing a menhir (DC 20 Climb check) topple it if they fail their climb check by 5 or more. Falling characters take 1d6 falling damage and the stone lands in a randomly determined adjacent square. Any character in that square takes 3d6 damage (DC 20 Reflex save halves) from the falling menhir.

Old Campfire: An old campfire nestled between tumbled stones shows the area has been used as a campsite. A DC 15 Survival check reveals the fire is several months old.

BARROW FEATURES

Inside, the barrow is cramped and damp. Its entrance faces to the west so that the rays of the setting sun penetrate the interior. When the PCs look inside, read:

A mud floor and a partially collapsed ceiling frame the entrance to this small, dank barrow. A chill breeze issues from a 10 ft. wide, roughly circular hole in the barrow's floor.

The barrow has several noteworthy features:

Illumination: During the day, shadowy illumination fills the barrow.

Ceiling: The sagging ceiling is 6 ft. high at its apex. Where it slopes down to meet the floor, it is 2 ft. high.

Dripping Water: The water dripping through the sagging stone roof has a 20% chance of extinguishing unprotected flames such as torches or candles and inflicts a -2 penalty on hearing-based Perception checks made inside.

DESIGNER'S NOTE

The EL of many of the subsequent encounters are higher than those normally designed for 3rd-level PCs. This is because the PCs are under no real time pressure to explore the complex. Because of the nature of the adventure, they can attempt most encounters on their own terms – there are no wandering monsters in the caverns (except in the Labyrinth of Wandering Souls [Area 5]). Thus, the PCs can rest, memorize spells and make other preparations before tackling each area.

Floor: The barrow's floor is a muddy mess. This mud is not deep enough, however, to hinder movement. A DC 5 Survival check reveals the confused tracks of many animals.

Walls: The walls are of roughly carved stone blocks. Water and mud oozes from gaps between the stones.

Sinkhole: A sinkhole pierces the centre of the floor.

SINKHOLE FEATURES

When the PCs look into the sinkhole, read:

This 10 ft. wide natural shaft plummets downwards into darkness.

The sinkhole has several noteworthy features:

Illumination: Darkness fills the sinkhole. Characters dropping light sources into the hole hear a splash but see almost nothing of what lies beneath.

Natural Origin: A DC 15 Knowledge (dungeoneering) check reveals the sinkhole is of natural origin, but that in places it has been worked and smoothed to ease passage.

Width: The sinkhole is 10 ft. wide.

Depth: The sinkhole is 70 ft. deep and it terminates 20 ft. above the waters of a small lake. Thus, characters falling from the barrow tumble 90 ft. Falling characters take no damage for the first 20 ft. of their fall, nonlethal damage for the next 20 ft. (1d3 per 10 ft.) and lethal damage for the remainder (1d6 per 10 ft.) The lake's guardians attack characters falling into the water, on the following round (Encounter 2).

The sinkhole's walls are rough hewn and slick with moisture; they are difficult to scale (DC 20 Climb check).

Sound of Churning Water: Characters making a DC 5 Perception check hear the sound of much water tumbling into a larger body of water far below.

Leering Demon Faces: Invisible from above, three large carvings of demon heads decorate the rock below a slight overhang 30 ft. down the shaft. Characters reaching that point in the shaft automatically discover them. Fungus and small mushrooms cover the faces. All are harmless.

A PC making a DC 15 Knowledge (planes) or Knowledge (religion) check identifies each demon, its title and its inclusion in the Tuath's

pantheon of demonic enemies. A PC making a DC 20 check gains the additional information noted against each demon's name.

- **Felclugh (Guardian of the Blood Lake):** Felclugh lurked in the Abyssal Blood Lake and protected the entrance to the underworld. He delighted in drowning his victims.
- **Lhamskarr (The Hungry One):** Tormented by his endless hunger, Lhamskarr's atavistic desire for the fears of those falling into his clutches was insatiable.
- **Maughuxin (Keeper of the Abyssal Flame):** Maughuxin tormented those displeasing him by immersing them in the Abyssal Flame and consuming their scorched flesh.

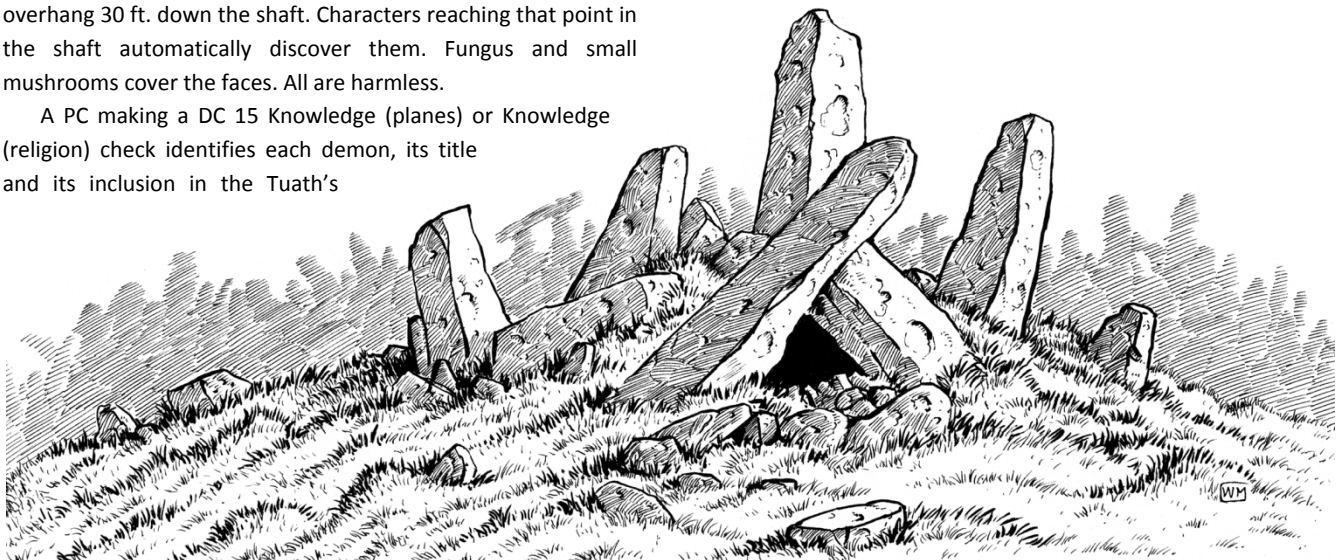
Each demon has its tooth-filled mouth open in a hideous snarl, but characters cannot see all the way down its throat. Each mouth is big enough for a Medium or smaller character to put a hand inside.

To properly search a head, a character must put his hand all the way down the demon's throat. Characters doing so must make a DC 15 Reflex saving throw. Success indicates that the character avoids the demon's sharp teeth while failure results in 1 point of damage. Injured characters suffer a -1 penalty on all attack rolls until the wound heals.

A searching character making a DC 15 Perception check, discovers two transparent, deep green gems (spinel each worth 100 gp [DC 20 Appraise]) and a transparent, violet stone (garnet worth 500 gp [DC 20 Appraise]) at the back of Lhamskarr's throat. Characters failing the check discover nothing but insects and the mouldering remains of ancient offerings.

AFTERMATH

Once the PCs descend the sinkhole, proceed to Encounter 2.



2: LAKE OF BLOOD (EL 4; XP 1,200)

The sinkhole in Area 1 opens above the Blood Lake – a lake of red-hued water dominating a natural cavern. A pair of water elemental guardians lurks within. When the PCs descend the sinkhole, reveal Players' Handout 2 and read:

The thunderous sound of falling water fills the cavern as a crimson stream tumbles from the ceiling into the choppy waters of a Blood Lake.

Slightly off to one side, a small rocky island juts above the lake's turbulent surface while below you the rotting remains of several wooden posts yet thrust drunkenly upwards. On the island, three long bones set into its surface stand erect.

At this point, the PCs likely do not see the entire cavern and thus know nothing of the Portal of the Dead (Area 3). Only describe this area when the PCs are in a position to see it. Before they can reach the Portal of the Dead, the PCs must cross the Blood Lake. Unfortunately, two guardian elementals lurk in the lake. Long since fallen into madness they attack anyone crossing the Blood Lake.

TACTICS

The water elementals only attack intruders on a causeway or in the water.

Initially, they use *drench* to extinguish light sources before attacking isolated intruders. (Characters on the causeway count as touching water in regard for the elemental's *water mastery* ability.)

Note that because the elementals are identical in appearance, the PCs may not initially realise that they face two opponents.

CAVERN FEATURES

The cavern has several noteworthy features:

Illumination: Darkness; because of the cavern's size, the PCs may not be able to see the entire area.

Ceiling: The ceiling is 20 ft. high. Thus, the top of the sinkhole (Encounter 1) is 90 ft. above the surface of the lake. Characters falling into the lake take no damage for the first 20 ft. of their fall, nonlethal damage for the next 20 ft. (1d3 per 10 ft.) and lethal damage for the remainder (1d6 damage per 10 ft.) The lake's guardians attack characters falling into the water on the following round.

Cavern Walls: Spray from the cascading stream renders the natural cavern walls slick (DC 20 Climb check).

Island and Dock: A small rocky island juts above the lake's surface. A small dock once ran from directly under the sinkhole to the island. (It was to here that the victims of the road were

lowered). Now, only a few rotten posts poke forlornly above the water.

Lake: The red-hued, opaque water is 15 ft. deep (but it is impossible to visually determine the lake's depth). Because of the stream tumbling into the lake, the water is rough (DC 15 Swim check). In squares below or adjacent to the tumbling stream, the waters are very hard to traverse (DC 20 Swim check). The bones of many past victims choke the bottom of the lake.

Water: At first glance, the red-hued water appears to be blood, but a DC 15 Knowledge (geography) check reveals that it is merely tainted water. It tastes bitter and acrid. A DC 20 Knowledge (dungeoneering) check identifies the taint as haematite, a dissolvable mineral naturally present in the rock. The check also reveals the water is poisonous if drunk in large quantities.

Stream: The roar of the stream tumbling through the ceiling into the lake bestows a -4 penalty to hearing-based Perception checks made in the cavern. In squares adjacent to the tumbling stream, a thin red mist hangs in the air. This mist is not dense enough to affect vision.

WATER ELEMENTAL GUARDIAN (2) CR 1 (XP 400)

A swirling blood-red wave topped with scarlet foam crashes towards you.

N Small outsider (elemental, extraplanar, water)

Init +0; **Senses** darkvision 60 ft.; Perception +4, Sense Motive +0
Speed 20 ft., swim 90 ft.

ACP 0; Acrobatics +4, Escape Artist +4, Stealth +8, Swim +14

AC 17, touch 11, flat-footed 17; **CMD** 13

(+1 size, +6 natural)

Immune paralysis, poison, *sleep* effects, stunning, critical hits, flanking and precision-based damage

Fort +4, **Ref** +3, **Will** +0

hp 13 (2 HD)

Space 5 ft.; **Base Atk** +2; **CMB** +3

Melee slam +5 (1d6+3)

Atk Options Power Attack, *drench*, vortex (DC 13), water mastery

Drench (Ex) The elemental's touch puts out nonmagical flames of Large or smaller. The creature can dispel magical fire it touches as if it cast *dispel magic* (CL 2).

Water Mastery (Ex) The water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun manoeuvres, whether the elemental is initiating or resisting the attack.

Abilities Str 14, Dex 10, Con 13, Int 4, Wis 11, Cha 11

Feats Power Attack

Skills as above plus Knowledge (planes) +1

Languages Aquan

ISLAND FEATURES

The island has several noteworthy features:

Floor: The rough, rocky island's surface does not impede movement. The island is roughly flat and is 5 ft. above the lake's surface.

Levers: Three large bone levers jut from the island. A DC 22 Knowledge (arcana) check reveals they are the thigh bones of an adult green dragon. A carving of Felclugh's leering demonic head decorates the handle of each lever. A DC 15 Knowledge (planes) or Knowledge (religion) check identifies the demon. A subsequent DC 20 Knowledge (religion) check reveals that Felclugh dwelled in the Abyssal Blood Lake and delighted in drowning those falling into his clutches.

Pulling a lever raises a causeway or the portcullis in Encounter 3. Once raised, the portcullis or causeway remains in position for two minutes unless a PC returns it to its original position. (At this time, the lever returns to its original position; thus, clever PCs could wedge it so it cannot click back into place).

Each lever controls a different chamber feature:

- **Lever A:** This lever controls causeway A.
- **Lever B:** This lever controls causeway B.
- **Lever C:** This lever controls the bone portcullis in Encounter 3. If this lever is pulled, any character making a DC 15 Perception check hears the sound of clanking chains from the direction of the Portal of the Dead.

Causeways: Hidden beneath the lake's water, two causeways constructed of long stone slabs supported by slender stone pilings set into the lake's bottom lead away from the island.

When the requisite lever is pulled, the causeway emerges from the lake ending its movement a few inches above the turbulent, blood-red waters.

The causeways are slick and only 2 ft. wide. Characters moving along them at half speed can do so without penalty, but those moving at full speed must make a DC 12 Acrobatics check. Failure means the character cannot move that round; failure by 5 or more indicates the character falls prone.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 3 (XP 800): Remove one water elemental guardian.

EL 5 (XP 1,600): Add one water elemental guardian.

AFTERMATH

Once the PCs have traversed the Blood Lake, proceed to Encounter 3.

FIGHTING IN WATER

Fighting in or near water is hazardous and difficult for the PCs.

Attacks from Land: Characters swimming, floating or treading water have improved cover (+8 to AC, +4 on Reflex saves) from opponents on land. Thrown weapons are ineffective underwater, even when launched from land. Other ranged attacks suffer a -2 penalty on attack rolls for every 5 feet of water they pass through.

Fire: Nonmagical fire is ineffective underwater. Spells or abilities with the fire descriptor are also ineffective unless the caster makes a DC 20 + spell level caster level check.

Spellcasting Under Water: A creature that cannot breathe underwater must make a concentration check (DC 15 + spell level) to cast a spell.

WEAPON ATTACK AND DAMAGE MODIFIERS

CONDITION	SLASHING/ BLUDGEONING	PIERCING
<i>Freedom of movement</i>	Normal/normal	Normal/normal
Has a swim speed	-2/half	Normal
Successful Swim check	-2/half ¹	Normal
Firm Footing ²	-2/half ¹	Normal
None of the above	-2/half ¹	-2/half

1: A creature without *freedom of movement* or a swim speed makes grapple checks underwater at a -2 penalty, but deals damage normally when grappling.

2: Creatures have firm footing when walking along the bottom of the lake. A creature can walk along the bottom if it wears or carries enough gear to weigh it down; at least 16 lbs. for Medium creatures, twice that per size category larger and half that per size category smaller.

MOVEMENT & BALANCE

CONDITION	MOVEMENT	OFF BALANCE? ¹
<i>Freedom of movement</i>	Normal	No
Has a swim speed	Normal	No
Successful Swim check	Quarter or half ³	No
Firm Footing ²	Half	No
None of the above	Normal	Yes

1: Creatures flailing about in water (usually because they failed their Swim check) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to AC, and opponents gain a +2 bonus on attacks against it.

2: See 2 above.

3: A successful Swim check lets a creature move one-quarter of its speed as a move action or one-half its speed as a full-round action.

More Information: Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* contains full underwater combat rules.

3: PORTAL OF THE DEAD (EL 3; XP 800)

PCs crossing the causeway must defeat a trap to pass through the Portal of the Dead. Reveal Players' Handout 3 and read:

An archway topped by a snarling demonic face at its apex pierces the natural cavern wall ahead. On either side of the face, small but intricately detailed figures carved in the act of fleeing decorate the stone.

If the PCs have not used lever C in Area 2 to open the portcullis, continue:

A portcullis of fused bones wards against further progress.

When the PCs look into the passageway, read:

Beyond the archway, a wide flagged road slopes downward through a wide tunnel. The sound of tumbling water fills the air.

To proceed, the PCs must reach the corridor beyond the portal.

CAVERN FEATURES

The area in front of the doors has several noteworthy features:

Ledge: The causeways running from the stone island in Encounter 2 terminates at a wide stone ledge, beyond which stands the Portal of the Dead. The ledge is relatively flat and unimpeded.

Skeletons: The skeletal remains of several individuals lie against the cavern wall (these poor unfortunates survived the

Blood Lake but dared not pass through the portal; they starved to death). A DC 15 Heal check on the skeletons reveals no signs of a violent death.

Turbulent Water: A character making a DC 10 Perception check notices that a 10 ft. square section of water adjacent to the landing is very turbulent. To learn more, a PC must enter the turbulent water and make a DC 20 Swim check. A subsequent DC 20 Perception check uncovers a flooded passageway.

Flooded Passageway: The flooded passageway slopes downwards under the Portal of the Dead; its waters feed the river in Encounter 4 and beyond. Characters can traverse the flooded passageway with DC 20 Swim checks. Success indicates that the PC passes through the tunnel without incident while failure deals 2d6 points of damage as the water sweeps the swimmer 1d10 squares through the passageway. Failure by 5 or more indicates that the PC takes 1d6 damage and becomes stuck. Stuck characters can attempt one DC 20 Strength check a round to break free; continued failure may result in drowning.

PORTAL FEATURES

The portal has several noteworthy features:

Portcullis: A portcullis of fused bone (hardness 5, hp 30, DC 25 Break check) wards the lower caverns. Lever C in Area 2 controls its operation.

Carvings: The incredibly detailed carvings depict doomed souls fleeing from Lhanskarr's atavistic hunger for their fears. A DC 15 Knowledge (planes) or Knowledge (religion) check confirms this. A PC making a subsequent DC 20 Knowledge (religion) check recalls that Lhanskarr was reputed to dwell in the Labyrinth of Wandering Souls.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes to the Terrifying Doom Trap:

EL 2 (XP 600): Change *scare* to *command* (DC 16).

EL 4 (XP 1,200): Change *scare* to heightened *scare* (DC 18, duration 7 rounds).

AFTERMATH

Once the PCs pass beyond the archway, proceed to Encounter 4.

<p>TERRIFYING DOOMED TRAP CR 3 (800 XP) <i>A feeling of indescribable terror and the desire to flee course through your body.</i></p> <hr/> <p>Search DC 26 Perception or <i>detect magic</i> (faint abjuration and necromancy [DC 17 Knowledge {arcana}]); Type magic (magic device)</p> <p>Disarm DC 27 Disable Device (2d4 rounds; activates on DC 22 or less); Bypass DC 25 Perception (depressing two of the skull-headed demons deactivates the trap for one minute.)</p> <hr/> <p>Trigger proximity (<i>alarm</i>); when a creature passes through the archway or touches the portcullis; Reset automatic (1 hour)</p> <p>Effect This trap comprises two spells – <i>doom</i> and <i>scare</i> – which it casts in that order on the nearest target.</p> <p>Doom (DC 16 Will negates): A character failing the saving throw is shaken (-2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks and ability checks) for 6 minutes.</p> <p>Scare (DC 18 Will negates): Affects the two characters nearest the archway. Characters failing the saving throw are frightened (-2 penalty on attack rolls, saving throws, skill checks and ability checks) and flee for 6 rounds. Characters making the saving throw flee for 1 round. Fleeing characters either run down a causeway (DC 12 Acrobatics check) or hurl themselves into the Blood Lake (DC 15 Swim check) in their frenzy to escape.</p>

4: BLOOD MIST FALLS (EL 2; XP 600)

The flooded passageway in Area 3 flows steeply downwards until it cascades over an escarpment. From here it feeds the stream that criss-crosses the Labyrinth of Wandering Souls (Area 5). Reaching the labyrinth is dangerous; spray from the falls make the surface slick and razor-sharp stalagmites lurk to catch the unwary.

When the PCs reach this area, display Players' Handout 4 and read:

Ahead of you, the paved road descends before abruptly ending atop a steep escarpment. The thunder of water fills the air as the blood-red river tumbles over the same escarpment throwing up a crimson mist that hangs menacingly in the air. The floor glistens with moisture and a field of jagged stalagmites crowds together atop the escarpment.

When the PCs look over the escarpment read:

The crimson mist obscures vision beyond about 20 ft. but you can make out that the escarpment drops away at least that far. There is no obvious way down.

The PCs can scale the escarpment or dare the waterfall.

AREA FEATURES

The area has several noteworthy features:

Blood Mist: This crimson mist obscures vision beyond 20 ft.

River & Waterfall: The water is 10 ft. deep. Characters in the water are swept 1d10 squares a round toward the waterfall unless they make a DC 20 Swim check. Characters swept over the waterfall take 2d3 nonlethal damage and 2d6 falling damage. Such characters remain under water – pumelled by the waterfall – until they make a DC 20 Swim check.

Slick Escarpment: The escarpment is 60 ft. high. The waterfall spray and the blood mist combine to make it very slippery. Characters scaling the slope must make a DC 15 Climb check. A failed check by 4 or less means that the climber makes no progress, and blunders into a sharpened stalagmite; refer to the “Effect (Attack)” section of the “Sharpened Stalagmites” sidebar. A check failed by 5 or more indicates that climber falls. Refer to the “Effect (Fall)” section of the same sidebar.

Sharpened Stalagmites: The Tuath sharpened the stalagmites growing in the chamber so that they would tear at the flesh of those moving past them. A DC 15 Knowledge (dungeoneering) check reveals that they have been deliberately sharpened.

If the PCs affix a rope to a sharpened stalagmite it slices (+6 melee, 1d8 damage) the rope (AC 6, hp 2 [hp 4 silk rope]) every round someone uses it to climb the escarpment. If the rope is cut, the character falls.

Warped Divination Pool: Runes carved into the rock about this shallow pool of crimson water read “Drink of the Abyss’ Knowledge and Ask” in Abyssal (DC 20 Linguistic check deciphers). A permanent *augury*-like affect (faint [divination; DC 17 Knowledge {arcana}]) infuses the water, but, the Tuath’s priests warped the divination so it always gives the “woe” result.

The *augury*-like affect lingers in water removed from the pool for 1d6 hours and affects those drinking it. Each character can only gain the “benefit” of the pool once.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes to the Sharpened Stalagmites Trap:

EL 1 (XP 400): Reduce the trap’s Effect (Attack) to +4 attack, 1d4+1 damage.

EL 3 (XP 800): Increase the trap’s Effect (Attack) to +8 attack, 1d8+4 damage.

AFTERMATH

Once the PCs descend the escarpment, they can explore the Labyrinth of Wandering Souls; proceed to Encounter 5.

SHARPENED STALAGMITES CR 2 (600 XP) *The viciously sharp stalagmites slice your flesh.*

Search DC 17 Perception; **Type** mechanical

Disarm DC 17 Disable Device (2d4 rounds; attacks on DC 12 or less) deactivates one square; smashing the stalagmites in a square takes 2 rounds but results in one attack **Bypass** –

Trigger location; when a creature enters a square containing a sharpened stalagmite; **Reset** unless the PCs destroy all stalagmites in a square, this trap is active.

Effect (Attack) The stalagmite makes a melee attack against an opponent’s AC (+6 melee) and deals 1d8 damage on a hit. Struck characters must make a DC 15 Climb check or fall.

Effect (Fall) Characters tumbling down the escarpment can attempt a Reflex save to arrest their fall. Refer to the table below to determine the result:

REFLEX SAVE*	RESULT
1**	The character tumbles 30 ft. taking 3d6+3 damage.
2-9	The character tumbles 20 ft. taking 2d6+2 damage.
10-16	The character tumbles 10 ft. taking 1d6+1 damage.
17-19	The character slides 10 ft. and takes no damage.
20+	The character catches himself and does not fall.

*A character using a rope gains a +4 bonus to this saving throw. If the character falls, the sharpened stalagmites attack the rope (AC 6, hp 2 [silk rope hp 4]).

**A character rolling a natural 1 always uses this result.

5: LABYRINTH OF WANDERING SOULS (EL 4; XP 1,200)

A labyrinth of narrow passages interspaced with meandering blood-red streams connects the Blood Mist Falls (Encounter 4) to the remainder of the complex. Two skeletal champions – the remains of once-mighty Tuath warriors – stalk the passages.

When the PCs enter the labyrinth, read:

Several low, narrow passageways continue onwards into the oppressive darkness of this strange place.

In this encounter, it may be some time before the PCs encounter the guardian skeletal champions. Spring the encounter on the PCs the first time they reach an area marked “SC.” Determine randomly from what direction the guardians approach the PCs. When the PCs encounter the skeletal champions, reveal Player Handout 5 and read:

Two skeletal humans approach. Each is dressed in an archaic breastplate and carries a strange double-pointed spear.

The skeletal champions wander the labyrinth until they encounter intruders.

TACTICS

The skeletal champions use double spears (Appendix 1) with Two-Weapon Fighting, unless their foes prove difficult to hit.

LABYRINTH FEATURES

The labyrinth has the following features of note:

Ceiling: The ceiling is 8 ft. high.

Walls: The walls in the labyrinth have clearly been worked. In many places, the Tuath created carvings showing a doomed soul’s journey to the Abyss. Such carvings could show Maughuxin cooking captive souls, Lhamskarr symbolically consuming the flesh of the screaming damned or Felclugh drowning souls in the Blood Lake.

STRANGE ACOUSTICS

The labyrinth’s acoustics create strange affects. Determine what the PCs hear as appropriate to maintain the mood of the adventure and the disorientation of being in a labyrinth.

D20	SOUND HEARD
1-3	The rhythmic clanking of one or two armoured individuals receding into the distance*
4-6	The rhythmic clanking of one or two armoured individuals coming closer*
7-15	Running water
16-18	The crackle of flames (Area 6)
20	The roar of the Blood Mist Falls (Area 4)

*The sound of the guard’s patrol lingers after they are slain.

Blood Streams: A slow flowing, 5-foot deep stream cuts through the labyrinth. Moving through the stream requires a DC 10 Swim check if the character is too short to wade. Wading characters must spend 3 squares of movement to enter a square containing the Blood Stream.

Strange Acoustics: Odd sounds plague the labyrinth. The cave system’s layout combined with the streams and the patrolling skeletal champions create a number of strange sounds. Refer to the “Strange Acoustics” sidebar.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 3 (XP 800): Apply the young creature template to the skeletal champions (+2 on all Dex-based rolls, -2 on all other rolls, hp 11).

EL 5 (XP 1,600): Apply the advanced creature template to the skeletal champions (+2 on all rolls [including damage rolls]; +4 to AC and CMD; hp 23).

AFTERMATH

Wandering the labyrinth, the PCs can find Areas 5A, 5B, 6 or 7.

SKELETAL CHAMPION (2)

CR 2 (XP 600)

Dressed in an archaic breastplate this skeleton carries a double-pointed spear.

Human skeletal champion warrior 1
NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +0
Speed 20 ft., base speed 30 ft.

ACP -4; **Acrobatics** -3 (-7 jumping), **Stealth** -1

AC 20, touch 12, flat-footed 18; **CMD** 16

(+1 Dex, +6 armour [breastplate], +1 shield [Two-Weapon Defence], +2 natural)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +3, **Ref** +1, **Will** +3; channel resistance +4

hp 17 (3 HD); **DR** bludgeoning/5

Space 5 ft.; **Base Atk** +2; **CMB** +6

Melee mwk double spear (reach 10 ft.) +7 (1d8+4/x3) or

Melee mwk double spear (reach 10 ft.) +5 (1d8+3/x3) and mwk double spear (reach 10 ft.) +5 (1d8+3/x3)

Abilities Str 17, Dex 13, Con –, Int 9, Wis 10, Cha 12

SQ undead traits

Feats Exotic Weapon Proficiency (double spear), Improved Initiative^B, Two-Weapon Defence, Two-Weapon Fighting, Weapon Focus (double spear)

Skills as above plus Intimidate +7

Gear as above

5A: SUNKEN ALTAR

This small area contains a sunken altar dedicated to the three demons guarding the Road of the Dead. Although no dangers lurk in the area, perceptive PCs may uncover some forgotten treasures. Read:

A large pool of blood-red water fed by two small streams dominates this chamber. Within the pool, the flat top of a large stone (perhaps an altar or similar object) barely pokes above the water's surface.

To properly search either the pool or the altar, a PC must enter the water.

5B: BURIAL CHAMBERS

The Tuath interred several priests in the complex so their spirits could watch over the Road of the Dead and ensure that the bound guardians did not escape. Their role was purely ceremonial and their remains do not animate.

A large capstone fills the entranceway to a man-high opening in the wall.

To investigate, the PCs must move the capstone aside.

CHAMBER FEATURES

Each niche has the following features of note:

Capstone: A large, heavy capstone (hardness 8, hp 180, DC 50 Break check) wards each chamber. PCs succeeding on a DC 25 Strength check roll the capstone aside. Those failing the check by less than 5 roll the capstone aside, but as it moves the stone shifts unpredictably and attacks an adjacent PC (+4 melee, 1d8+5 damage).

Sarcophagus: The mouldering remains of a priest lie in a plain stone sarcophagus (hardness 8, hp 60, DC 28 Break check). Among the bones, PCs find fragments of cloth (the obvious remains of ceremonial gear) and so on.

Chamber I: Strange runes graven into the rock decorate the walls. Refer to the "Spell Fragment" sidebar.

Chamber II: A *circlet of demonic defence* (Players' Handout 9; faint evocation [DC 16 Knowledge {arcana}]; DC 18 Spellcraft; Appendix 1) lies amid the mouldering bones and cloth of the priest interred here.

Chamber III: The fetid air in this chamber is heavy with disease. Any character entering the chamber or standing in a

CAVERN FEATURES

The cavern has the following features of note:

Sunken Altar: The sunken altar is 5 ft. high and 10 ft. long. Its surface is pitted, scarred and scorched.

Blood Pool: The pool is 5 ft. deep. PCs can either wade through the water or make a DC 10 Swim check. Bones from innumerable skeletons litter the pool's bottom. A PC searching the pool may also discover some treasure.

Treasure: A PC in the pool who makes a DC 15 Perception check finds a *+1 heavy steel shield* (faint abjuration [DC 16 Knowledge {arcana}]; DC 18 Spellcraft). A PC exceeding this check by 5 also finds a slime-coated plain gold ring (worth 200 gp [DC 20 Appraise]).

AFTERMATH

Wandering the labyrinth, the PCs can discover Areas 5B, 6 or 7.

square adjacent to the chamber may be infected with tomb blight (a new disease; DC 14 Fortitude resists; see Appendix 1).

SPELL FRAGMENTS

The carved runes are fragments of many different low-level divine spells. A *detect magic* reveals they radiate faint magic; a DC 18 Knowledge (arcana) identifies this as an indeterminable type. Exceeding this check by 5 or more reveals that a character able to cast spells can use the runes to cast a number of minor divine spells. *Read magic* also ascertains these facts.

A character must make a Knowledge (religion) or (arcana) check to activate the rune's magic. A character using Knowledge (arcana) takes a -2 penalty to this check. A character may only attempt this check once. Refer to the table below.

DC	SPELL EFFECT
1-5	Shadows gather around the runes and arc outwards (+2 ranged touch, <i>inflict moderate wounds</i> ; CL 5; 2d8+5, DC 13 Will halves) at the character.
5-10	Feeling of woe and impending doom afflicts the PC (<i>doom</i> , CL 5th; DC 11 Will negates; lasts until end of the PC's next fight).
11-16	No effect.
17-19	Feeling of security settles upon the character (<i>sanctuary</i> ; DC as PC; lasts until the PC leaves the caverns or makes an attacks).
20	Feeling of strength and wellbeing flows through the character (<i>aid</i> , CL 5 but lasts while the PC remains in the caverns).

6A: FIRES OF DAMNATION (EL 4; XP 1,200)

The PCs access this area through the Labyrinth of Wandering Souls (Area 5). When the PCs see this area, reveal Players' Handout 6 and read:

Uneven, roughly hewn steps lead down into a natural cavern dominated by a pool of liquid fire. Four huge, intricate carved demon heads with gaping maw and glittering black eyes sit upon roughly hewn plinths. The ceiling towers 40 ft. above your heads.

Ixjavix (a fire mephit) is the guardian of this place. He dwells within the central fire pool. When not battling or tormenting intruders, he stays in the fire pool, bathing in its flames. If the PCs try to approach the chamber sneakily, have Ixjavix make a distracted (-5 penalty) Perception check opposed by the worst Stealth check made by the intruders. If he hears the PCs' approach, he prepares for battle by trying to summon another fire mephit to join him in the pool. Otherwise, he notices the intruders when they enter the chamber.

When the PCs enter the chamber, read:

As you descend the steps, smokeless flames suddenly fill the maws of each carved demon head and a low chuckle echoes through the chamber.

When the PCs enter, Ixjavix is hiding in the flames (he has a modified +16 bonus to Stealth checks while in the fire). He taunts them, telling of the Abyssal Flame and how it will roast their flesh and scorch their bones. When he emerges, read:

A small demonic creature emerges from the flaming pool. It has thin, leathery wings, small horns protruding from its forehead

FLAMING DEMON HEADS TRAP CR 1 (400 XP)
Writhing flames fill the demon's open maw. Suddenly a bolt of fire bursts forth.

Search DC 25; once activated, the flames in each maw radiate faint evocation (DC 17 Knowledge [arcana] magic; *continual flame* effect [DC 22 Knowledge [arcana] identifies]; **Type** magic (spell))

Disarm Disable Device DC 25 (4 rounds [1 per head]; head shoots an additional fire bolt at the character attempting to disarm the trap on a DC 20 or less; a disarmed head does not fire any more fire bolts.)

Trigger proximity (*alarm*), when the PCs descend the stairs;
Reset automatic (1 hour)

Initiative +0

Effect Once activated, the trap functions until all four heads are deactivated, each of the flames has been shrouded or two rounds after Ixjavix is slain. Every round the trap operates, each head shoots a fire bolt (range 25 ft., +0 ranged touch, 1d3 fire damage) at the nearest living creature (except Ixjavix). Treat the fire bolt as a *ray of frost* (CL 1) in all other regards except that it deals fire damage.

and clawed hands. At sight of you it springs into the air

At this point, combat likely begins.

IXJAVIX THE MEPHIT

Ixjavix has been here so long that he now believes himself to be Maughuxin and thus guards this area with his life. Not wildly intelligent, Ixjavix enjoys goading and taunting his opponents – sometimes taking a move action to do so (particularly if a foe has been badly burnt). He fights to the death to protect his lair.

TACTICS

Ixjavix uses his breath weapon whenever he can against the largest concentration of enemies. He uses *scorching ray* against the first foe targeting him with a cold affect. If reduced to half hit points, Ixjavix retreats to the fire pool to gain the benefit of fast healing. When moving about, he uses his fly ability to stay close to the ceiling to gain the benefit of concealment.

CAVERN FEATURES

The cavern has several noteworthy features:

Illumination: Each flaming demon head provides light as a torch (20 ft. radius of normal light and increases the light level by one step for an additional 20 ft. beyond that area). Thus, unless the PCs bring their own light creatures within 20 ft. of the

IXJAVIS, FIRE MEPHIT

CR 3 (XP 800)

This small red-hued creature has thin, leathery wings, small horns protruding from its head and a demonic grin.

N Small outsider (fire)

Init +6; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +0
Speed 30 ft., fly 40 ft. (average)

ACP 0; Fly +10, Stealth +12

AC 17, touch 14, flat-footed 14; **CMD** 15; Dodge (+1 size, +2Dex, +1 dodge, +3 natural)

Immune fire; **Weakness** vulnerability to cold

Fort +2, **Ref** +5, **Will** +3

hp 19 (3 HD); fast healing 2 (when in contact with fire); **DR** magic/5

Space 5 ft.; **Base Atk** +3; **CMB** +3

Melee 2 claws +5 each (1d3+1)

Special Actions breath weapon

Breath Weapon Every 4 rounds Ixjavix can unleash a 15-foot cone of fire (1d8 fire, DC 13 Reflex halves)

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

1/day—*heat metal* (DC 14), *summon* (level 2, 1 fire mephit 25% chance of success)

1/hour—*scorching ray* (+6 ranged touch)

Abilities Str 13, Dex 15, Con 12, Int 6, Wis 11, Cha 14

Feats Dodge, Improved Initiative

Skills as above plus Bluff +8

Languages Common, Ignan

ceiling gains concealment (20% miss chance).

The flames give off no heat and are harmless.

Ceiling: The ceiling is 40 ft. high.

Uneven Steps: The unevenly hewn steps do not hinder movement.

Carven Demon Heads: The demon heads all depict Maughuxin. A DC 15 Knowledge (planes) or Knowledge (religion) check confirms this.

Each head is 10 ft. high and 10 ft. wide and sits upon a roughly hewn 10 ft. high plinth. Each hides a secret door (DC 20 Perception check reveals) at the back of its maw. The method for opening each secret door is detailed in Area 6B.

A small opaque black gem fills each demon's eye sockets (eight jaspers each worth 50 gp [DC 20 Appraise]). Characters retrieving the gems must scale (DC 10 Climb check) each head to reach them. Removing each gem requires a DC 10 Disable Device check. Characters failing this check by 5 or more break the gem while removing it (rendering it worthless).

Fire Pool: Fed by a hidden cistern of oil which refills naturally from oil oozing up from far below, the pool of fire is Ixjavix's home.

Characters within the flaming pool take 1d6 fire damage each round (on their initiative) and must make a DC 15 Reflex save or catch on fire. A character catching on fire takes 1d6 fire damage immediately and in each subsequent round until he makes a DC 15 Reflex saving throw. Additionally, the flames burn so fiercely that they provide concealment (20% miss chance) to creatures within the pool.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 3 (XP 800): Apply the young creature template to Ixjavix (+2 on all Dex-based rolls, -2 to all other rolls, hp 13). Reduce each jasper's value to 30 gp.

EL 5 (XP 1,600): Apply the advanced creature template to Ixjavix (+2 on all rolls [including damage rolls] and special ability DCs; AC 21, touch 18, flat-footed 18, CMD 19; hp 25.) Increase each jasper's value to 70 gp.

AFTERMATH

Wandering the labyrinth, the PCs can discover Areas 5A, 5B or 7. Alternatively, they may discover Area 6B.

6B GAPING MAW OF MAUGHUXIN

Each of the carven demon heads hides a secret door within its maw. Beyond each, lies a hidden niche.

AREA FEATURES

Each of the secret doors and the niche beyond has the following generic features:

Illumination: Darkness.

Secret Doors: These heavy stone doors (hardness 8, hp 60. DC 28 Break, DC 20 Perception reveals) open inwards.

SECRET DOOR I & IV

To Open: A hidden catch on the underside of the demon's tongue operates the secret door.

Dusty Niche: The niche is empty. A PC making a DC 20 Survival check to search for tracks discovers nothing; it is obvious that nothing has been inside the niche for many years.

Recessed Bookshelf: A half-dozen small holes pierce one wall. Within each lies the mouldering remains of a book or scroll. None are legible and all crumble to dust when touched.

SECRET DOOR II

To Open: Pushing two of the demon's teeth toward one another opens the door.

Stone Windlass: A stone windlass stands in the centre of the niche. The windlass controls the flow of oil to the fire pool in

Area 6. It is currently in the open position. Turning it anticlockwise closes it and after five minutes the flames in the fire pool die out. Unfortunately, the windlass is stuck in the open position and requires a DC 24 Strength check to free it. Up to four characters can attempt to turn the windlass simultaneously.

SECRET DOOR III

A vast number of skulls fill this niche.

To Open: Pushing two of the demon's rear teeth up into its skull opens the door. However, this door opens only slightly and requires a DC 23 Strength check to force open. Opening the door triggers a "skull slide" and any PC adjacent to the door must make a DC 15 Reflex save or be knocked prone.

Skulls: PCs opening the door discover that a huge number of skulls fill the niche beyond. A DC 15 Heal check reveals the vast majority of skulls are of human or goblin origin. Many show signs of a violent death.

Treasure: PCs searching through the skulls that make a DC 20 Perception check find an ornately carved golden brooch (a *brooch of the woods*; Players' Handout 8; faint transmutation [DC 16 Knowledge {arcana}]; DC 16 Spellcraft; Appendix 1).

7: LAIR OF DEMONS THREE (EL 6; XP 2,400)

Finally, the PCs discover the focal point of the Road of the Dead and its last guardians. Each of the three demons lairing within this chamber contains a shred of its master's power and all are dedicated to defending the chamber.

When the PCs reach this chamber, reveal Players' Handout 7 and read:

Weirdly glowing phosphorescent fungi cloak the walls of this large chamber. Their dim light reveals a macabre sight. A lake of blood, traversed by a network of 5 ft. wide stone walkways, surrounds a steeply sided stone island. A large altar – reached via a set of steep steps – crowns its top.

When the PCs approach this chamber, have the demons lairing within make Perception checks against the PCs' worst Stealth check (if they are trying to sneak). Success indicates that they are aware of the intruders. If they fail to notice the PCs, they are surprised. If the PCs are not sneaking, the guardians automatically spot them when they leave Encounter 6A.

TACTICS

Although the demons fight ferociously, they do not coordinate their actions well. All, however, fight to the death to protect the Blood Pool and the Charnel Pit.

Blood of Felclugh: The blood lurks in the Blood Pool for the first two rounds, moving behind the intruders. On the third round, it bursts forth and uses *sound burst* on the largest concentration of enemies. If reduced to half hit points or less it attempts to summon another of its kind.

Maughuxin's Spawn: If an opponent is carrying a flaming light source (such as a torch or lantern), the spawn uses *pyrotechnics* to blind it and nearby foes. If no such light source is available, the spawn swoops down and uses *pyrotechnics* on itself (suffering 3 damage in the process).

Subsequently, it uses its fly speed to stay away from land-based opponent's melee weapons and *fire bolt* to attack those employing ranged weapons or cold-based attacks.

Shard of Lhamskarr: The shard bull rushes opponents into the Charnel Pit. If it is unable to do this, it tries to grapple enemies before carrying them to the pit and dumping them in. If both of these options fail, it tries to summon another of its kind before laying about with its terrible fists.

FIGHTING IN WATER

For detailed rules regarding Fighting in Water, refer to Encounter 2 and Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

CAVERN FEATURES

The cavern has the following features of note:

Illumination: Dim green phosphorescent light (generated by the fungi coating the walls) fills the chamber.

Ceiling: The ceiling is 50 ft. high.

Blood Pool: A 20 ft. deep pool dominates much of the chamber. Its water is calm (DC 10 Swim check) but opaque.

At first glance, the red-hued water appears to be blood, but a DC 15 Knowledge (geography) check reveals that it is merely tainted water. A DC 20 Knowledge (dungeoneering) check identifies the taint as a dissolvable mineral naturally present in the rock. It tastes bitter and acrid. A DC 20 Knowledge (dungeoneering) check identifies the taint as haematite, a dissolvable mineral naturally present in the rock. The check also reveals, the water is poisonous if drunk in large quantities.

Stone Walkways: Many 5 ft. wide stone walkways span the blood pool. The walkways do not hinder the movement of Medium or smaller characters but Large or larger creatures must squeeze when upon them.

Many narrow, submerged passages pierce the walkways allowing swimming creatures to pass from one part of the pool to another.

Stone Walls: Phosphorescent fungi cloak the walls making them slippery and difficult to climb (DC 20 Climb check).

The Charnel Pit: This 10 ft. square pit is 70 ft. deep, but

MAUGHUXIN'S SPAWN

CR 3 (XP 800)

A small ball of fire floats through the air. Seemingly sentient tendrils of flame writhe upon its surface.

CE Small outsider (chaotic, demon, evil, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +7

Speed 30 ft., fly 20 ft. (average)

ACP 0; Escape Artist +7, Fly +9, Stealth +9

Flames (Ex) A Maughuxin's spawn radiates light as a torch.

Using a move action, it can reduce this illumination to that produced by a candle.

AC 18, touch 13, flat-footed 16; **CMD** 16

(+2 Dex, +1 size, +5 natural)

Immune electricity, fire, poison; **Resist** acid 10; **Vulnerability** cold

Fort +7, **Ref** +2, **Will** +5

hp 19 (2 HD); **DR** cold iron or good/5

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee 2 slams +6 each (1d4+3)

Ranged Touch flame bolt (60 ft. range) +5 (2d6 fire)

Spell-Like Abilities (CL 3rd)

1/day—*burning hands* (DC 13), *pyrotechnics* (DC 14), summon (level 1, 1 Maughuxin's spawn 35%)

Abilities Str 16, Dex 14, Con 18, Int 9, Wis 15, Cha 15

Feats Improved Initiative

Skills as above

Languages Abyssal, telepathy 100 ft.

skeletons fill it to a depth of 40 ft. Characters falling into the pit suffer 3d6 falling damage and land prone. Their fall displaces the many bones in the pit. For every 5 points of damage the character suffered in the fall, he sinks 10 ft. downwards into the bones. Buried characters disappear from sight and are entangled (such creatures move at half speed, cannot run or charge, takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity; if casting a spell the creature must succeed on a DC 15 + spell level concentration check).

The edges of the various ledges and crevices in the pit walls have been sharpened to deter those trapped within climbing out. Each time a character attempts to scale the walls it runs the risk of cutting its hands. Make an attack roll against the creature (base attack bonus +0) but for this attack the target's shield, armour and deflection bonuses do not count. If the character is wearing gauntlets or such like it gains a +2 armour bonus. If the attack succeeds, the creature has slashed its hands and takes 1 point of damage. Furthermore, it suffers a -1 penalty on attack rolls until the wound is healed (while a character can suffer many such injuries, this penalty does not stack with itself.)

For more information regarding the Charnel Pit, see "Further Adventures."

Steep-Sided Island: Rising 30 ft. above the waters of the Blood Pool, the island's flanks have been sharpened in an identical fashion to the walls of the Charnel Pit.

Steep Steps: It costs 2 squares of movement to enter a square containing steep steps. Characters cannot run or charge on the stairs and the DC of any Acrobatics checks made there increases by 4. Fragments of bone and skulls litter the steps.

High Altar: This massive, squat construction dominates the

BLOOD OF FELCLUGH CR 3 (XP 800)

A roiling vaguely humanoid-shaped mass of blood-red liquid rolls forward. Crimson spray splatters the ground about it.

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init -1; **Senses** darkvision 60 ft.; Perception +5, Sense Motive +0
Speed 30 ft., swim 20 ft.

ACP 0; Escape Artist +4, Swim +16

AC 16, touch 10, flat-footed 16; **CMD** 15
(+6 natural)

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10

Fort +7, **Ref** -1, **Will** +3

hp 22 (2 HD); **DR** cold iron or good/5

Space 5 ft.; **Base Atk** +2; **CMB** +3

Melee 2 claws +5 each (1d4+3) and
bite +5 (1d6+3)

Spell-Like Abilities (CL 3rd)

1/day—*doom* (DC 11), *sound burst* (DC 12), *summon* (level 1, 1 blood of Felclugh 35%)

Abilities Str 16, Dex 8, Con 18, Int 5, Wis 11, Cha 11

Feats Toughness

Skills as above

Languages Abyssal, telepathy 100 ft.

island top. Its surface is pitted and scarred. A niche at the rear of the altar holds a jumble of six tarnished silver wolf statuettes (each worth 100 gp [DC 20 Appraise]). Mixed in with the statuettes are seven small feathers (actually *feather tokens*; strong conjuration [DC 20 Knowledge {arcana}]; DC 27 Spellcraft). There are three *bird feather tokens*, two *fan feather tokens*, one *swan boat feather token* and a *tree feather token*.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 5 (XP 1,600): Apply the young creature template (+2 on all Dex-based rolls, -2 on all other rolls) to the shard of Lhamskarr [hp 20] and the blood of Felclugh [hp 18]).

EL 7 (XP 3,200): Apply the advanced creature template (+2 on all rolls [including damage rolls] and special ability DCs; +4 to AC and CMD) to the shard of Lhamskarr [hp 28] and the blood of Felclugh [hp 26]).

AFTERMATH

Once the PCs have defeated the demons, their exploration of the complex is likely concluded. Proceed to "Conclusion" but also consider the notes under "Further Adventures."

SHARD OF LHAMSKARR

CR 3 (XP 800)

A horribly bloated, muscular and hairless humanoid lumbers forward on squat, incredibly powerful legs. Its face is set in an otherworldly, bestial grimace.

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +1
Speed 30 ft., fly 60 ft. (good)

ACP 0; Escape Artist +5, Fly +9

AC 14, touch 10, flat-footed 14; **CMD** 17
(+4 natural)

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10

Fort +8, **Ref** +0, **Will** +4

hp 24 (2 HD); **DR** cold iron or good or magic/5

Space 5 ft.; **Base Atk** +2; **CMB** +7

Fearsome Aspect (Su) All creatures within 10 ft. of the shard must make a DC 13 Will save or be shaken (-2 penalty on attack rolls, saving throws, skill checks and ability checks) for 2d6 rounds. Whether or not the save is successful, the creature cannot be affected again by the same aura for 24 hours. This is a mind-affecting fear affect. The save DC is Charisma-based.

Melee 2 claws +7 each (1d4+5) and
bite +7 (1d4+5)

Atk Options smite good 1/day (+2 damage)

Spell-Like Abilities (CL 2nd)

3/day—*darkness*

1/day—*summon* (level 1, 1 shard of Lhamskarr 35%)

Abilities Str 20, Dex 10, Con 20, Int 7, Wis 13, Cha 15

Feats Toughness

Skills as above plus Intimidate +7

Languages Abyssal, telepathy 100 ft.

CONCLUSION

Once the PCs have explored the Road of the Dead they can return to civilisation with their spoils. Many of the items they find within are ancient and therefore inherently valuable to collectors and scholars of ancient history. Instead of selling those items for half-price, they can realise 75% of the market price for each object sold.

If they make public their discovery of the site – through drunken boasts in the tavern and so on – they discover that even the location of the site has value. Subsequently, 1d3 scholars approach the PCs and offer to pay 100 gp for a map showing the barrow's location. Each scholar approaches the PCs 1d4 weeks after they make their discovery public.

Such scholars could include:

- **Kenver Faull (LN male human expert 3):** A bullish, round-shoulder man with a child's manners and mercurial temper. Kenver is not a particularly successful merchant, and his lack of success baffles him.
- **Tegen Ahearn (NE female half-elf expert 3):** Soft spoken and demure, Tegen is very clever and obsessed with wealth and the comforts it can buy. She dresses very plainly while meeting clients and so on, but dwells in a luxurious, heavily guarded townhouse.
- **Peder Cass (N male human expert 5):** A hirsute, sharp witted merchant, Peder is not personally interested in Tuath items, but takes a small retainer from a sage looking for such items.

FURTHER ADVENTURES

The PCs' adventure need not end with the Charnel Pit's demonic defenders (Encounter 7). Rather, if the GM desires, the *Road of the Dead* can act as a jumping off point for further adventures.



THE THINGS IN THE PIT

If the PCs search through the Charnel Pit for ancient offerings left by the Tuath, they may disturb (at the GM's discretion) the slumbering souls of those buried within. In this eventuality, refer to Encounter I overleaf. (Do not run this encounter at the same time as Encounter 7 unless the PCs are having an easy time of it). This encounter can lead onto Deeper Tunnels.

DEEPER TUNNELS

PCs clearing the Charnel Pit of bones discover a network of bone-filled passages radiating under the Road of the Dead. These half-flooded stygian caves are the lair of the ancient dead. Skeletons, ghost, wraiths and shadows all lurk in the cloying darkness of the deeper caves awaiting foolish explorers.

TREASURES

Some of the items the PCs find in the Road of the Dead are old and very rare. Scholars of the Old People would be very interested to examine and purchase such items.

Unscrupulous individuals may even be tempted to hire thugs to steal the items. Encounter II overleaf provides the statistics of such a band. The GM will have to determine who is behind the attempted theft, but this is a great way of introducing a new foil to the PCs. Have the PCs find evidence among the thugs' possessions that gives a subtle hint to their employer's identity and follow this encounter up with other nuisance attacks whenever the PCs try to sell other items of Tuath origin.

I: THE THING IN THE PIT (EL 5; XP 1,600)

Use this encounter if the PCs search through the bones filling the Charnel Pit in Encounter 7. While the PCs excavate the pit, they disturb a wraith that dwells deep down among the bones. When the PCs see into the pit, read:

The pit descends for about 30 ft. before ending in a tumbled mass of bones.

Once it senses intruders with its *lifesense*, the wraith waits for its prey to start digging through the bones. It then glides forth to consume their life-force.

TACTICS

The wraith glides past opponents in the pit so that they must get past it to get out. It uses incorporeal touch attacks to drain prey of Constitution. The wraith does not leave the pit, preferring to wait for intruders to come to it.

AREA FEATURES

The pit has the following features of note:

Illumination: Darkness fills the pit.

Depth: The pit is 70 ft. deep, but bones fill the bottom 40 ft. To explore further, the bones must be cleared away.

Falling characters suffer 1d6 damage for each 10 ft. fallen. Their fall also displaces the many bones in the pit. For every 5 points of falling damage suffered, the character sinks 10 ft. into the bones. Buried characters disappear from sight and are entangled (such creatures move at half speed, cannot run or charge, takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity; if casting a spell the creature must succeed on a DC 15 + spell level concentration check).

Bones: A character can move through the bones at a speed of 5 ft. per round. Doing so “submerges” a character. Characters more than 5 ft. from the surface of the bones disappear from sight and gain improved cover.

Walls: The edges of the walls’ ridges and crevices have been sharpened to deter those trapped within climbing out. Each time a character attempts to scale the walls it runs the risk of cutting its hands. Make an attack roll against the creature (base attack bonus +0) but for this attack the target’s shield, armour and deflection bonuses do not count. If the character is wearing gauntlets or such like it gains a +2 armour bonus. If the attack succeeds, the creature has slashed its hands and takes 1 point of damage. Furthermore, it suffers a -1 penalty on attack rolls until the wound is healed (while a character can suffer many such injuries, this penalty does not stack with itself.)

Treasure: Scattered through the pit, the PCs find 700 gp in ancient gold coins and eight deep black opaque stones (jet each worth 100 gp [DC 25 Appraise check]).

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 4 (XP 1,200): Apply the young creature template to the wraith (+2 on all Dex-based rolls, -2 on all other rolls, hp 37). The PCs only find four gems

EL 6 (XP 2,400): Apply the advanced creature template to the wraith (+2 on all rolls [including damage rolls], Constitution drain DC 19, hp 57). The PCs find an additional 250 gp and two gems.

WRAITH

CR 5 (XP 1,600)

A dark mass of shadow glides silently toward you. Two blazing pinpoints of light somehow seem to suggest a malign intelligence lurks within the form.

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., *lifesense*; Perception +10, Sense Motive +10

Lifesense (Su) A wraith notices and locates living creatures within 60 ft. as if it had blindsight

Speed fly 60 ft. (good)

ACP 0; Fly+7, Stealth +11,

AC 18, touch 18, flat-footed 14; **CMD** 16 (+3 Dex, +5 deflection)

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); critical hits and precision-based damage (except from *ghost touch* weapons); nonmagical attacks; **Weakness** sunlight powerlessness

Sunlight Powerlessness (Ex) A wraith caught in sunlight cannot attack and is staggered.

Fort +6, **Ref** +4, **Will** +6 (channel resistance +2)

hp 47 (5 HD); half damage from corporeal spells or weapons

Space 5 ft. (aura 30 ft.); **Base Atk** +3; **CMB** +6

Unnatural Aura (Su) Animals will not approach within 30 ft. of a wraith, unless its master makes a DC 25 Handle Animal, Ride or wild empathy check.

Melee incorporeal touch +6 (1d6 negative energy plus 1d6 Con drain [DC 17 negates Con drain; with a successful attack, the wraith gains 6 temporary hit points])

Create Spawn (Su) A slain humanoid becomes a wraith in 1d4 rounds. Wraith spawn are weaker than wraiths; they suffer -2 on all d20 rolls, receive -2 hp per HD and only drain 1d2 points of Constitution on a touch. Spawn are under the control of their creator and possess none of the abilities they had in life.

Atk Options Blind-Fight, Combat Reflexes, create spawn

Abilities Str –, Dex 16, Con –, Int 14, Wis 14, Cha 21

Feats Blind-Fight, Combat Reflexes, Improved Initiative

Skills as above plus Diplomacy +10, Intimidate +13, Knowledge (planes) +7

Languages Common, Infernal

II: HIRED THUGS (EL 4; XP 1,200)

If the PCs keep some of the items of ancient Tuath artifice they discovered scattered along the Road of the Dead, unscrupulous dealers may try and gain them by force.

TACTICS

The thugs prefer to attack with surprise. One positions himself to provide a flank for Arvoren who then targets the strongest-looking opponent. If their initial surprise attack fails, they demand that the PCs hand over any items of Tuath artifice. If the PCs do so, the thugs retreat. If they do not, the thugs fight on. Any thug reduced to under one-quarter hit points flees. Arvoren only attacks those flanked by a thug.

AREA FEATURES

The GM must design the area in which this battle takes place. Good examples of locales include a quiet side street (if the attack takes place in town), the PCs' chambers (if the attack takes place at night) or a few miles outside town (if the encounter occurs while the PCs are exploring the Lonely Coast). In all cases, the thugs strike at a time of their choosing when the PCs will be vulnerable (such as in the dead of night or moments after another fight finishes).

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 3 (XP 800): Remove two thugs.

EL 5 (XP 1,600): Add one rogue equal to Arvoren.

AFTERMATH

If the PCs take one of their attackers alive, they can try to learn why they were attacked.

Against a thug, a DC 11 Intimidate check or a DC 24 Diplomacy check reveals the thugs were after any items the PCs brought forth from the Road of the Dead. The thug does not know his employer's identity, but does know that he was to deposit any recovered items in a hollow tree stump on the Cliffway about a mile west of Wolverton.

Arvoren knows slightly more than the thugs. A DC 12 Intimidate check or a DC 25 Diplomacy check gets him to reveal the same information as the thugs. He also believes that his employer is a learned man. Arvoren never saw his face, but he spoke with a cultured voice and used lots of words that Arvoren didn't understand. They met in a tavern, the Blooded Quill, in Wolverton, a place frequented by sages, scholars and other learned folk.

ARVOREN

CR 1 (XP 400)

This wiry halfling wears studded leather armour. His dark brown hair hangs raggedly down over his eyes.

Male halfling rogue 2

N Small humanoid

Init +3; **Senses** Perception +7 (trapfinding), Sense Motive +0

Speed 20 ft.

ACP 0; **Acrobatics** +10 (+6 jumping), **Climb** +7, **Escape Artist** +8, **Stealth** +12 (fast stealth)

AC 18, touch 15, flat-footed 14; **CMD** 15; **Dodge** (+1 size, +3 Dex, +1 dodge, +3 armour [mwk studded leather])

Fort +2, **Ref** +7 (evasion), **Will** +1; +2 vs. fear

hp 16 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +1

Melee mwk short sword +4 (1d4+1/19-20)

Ranged light crossbow (range 80 ft.) +5 (1d6/19-20)

□□□□□□□□□□

Atk Options sneak attack +1d6

Combat Gear *potion of invisibility*, *potion of cure light wounds*

Abilities Str 13, Dex 16, Con 13, Int 12, Wis 10, Cha 10

Feats Dodge

Skills as above plus Appraise +5, Bluff +5, Disable Device +10, Disguise +4, Linguistics +5, Sleight of Hand +8

Languages Common, Halfling, Orc

Gear as above plus masterwork thieves' tools, traveller's outfit, 12 gp, 27 sp

THUGS (4)

CR 1/2 (XP 200)

Hulking half-orcs clad in fine studded leather armour clutch large falchions and grin menacingly at you.

Male half-orc warrior 1/expert 1

NE Medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft.; Perception +3, Sense Motive +3

Speed 30 ft.

ACP0; **Acrobatics** +5, **Climb** +6, **Stealth** +5, **Swim** +6

AC 14, touch 11, flat-footed 13; **CMD** 14

(+1 Dex, +3 armour [mwk studded leather])

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

hp 15 (2 HD); ferocity

Ferocity (Ex) Once per day, when a thug is brought below 0 hp, but not killed, he can fight on for one more round as if disabled before falling unconscious (unless healed to 1 or more hit points).

Space 5 ft.; **Base Atk** +1; **CMB** +3

Melee falchion +3 (2d4+3/18-20)

Melee unarmed strike +3 (1d3+2, nonlethal)

Ranged dagger (range 10 ft.) +2 (1d4+2/19-20)

Combat Gear *potion of cure light wounds*, tanglefoot bag, thunderstone

Abilities Str 15, Dex 12, Con 11, Int 10, Wis 9, Cha 8

Feats Improved Initiative

Skills as above plus Intimidate +6

Languages Common, Orc

Gear as above plus belt pouch, traveller's outfit, 7 gp, 13 sp

APPENDIX 1: NEW STUFF

NEW DEMON: BLOOD OF FELCLUGH

Creatures composed of water drawn from the deep lakes of the Abyss infused with the congealed blood of the slain, bloods of Felclugh are merciless opponents.

COMBAT & TACTICS

Bloods of Felclugh use *sound burst* as they approach their foes, but only attempt to summon another of their kind once injured.

ECOLOGY & SOCIETY

Bloods of Felclugh lurk in the waters surrounding their master's fell fortress deep in the Abyss. There they torment and slay any falling into their clutches. They particularly hate water elementals and hunt down any such creatures venturing close to their domain.

LORE

Character with ranks in Knowledge (planes) can learn more about bloods of Felclugh with a successful skill check. A successful check reveals all information revealed by a lesser check.

DC 18 This is a blood of Felclugh. They have normal demon resistances and are excellent swimmers.

DC 23: They have a few minor spell-like abilities and can summon others of their own kind.

BLOOD OF FELCLUGH CR 3 (XP 800)
A roiling vaguely humanoid-shaped mass of blood-red fluid rolls forward. Crimson spray splatters the ground about it.

CE Medium outsider (chaotic, demon, evil, extraplanar)
Init -1; **Senses** darkvision 60 ft.; Perception +5, Sense Motive +0
Speed 30 ft., swim 20 ft.
ACP 0; Escape Artist +4, Swim +16

AC 16, touch 10, flat-footed 16; **CMD** 15 (+6 natural)
Immune electricity, poison; **Resist** acid 10, cold 10, fire 10
Fort +7, **Ref** -1, **Will** +3
hp 22 (2 HD); **DR** cold iron or good/5

Space 5 ft.; **Base Atk** +2; **CMB** +3
Melee 2 claws +5 each (1d6+3) and bite +5 (1d4+3)
Spell-Like Abilities (CL 3rd)
 1/day—*doom* (DC 11), *sound burst* (DC 12), *summon* (level 1, 1 blood of Felclugh 35%)

Abilities Str 16, Dex 8, Con 18, Int 5, Wis 11, Cha 11
Feats Toughness
Skills as above
Languages Abyssal, telepathy 100 ft.

NEW DEMON: MAUGHUXIN'S SPAWN

Maughuxin's spawn are malicious creatures of fire. They enjoy soaring high above the ground and raining down fiery death upon those that cannot reach them.

COMBAT & TACTICS

Maughuxin's spawn prefer to remain aloft during battle, hurling *fire bolts* down upon their enemies. They target flying and cold using opponents in preference to all others.

ECOLOGY & SOCIETY

Maughuxin's spawn dwell in and around superheated areas of the Abyss. They delight in soaring through the heated thermals emanating from volcanoes. They are solitary creatures unless commanded by a greater demon to form a hunting swarm.

LORE

Character with ranks in Knowledge (planes) can learn more about Maughuxin's spawn with a successful skill check. A successful check reveals all information revealed by a lesser check.

DC 18: This is a Maughuxin's spawn. They have normal demon resistances and can fly.

DC 23: Creatures of fire, Maughuxin's spawns hurls fire bolts at their enemies and have other minor spell-like abilities.

MAUGHUXIN'S SPAWN CR 3 (XP 800)
A small ball of fire floats through the air. Seemingly sentient tendrils of flame writhe upon its surface.

CE Small outsider (chaotic, demon, evil, extraplanar)
Init +6; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +7
Speed 30 ft., fly 20 ft. (average)
ACP 0; Escape Artist +7, Fly +9, Stealth +9
Flames (Ex) A Maughuxin's spawn radiates light as a torch. As a move action, it can reduce this illumination to that of a candle.

AC 18, touch 13, flat-footed 16; **CMD** 16 (+2 Dex, +1 size, +5 natural)
Immune electricity, fire, poison; **Resist** acid 10; **Vulnerability** cold
Fort +7, **Ref** +2, **Will** +5
hp 19 (2 HD); **DR** cold iron or good/5

Space 5 ft.; **Base Atk** +2; **CMB** +4
Melee 2 slams +6 each (1d4+3)
Ranged Touch flame bolt (60 ft. range) +5 (2d6 fire)
Spell-Like Abilities (CL 3rd)
 1/day—*burning hands* (DC 13), *pyrotechnics* (DC 14), *summon* (level 1, 1 Maughuxin's spawn 35%)

Abilities Str 16, Dex 14, Con 18, Int 9, Wis 15, Cha 15
Feats Improved Initiative
Skills as above
Languages Abyssal, telepathy 100 ft.

NEW DEMON: SHARD OF LHAMSKARR

Shards of Lhamskarr share their lord's atavistic hunger for fear and terror.

COMBAT & TACTICS

Shards of Lhamskarr charge into battle trusting to their damage reduction to keep them safe. They catch as many foes as possible with their *fearsome aspect* before pounding them to death with their powerful fists. Opponents resisting this affect infuriate them and suffer their attacks over all others.

ECOLOGY & SOCIETY

Shards of Lhamskarr roam widely in search of prey. Often encountered in small packs of 4-8 individuals they are implacable foes. They live to strike fear and terror into others and often take captives for torture. Such ordeals are rarely imaginative, but always brutal (and fatal).

LORE

Character with ranks in Knowledge (planes) can learn more about shards of Lhamskarr with a successful skill check. A successful check reveals all information revealed by a lesser check.

DC 18: Extremely violent demons, shards have normal demon resistances, but are resistant to more weapons than normal demons.

DC 23: Shards have a fearsome aura that strikes terror into their foes.

SHARD OF LHAMSKARR

CR 3 (XP 800)

A horribly bloated, muscular and hairless humanoid lumbers forward on squat, incredibly powerful legs. Its face is set in an otherworldly, bestial grimace.

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft.; Perception +6, Sense Motive +1

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

ACP 0; Escape Artist +5, Fly +9

AC 14, touch 10, flat-footed 14; **CMD** 17

(+4 natural)

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10

Fort +8, **Ref** +0, **Will** +4

hp 24 (2 HD); **DR** cold iron or good or magic/5

Space 5 ft.; **Base Atk** +2; **CMB** +7

Fearsome Aspect (Su) All creatures within 10 ft. of a shard must make a DC 13 Will save or be shaken (-2 penalty on attack rolls, saving throws, skill checks and ability checks) for 2d6 rounds. Whether or not the save is successful, this target cannot be affected by the same aura for 24 hours. This is a mind-affecting fear affect. The save DC is Charisma-based.

Melee 2 claws +7 each (1d4+5) and bite +7 (1d4+5)

Atk Options smite good 1/day (+2 damage)

Spell-Like Abilities (CL 2nd)

3/day—*darkness*

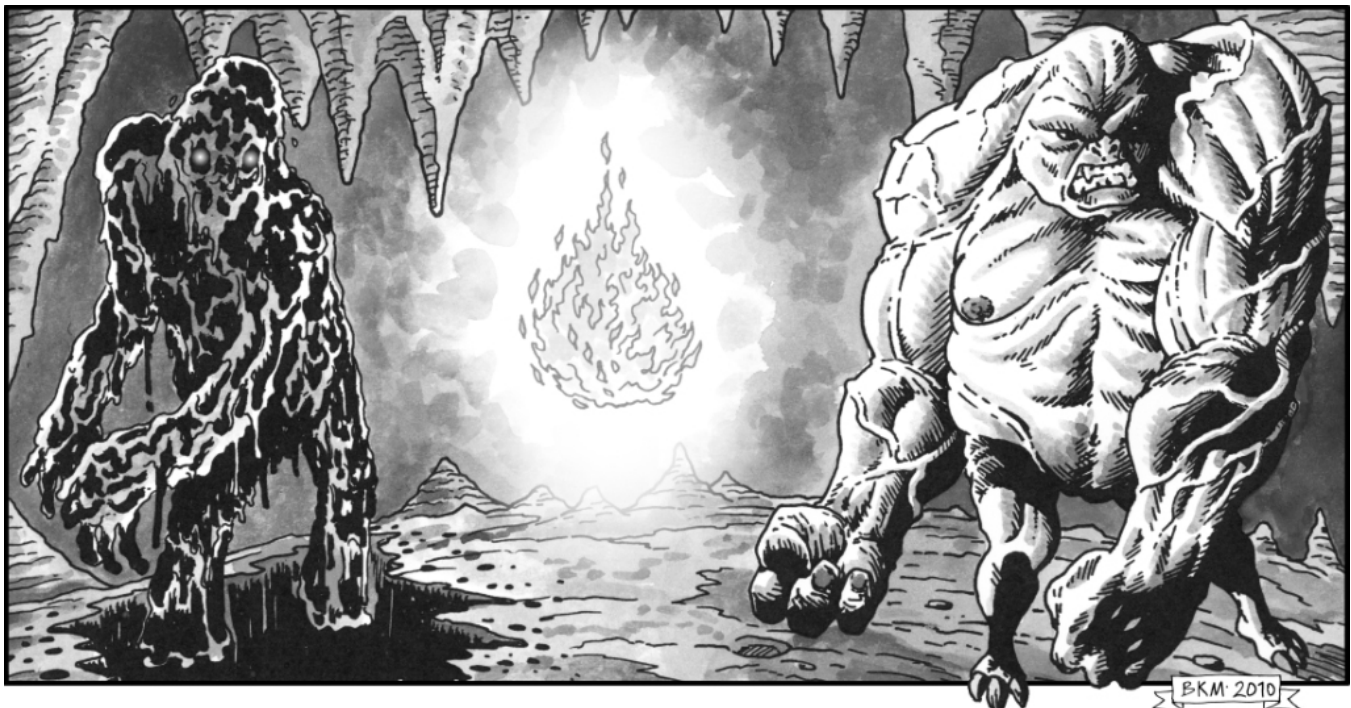
1/day—*summon* (level 1, 1 shard of Lhamskarr 35%)

Abilities Str 20, Dex 10, Con 20, Int 7, Wis 13, Cha 15

Feats Toughness

Skills as above plus Intimidate +7

Languages Abyssal, telepathy 100 ft.



NEW DISEASE: TOMB BLIGHT

Tomb Blight can linger wherever the dead are interred. Explorers and adventurers breaking into ancient crypts or uncovering burial pits and the like are often beset with this terrible affliction. Occasionally, followers of a death god deliberately infect tombs with Tomb Blight to act as a final defence against robbers and treasure hunters.

Type disease, inhaled; **Save** Fortitude DC 14

Onset 1 day; **Frequency** 1/day

Effect 1d3 Str damage and 1d3 Con damage. If the target loses 3 points of Strength or Constitution, it develops a terrible hacking cough. Such characters take a -5 circumstance check to Stealth checks and must make a DC 10 + spell level concentration check to cast any spell with verbal components; **Cure** 2 consecutive saves.

NEW MAGIC ITEMS

BROOCH OF THE WOODS

The centrepiece of this ornate golden brooch is a small dark gray gem shot through with red flecks.

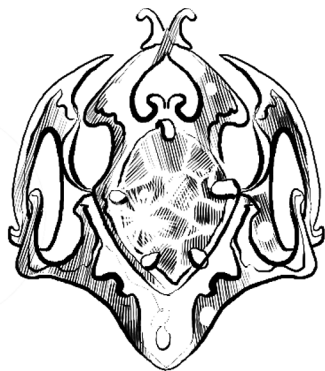
Lore A DC 20 Appraise check identifies the gem as a bloodstone. A subsequent DC 20 Knowledge (arcana) check reveals that such gems are reputed to protect the owner from the effects of bad weather.

Abilities The brooch wards its wearer with the effects of an *endure elements* spell. Additionally, the wearer can cast *entangle*, *longstrider* and *pass without trace* each once per day.

Activation worn (neck slot), command word (DC 30 Knowledge [arcana] reveals)

Aura faint transmutation (DC 16 Knowledge [arcana]), DC 16 Spellcraft; **CL** 1st

Requirements Craft Wondrous Item, *entangle*, *longstrider*, *pass without trace*; **Cost** 1,000 gp



CIRCLET OF DEMONIC DEFENCE

This circlet of beaten gold inlaid with platinum detailing is set with a large orange gem.

Lore A character able to read Infernal (or who succeeds on a DC 20 Linguistics check) recognises that the platinum detailing forms several obscure protection symbols proof against demons and their ilk. A DC 20 Appraise check identifies the circlet's gem as a carnelian. A subsequent DC 20 Knowledge (arcana) check reveals that such gems are reputed to protect the owner from evil.

Abilities Crafted by ancient Tuath loremasters, a *circlet of demonic defence* protects the wearer against creatures with the demon or devil subtype. The wearer gains a +1 sacred bonus to its AC against attacks by such creatures and a +1 sacred bonus on saving throws made to resist any effect generated by them.

Activation worn (head slot)

Aura faint evocation (DC 16 Knowledge [arcana]), DC 18 Spellcraft; **CL** 3rd

Requirements Craft Wondrous Item, creator must be 3rd-level; **Cost** 2,400 gp

NEW WEAPON: DOUBLE SPEAR

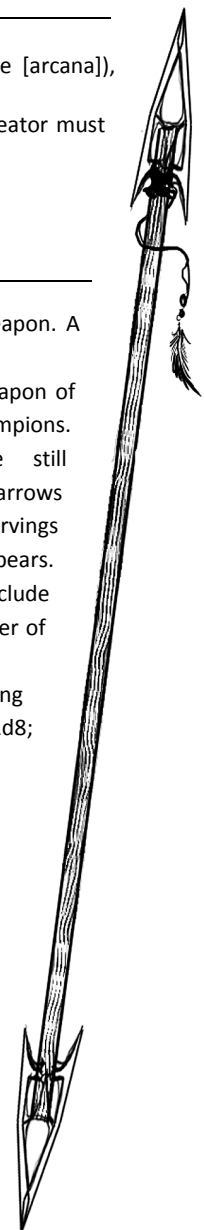
A double spear is an exotic double weapon. A spear point tops each end of its shaft.

Double spears were a favourite weapon of the Tuath's warriors and greatest champions. Little used today, examples are still occasionally found in the Old People's barrows and places of power. Intricate carvings decorate many recovered double spears. Favourite subjects for these carvings include idyllic woodland scenes and the slaughter of goblins.

Cost 6 gp; **Weight** 10 lbs; **Type** piercing

DMG (S) 1d6/1d6; **DMG (M)** 1d8/1d8;

Critical x3; **Special** brace, reach



APPENDIX 2: PLAYERS' HANDOUTS

These handouts are also available as a separate download from Raging Swan's website

PLAYERS' HANDOUTS AND NEW STUFF GUIDE

1: THE BARROW

- Players' Handout 1: Partially Collapsed Barrow

2: LAKE OF BLOOD

- Players' Handout 2: Lake of Blood

3: PORTAL OF THE DEAD

- Players' Handout 3: Portal of the Dead

4: BLOOD MIST FALLS

- Players' Handout 4: Blood Mist Falls

5: LABYRINTH OF WANDERING SOULS

- Players' Handout 5: Labyrinth of Wandering Souls
- Players' Handout 9: Cirlet of Demonic Defence and item listing
- New Weapon: Double Spear
- New Disease: Tomb Blight

6: FIRES OF DAMNATION

- Players' Handout 6: Fires of Damnation
- Players' Handout 8: Brooch of the Woods and item listing

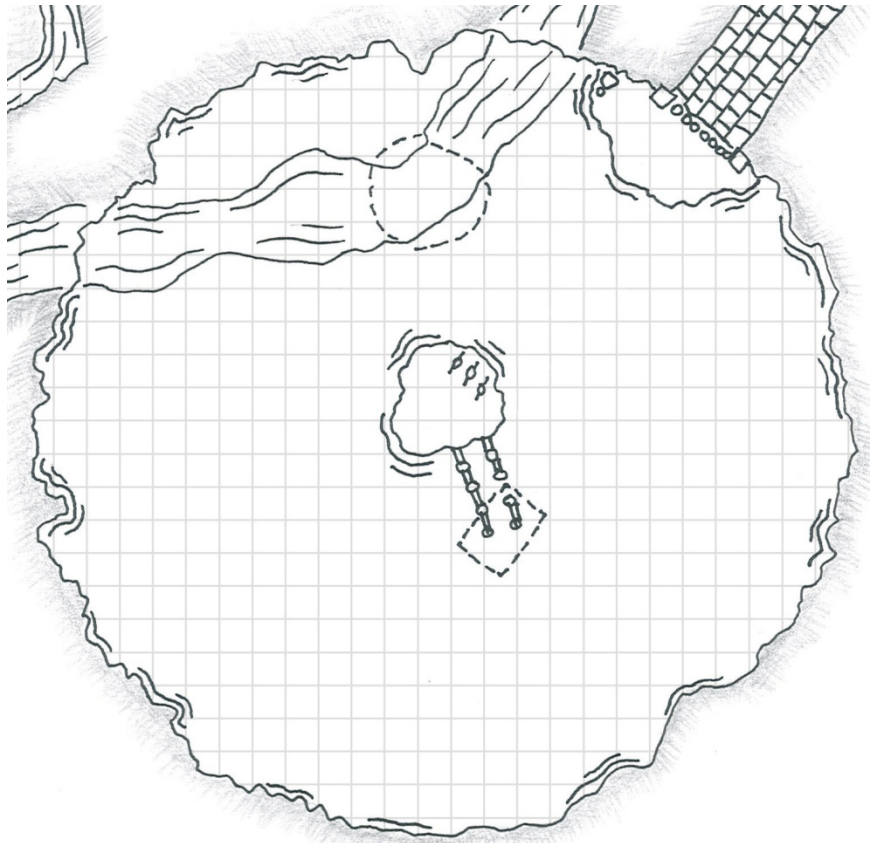
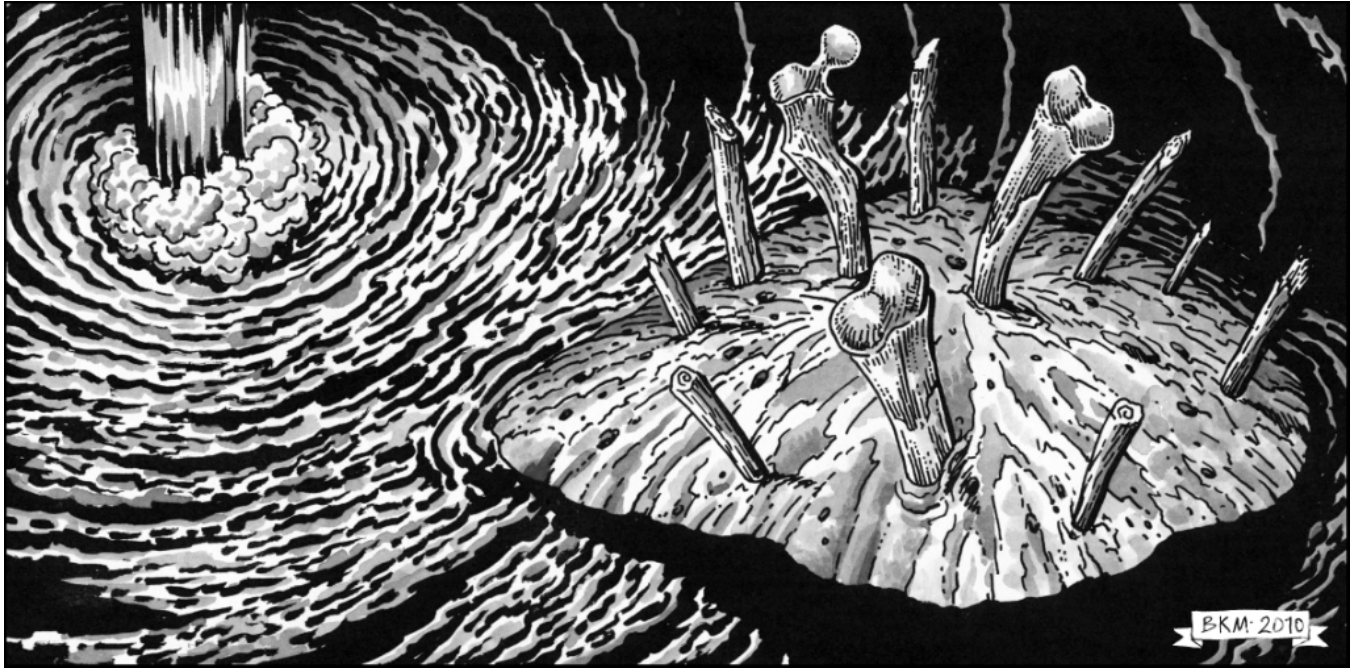
7: LAIR OF DEMONS THREE

- Players' Handout 7: Lair of the Demons Three
- New Monsters: blood of Felclugh, Maughuxin's spawn and shard of Lhamskarr

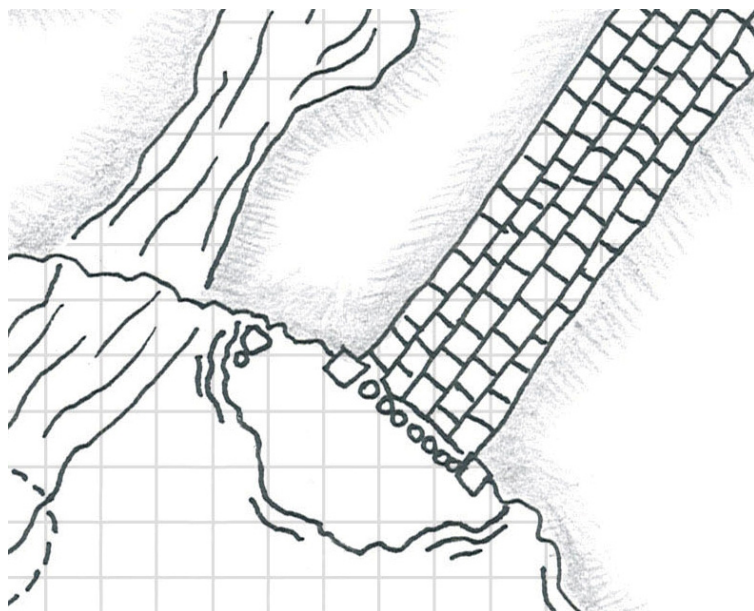
PLAYERS' HANDOUT 1: PARTIALLY COLLAPSED BARROW



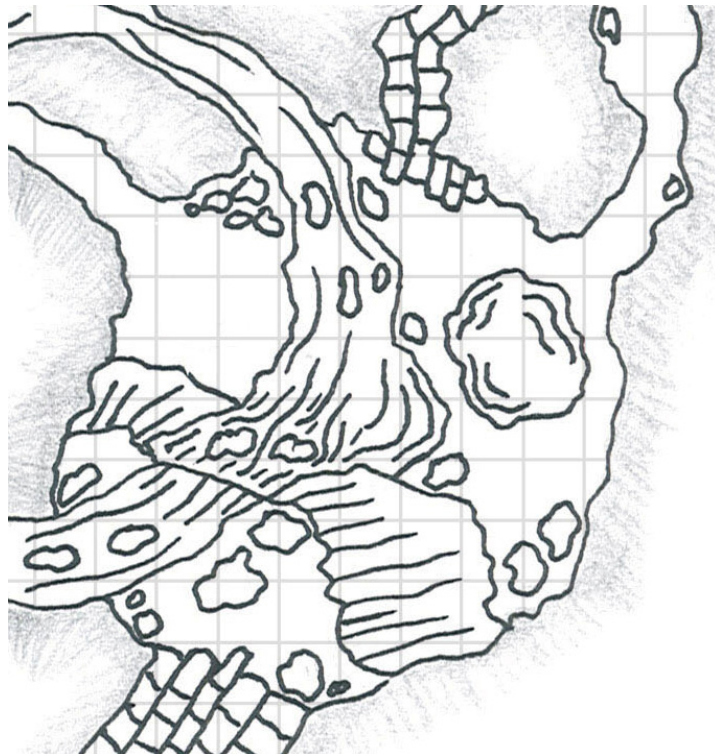
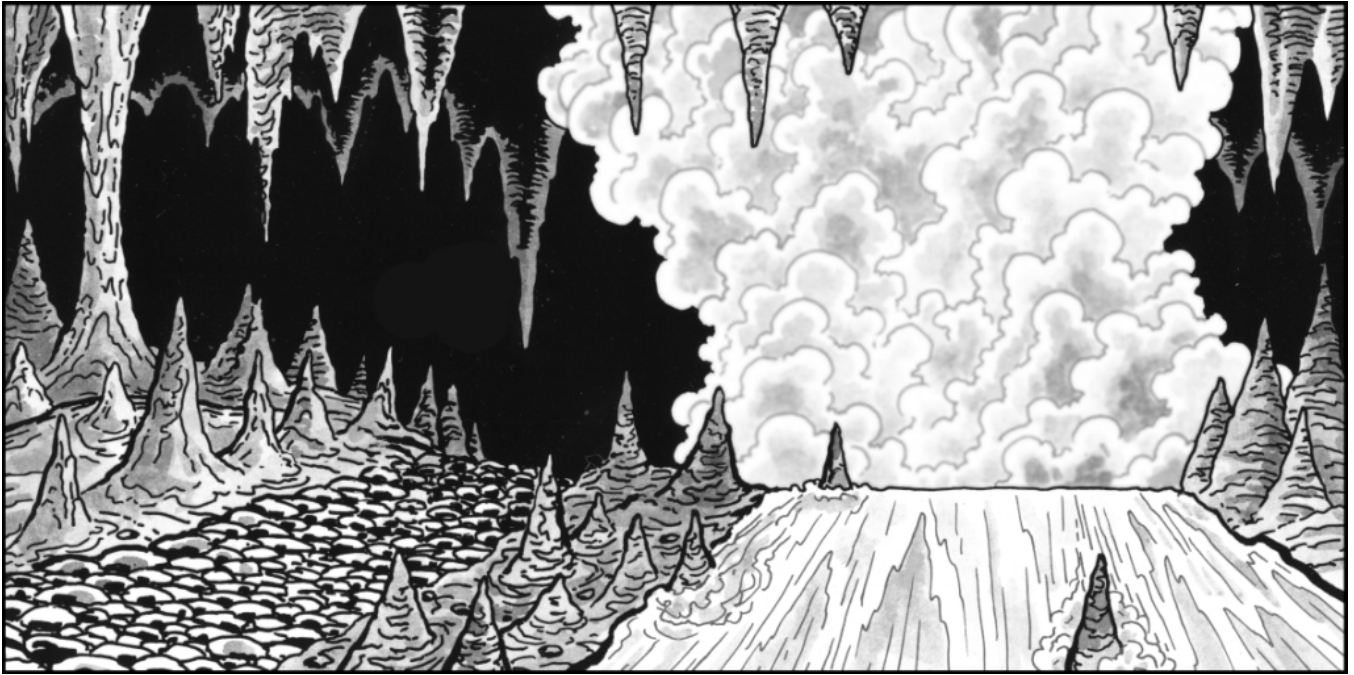
PLAYERS' HANDOUT 2: LAKE OF BLOOD



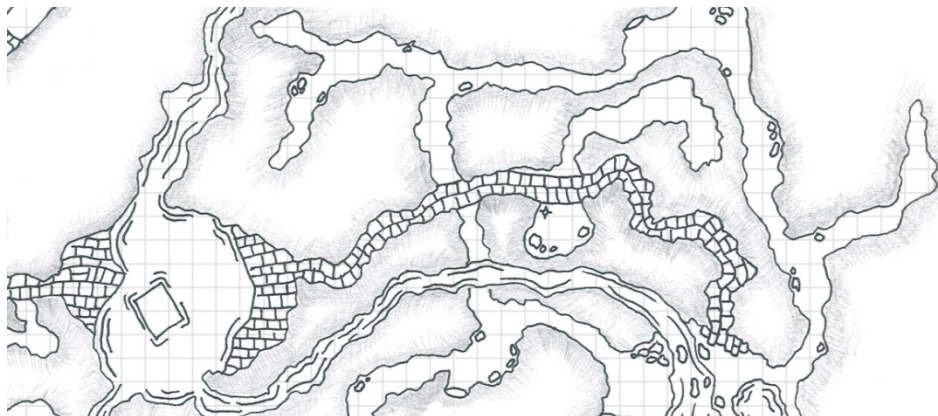
PLAYERS' HANDOUT 3: PORTAL OF THE DEAD



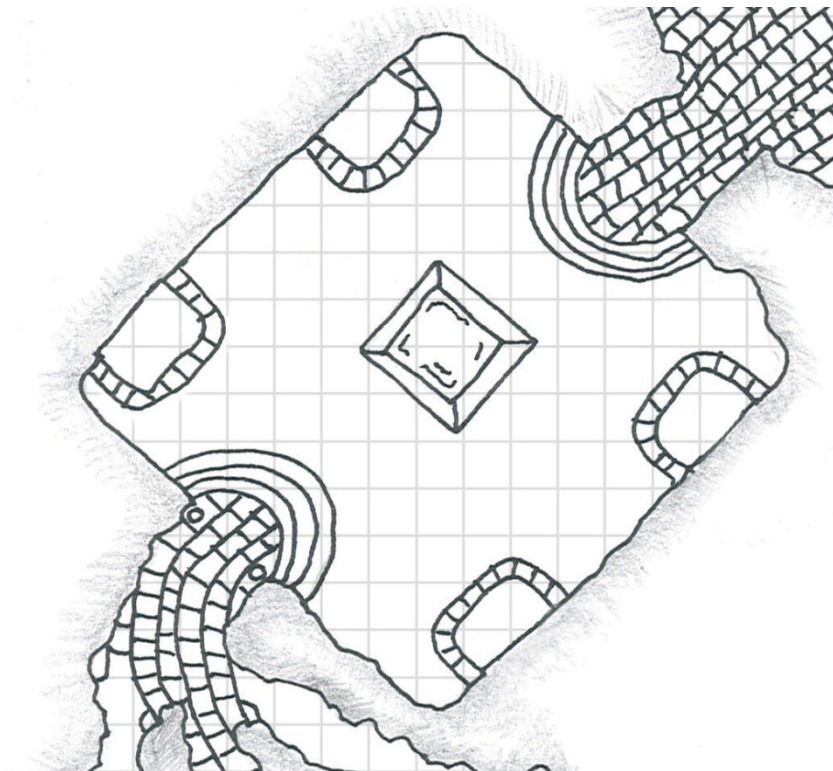
PLAYERS' HANDOUT 4: BLOOD MIST FALLS



PLAYERS' HANDOUT 5: LABYRINTH OF WANDERING SOULS



PLAYERS' HANDOUT 6: FIRES OF DAMNATION



PLAYERS' HANDOUT 7: LAIR OF DEMONS THREE



PLAYERS' HANDOUT 8: BROOCH OF THE WOODS

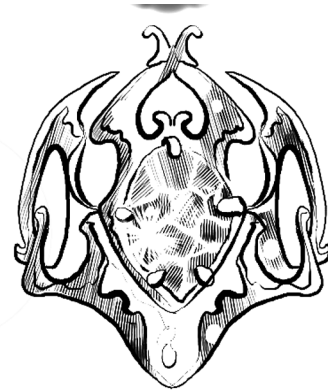
The centerpiece of this ornate golden brooch is a small dark gray gem shot through with red flecks.

Abilities The brooch wards its wearer with the effects of an *endure elements* spell. Additionally, the wearer can cast *entangle*, *longstrider* and *pass without trace* each once per day.

Activation worn (neck slot), command word (DC 30 Knowledge [arcana] reveals)

Aura faint (DC 16 Knowledge [arcana]) transmutation; **CL** 1st

Requirements Craft Wondrous Item, *entangle*, *longstrider*, *pass without trace*; **Cost** 1,000 gp



PLAYERS' HANDOUT 9: CIRCLLET OF DEMONIC DEFENCE

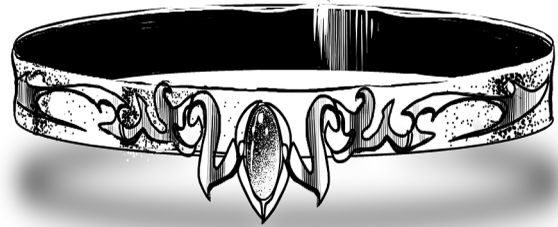
This circlet of beaten gold inlaid with platinum detailing is set with a large orange gem.

Abilities Crafted by ancient Tuath loremasters, a *circlet of demonic defence* protects the possessor against creatures with the demon or devil subtype. The wearer gains a +1 sacred bonus to its AC against attacks by such creatures and a +1 sacred bonus on saving throws made to resist any effect generated by them.

Activation worn (head slot)

Aura faint (DC 16 Knowledge [arcana]) evocation; **CL** 3rd

Requirements Craft Wondrous Item, creator must be 3rd-level; **Cost** 2,400 gp



APPENDIX 3: PRE-GEN PCs

Six 3rd-level characters designed using the standard fantasy (15-point build) purchase method

KETHAITH AZATHAL

LG male half-elf cleric (Darlen) 3

SENSES AND MOVEMENT

Init +0; **Senses** low-light vision; Perception +5, Sense Motive +3

Speed 20 ft.; base speed 30 ft.

ACP -6; Acrobatics -5 (-9 jumping)

DEFENCE

AC 19, touch 10, flat-footed 19; **CMD** 13

(+8 armour [mwk half-plate], +1 shield [light wooden shield])

Immune *sleep*

Fort +4, **Ref** +2, **Will** +7; +2 vs. enchantments

hp 20

OFFENCE

Space 5 ft.; **Base Atk** +2; **CMB** +3

Melee mwk longsword +4 (1d8+1/19-20) or

Melee short spear +3 (1d8+1/x3)

Ranged short spear (range 20 ft.)+2 (1d8+1/x3)

Ranged sling (range 50 ft.) +2 (1d4+1)

sling bullets □□□□□□□□□□

Special Actions channel positive energy 5/day (2d6; DC 12), resistant touch, spontaneous casting (*cure* spells)

Channel Energy When Kethaith channels positive energy to damage undead, they suffer 3 extra points of damage and do not apply any channel resistance bonus to their saving throw.

Resistant Touch (Sp; 6/day) When Kethaith touches an ally he transfers his +1 resistance bonus to that individual for 1 minute. Consequently, all Kethaith's saving throws decrease by 1 for the same duration.

Combat Gear *pearl of power (1st-level), silversheen*

Potions *cure moderate wounds, spider climb*

SPELLS

Concentration +10

Cleric Spells Prepared (CL 1st; DC 13 + spell level); Domains: Protection, Sun)

2nd (2+1)—*align weapon, heat metal^D* (DC 15), *lesser restoration*

1st (3+1)—*bless, endure elements^D, remove fear, shield of faith*

0 (at-will)—*detect magic, guidance, stabilize*

ABILITIES

Abilities Str 12, Dex 10, Con 11, Int 10, Wis 17, Cha 14

Feats Armour Proficiency (heavy), Combat Casting, Skill Focus (Heal)

SQ good aura (faint), multitalented (cleric, fighter)

Skills Heal +12, Knowledge (religion) +6

Languages Common, Elven

GEAR

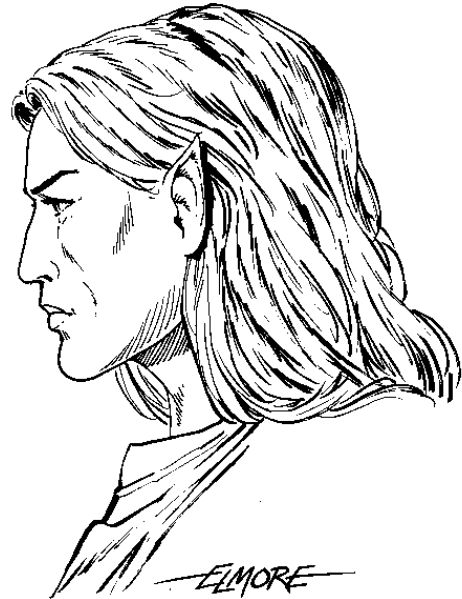
Traveller's outfit, wooden holy symbol

Backpack (bedroll, 5 days trail rations, 1 waterskin 2 sunrods)

Belt pouch (flint and steel, candle, 1 tindertwig, vial of holy water)

Spell component pouch

Belt pouch (6 gp, 4 sp, 12 cp)



DARLEN

LG god of Law, Order, Justice and the Sun

Epithets The Justicar, the Shining Light, the Noble One

Symbol The rising sun

Domains Good, Law, Protection, Sun

Favoured Weapon Longsword

Raiment Voluminous, white cowled habits. Unless expecting battle, clerics do not wear armour.

Teachings The strong must protect the weak, for this is the natural order. Those with great abilities or aptitudes must use their gifts for the betterment of their fellows. The faithful must be ever vigilant for evil's rise, but must show mercy in dealing with its tools.

Holy Texts Darlen's teachings are set down in the *Scripture of Law* – a vast tome containing teaching, stories and lessons by some of his early, prominent followers. *Divine Order* and *On Darkness' Rise* are important early commentaries penned by legendary high priests.

WERTHIC BOLHAK

LG male dwarf fighter 3

SENSES AND MOVEMENT

Init +0, **Senses** darkvision 60 ft.; Perception +2 (+4 vs. unusual stonework [stonecunning]), Sense Motive +2

Speed 20 ft.

ACP -5; Acrobatics -5 (-9 jumping), Climb +1, Swim +1

DEFENCE

AC 21, touch 10, flat-footed 21; **CMD** 15 (19 vs. bull rush or trip); +4 dodge vs. giant type opponents

(+9 armour [mwk full plate], +2 shield [mwk heavy steel])

Fort +6 (+8 against poison), **Ref** +1, **Will** +3; +1 vs. fear, +2 vs. spells and spell-like abilities

hp 33

OFFENCE

Space 5 ft.; **Base Atk** +3; **CMB** +5

Melee mwk dwarven waraxe +7 (1d10+2/x3)

Ranged javelin (range 30 ft.) +3(1d6+2)

javelins □□□

Atk Options Cleave, Point Blank Shot, Power Attack, +1 attack vs. orc and goblin type opponents

Combat Gear *oil of magic weapon* (2)

Potions *cure moderate wounds*, *elixir of swimming*, *shield of faith*

ABILITIES

Abilities Str 15, Dex 10, Con 16, Int 10, Wis 14, Cha 9

SQ armour training (1)

Feats Cleave, Point Blank Shot, Power Attack, Weapon Focus (dwarven waraxe)

Skills as above plus Appraise +0 (+2 vs. metal or gems), Knowledge (dungeoneering) +5, Knowledge (engineering) +5

Languages Common, Dwarven

GEAR

Traveller's outfit

Backpack (bedroll, 5 days trail rations, 50 ft. hemp rope, 1 waterskin)

Belt pouch (flint and steel, whetstone)

Belt pouch (25 gp, 19 sp)



URBREN GLITTERHEART

NG male halfling rogue 3

SENSES AND MOVEMENT

Init +7; **Senses** Perception +9 (trapfinding), Sense Motive +1

Speed 20 ft.

ACP 0; Acrobatics +11 (+7 jumping), Climb +7, Escape Artist +7, Stealth +13 (fast stealth), Swim +5

DEFENCE

AC 18, touch 14, flat-footed 14; +1 vs. traps; **CMD** 13

(+1 size, +3 Dex, +4 armour [mithral chain shirt])

Fort +3, **Ref** +7 (+8 vs. traps; evasion), **Will** +3; +2 vs. fear

hp 22

OFFENCE

Space 5 ft.; **Base Atk** +2; **CMB** +0

Melee mwk short sword +7 (1d4-1/19-20)

Ranged mwk light crossbow (range 80 ft.) +7 (1d6/19-20)

bolts

Atk Options sneak attack +2d6

Combat Gear *screaming bolt*

Potions *cure moderate wounds, darkvision, spider climb*

ABILITIES

Abilities Str 8, Dex 17, Con 12, Int 14, Wis 12, Cha 11

SQ rogue talents (fast stealth)

Feats Improved Initiative, Weapon Finesse

Skills Appraise +7, Diplomacy +6, Disable Device +11, Knowledge (dungeoneering) +7, Knowledge (local) +7, Sleight of Hand +9

Languages Common, Gnome, Goblin, Halfling

GEAR

Traveller's outfit

Backpack (bedroll, 5 days trail rations, 1 waterskin, 50 ft. hemp rope)

Belt pouch (flint and steel, whetstone, candle, tindertwig, caltrops)

Belt pouch (masterwork thieves' tools)

Belt pouch (49 gp, 17 sp)



PARADAN HANTER

NG male human wizard (illusionist) 3

SENSES AND MOVEMENT

Init +5; **Senses** Perception +1, Sense Motive +1

Speed 30 ft.

DEFENCE

AC 12, touch 12, flat-footed 11; **CMD** 12

(+1 Dex, +1 deflection [*ring of protection* +1])

Fort +2, **Ref** +2, **Will** +4

hp 18

OFFENCE

Space 5 ft.; **Base Atk** +1; **CMB** 0

Melee dagger +0 (1d4-1/19-20)

Ranged sling (range 50 ft.) +2 (1d4-1/19-20)

sling bullets

Blinding Ray (Sp; 7/day) +2 ranged touch (range 30 ft.); creatures with up to 3 HD are blind (-2 penalty to AC, loses Dex bonus to AC and takes a -4 penalty on most Strength- and Dexterity-based skill checks) for 1 round; creatures with more than 3 HD are dazed (target cannot act but has no penalty to AC) for 1 round).

Combat Gear alchemist's fire (2), *bonded ring*, smokestick

Potions *aid*, *cure light wounds*, *levitate*

Scrolls *detect secret doors*, *invisibility*, *magic missile* (2; CL 3), *protection from evil*, *web*

SPELLS

Concentration +7 (+11 when casting defensively or grappled, +2 ranged touch)

Wizard Spells Prepared (CL 1st; DC 14 + spell level; barred schools: transmutation, necromancy)

2nd (3/day)—*invisibility*, *scorching ray*, *web* (DC 16)

1st (4/day)—*colour spray* (DC 16), *mage armour*, *magic missile*, *silent image* (DC 16)

0 (5/day; at-will)—*detect magic*, *ghost sound* (DC 15), *light*, *message*, *read magic*

Bonded Object Paradan can use his bonded ring once per day to cast any spell in his spellbook.

Extended Illusions (Su) Any illusion Paradan casts with a duration of "concentration" lasts one additional round.

ABILITIES

Abilities Str 9, Dex 12, Con 12, Int 18, Wis 12, Cha 10

Feats Combat Casting, Improved Initiative, Scribe Scroll, Spell Focus (illusion)

Skills Appraise +10, Knowledge (arcana) +10, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Knowledge (history) +10, Knowledge (local) +9, Knowledge (nature) +8, Knowledge (planes) +10, Knowledge (religion) +8, Linguistics +8, Spellcraft +10

Languages Abyssal, Celestial, Common, Draconic, Infernal, Sylvan



GEAR

Traveller's outfit

Backpack (bedroll, 5 days trail rations, 1 waterskin, spellbook, 2 sunrods)

Belt pouch (flint and steel, candle, 1 tindertwig, flask of alchemist's fire)

Spell component pouch

Belt pouch (4 gp, 9 sp, 17 cp)

Spellbook 2nd—*invisibility*, *mirror image*, *scorching ray*, *web*, 1st—*colour spray*, *detect secret doors*, *disguise self*, *feather fall*, *mage armour*, *magic missile*, *obscuring mist*, *protection from evil*, *silent image*, *ventriloquism*; 0—*acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *flare*, *ghost sound*, *light*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*

MARATRI LAEMAR

CG female elf ranger 3

SENSES AND MOVEMENT

Init +2 (+4 underground); **Senses** low-light vision; Perception +9 (+11 vs. goblinoids or underground, +13 underground vs. goblins), Sense Motive +1 (+3 vs. goblinoids)

Speed 30 ft.

ACP 0; Climb +8, Stealth +8 (+10 underground), Swim +8

DEFENCE

AC 17, touch 12, flat-footed 15; **CMD** 17 (+2 Dex, +4 armour [mithral chain shirt], +1 shield [mwk buckler])

Immune *sleep*

Fort +3, **Ref** +5, **Will** +2; +2 vs. enchantments

hp 24

OFFENCE

Space 5 ft.; **Base Atk** +3; **CMB** +5

Melee mwk longsword +6 (1d8+2/19-20) or

Melee cold iron dagger +5 (1d4+2/19-20)

Ranged mwk composite longbow (range 100 ft.) +7 (1d8+2/x3)

arrows □□□□□□□□□□□□□□□□□□□□

cold iron arrows □□□□□

silver arrows □□□□□

Atk Options Point Blank Shot, Precise Shot, favoured enemy (goblinoid) +2, favoured terrain (underground) +2

Combat Gear cold iron arrows (5), silver arrows (5), *oil of magic weapon* (2)

Potions *cure moderate wounds*, *resist energy*

ABILITIES

Abilities Str 14, Dex 15, Con 11, Int 14, Wis 12, Cha 10

SQ combat style (archery)

Feats Endurance^B, Point Blank Shot^B, Precise Shot, Weapon Focus (longbow)

Skills Bluff +0 (+2 vs. goblinoids), Heal +6, Knowledge (dungeoneering) +7, Knowledge (geography) +7 (+9 underground), Knowledge (nature) +8, Survival +7 (+8 tracking, +9 underground, +10 tracking goblinoids, +11 tracking goblinoids underground)

Languages Common, Elven, Goblin, Sylvan

Abilities track +1, wild empathy +3 (-1 magical beasts)



GEAR

Traveller's outfit

Backpack (bedroll, 5 days trail rations, 1 waterskin, 50 ft. hemp rope, 1 sunrod)

Belt pouch (flint and steel, whetstone, candle, tindertwig, caltrops)

Belt pouch (43 gp, 14 sp, 23 cp)

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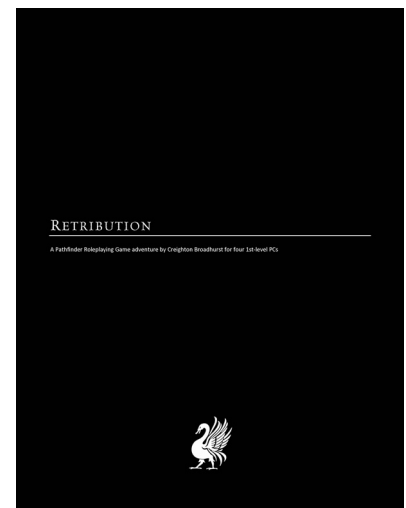
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RETRIBUTION

A Pathfinder Roleplaying Game adventure by Creighton Broadhurst for four 1st-level PCs

In the frozen depths of winter, murderous winds mercilessly batter the crumbling Priory of Cymer. Within, trapped by their duty and the heaped snowdrifts that render travel near impossible, the few remaining faithful huddle together and tend the sacred places of their forbearers. With the weather worsening, nerves fray and tempers snap as the wind howls its mournful dirge for the forgotten dead of a fallen time. But the worst is yet to come. One of those trapped within holds a murderous grudge that only blood can expunge, and as the storm reaches its savage height terrible revenge is wrought amid the frigid halls and faded glories of a bygone age.

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Centuries ago, the Tuath were a mighty folk who strove against the goblins of the Tangled Wood for dominion over that ancient place. Defeated by treachery and their feral, warlike enemies the Tuath's civilisation was thrown down, their settlements were sacked, their places of strength broken open and their holy places despoiled. The few survivors melted away into the trackless gloom of the deep forest leaving behind nothing but remnants of their once great culture. The Road of the Dead, a ceremonial pathway representing a soul's journey to the underworld, is one such fragment that yet lingers in the Tangled Wood awaiting the brave or the foolhardy. A cunningly designed death trap, it hides the forgotten treasures and legends of a fallen people.

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