

A PATHFINDER RPG ADVENTURE FOR LEVEL 5

City of Golden Death



PATHFINDER[®]
MODULE[™]

By JOSHUA J. FROST

Isle of Terror



1 inch = 6 miles

Lake Encarthan

Barren River

The Void

Flat River

Wizard-King's Pit

The Three Furies

The Terror Wood

Trail of the Razmiri Cultists

Whitewood

Ruins of Fort Landing

Entrance to Xin-Grafar

Razmiri Camps

Deadpan Prairie

Aroden's Landing

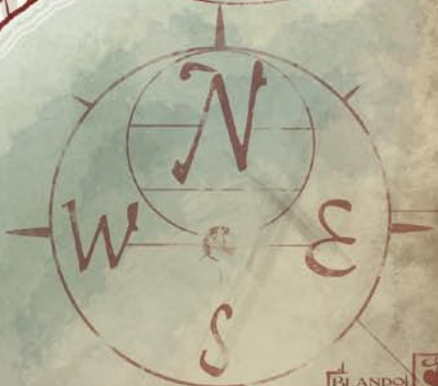
Whispering Lake

Shadow's Heart

Lingerlost Swamp

Whispering River

Nirmathas



BLAND



City of GOLDEN DEATH

CREDITS

Author: Joshua J. Frost

Cover Artist: Alex Aparin

Cartography: Jared Blando, Corey Macourek

Interior Artists: Andres Esparza, Jorge Maese, and Diana Martinez

Creative Director: James Jacobs

Managing Editor: F. Wesley Schneider

Editing and Development: Judy Bauer, Christopher Carey,

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City of Golden Death is a Pathfinder Module designed for four 5th-level characters and uses the medium XP advancement track. This module is designed for play in the Pathfinder Chronicles campaign setting, but can easily be adapted for use with any world. This module is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game and the 3.5 edition of the world's oldest fantasy roleplaying game.

The OGL can be found on page 31 of this product.

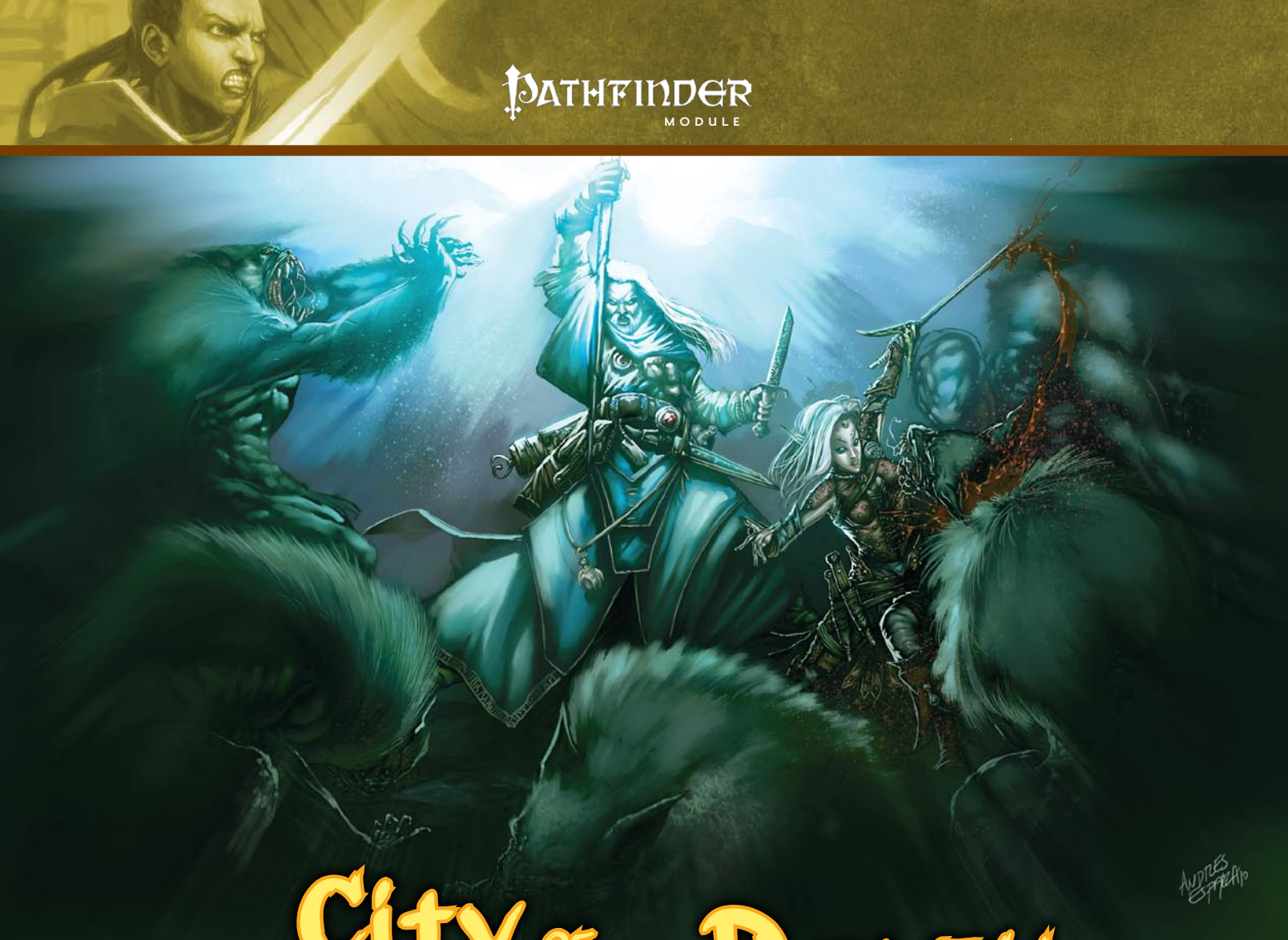


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7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com

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City of Golden Death

At the center of Lake Encarthan lies the Isle of Terror, where over three millennia ago the wizard-king Tar-Baphon laid a trap for the god Aroden and was killed for his trouble, only to rise again later as the Whispering Tyrant. Surrounded by violent storms of negative energy and said to be inhabited by all manner of strange and twisted creatures, the Isle of Terror has long been a mystery. Now the cult of Razmir seeks to open the gates of the City of Golden Death, Tar-Baphon's long-sealed treasure city on the Isle of Terror, and use the wealth within to make their so-called Living God truly immortal.

Adventure Background

Nearly 200 years ago, the elven eldritch knight Iramine was the kind-hearted companion of fellow brave adventurers Ekatt Kassen and Asar Vergas. After many adventures together, the three acquired a map to Xin-Grafar, the lost treasure city of the Whispering Tyrant Tar-Baphon, located on the Isle of Terror in the middle of Lake Encarthan. By combining the three pieces of an amulet they had found after raiding countless dungeons, crypts, and hidden, ruined fortresses associated with the Whispering Tyrant, they restored the key that Tar-Baphon himself had once used to access his treasure city. Together, Iramine and her companions bested the worst the Isle of Terror could throw at them and found themselves standing before the entrance to legendary Xin-Grafar, known as the City of Golden Death.

Inside, they found wealth beyond imagination and dangers they were barely prepared to face. They battled for days to reach the city's heart and entered the chamber of the legendary *jewel of everlasting gold*, an artifact said to imbue its bearer with the powers to create wealth, turn objects to gold, and control the city's massive floods of molten gold. There the three adventurers made a pact: they would leave the jewel behind, gather as much wealth as they could carry, and split the key among themselves, lest a single being have control of the city and its vast riches. Iramine was hesitant to accept this plan, as she was the first to enter the chamber and lift the jewel from its perch, but in the end she agreed. The three companions went their separate ways, using the enormous wealth they had recovered to keep occupied for a time.

Even before Iramine left the Isle of Terror, however, she felt the lure of the jewel—as if by touching it, she had unlocked something in herself, a dark, powerful greed that pulled at her and slowly changed her. Kassen and Asar went on to what is now Nirmathas and Lastwall—Kassen to found a town and set about building a small community centered around himself, and Asar to found an army and lead it against Kassen so that he might recover Kassen's amulet fragment for himself and return to Xin-Grafar to claim all of its riches. Kassen and Asar destroyed one another in the battle for the amulet fragments, and the townspeople of Kassen, unaware of the amulet's power, buried the two former adventurers with their amulet fragments in a tomb outside of town.

In the 2 centuries that followed, not a day went by without Iramine thinking about the jewel at the heart of Xin-Grafar. Regardless of where she was, she could feel its pull from over the horizon, like an invisible tether tugging gently at her soul. She planned and plotted and studied; eventually she decided that she would return to the city and take the jewel and all the wealth—but first she needed the other two amulet fragments in order to reform the key.

Before she could set a plan in motion to find them, however, the Living God Razmir came to power in the Lake Encarthan region and swept up Iramine in the designs he had in store for his little country. She embraced Razmir's fanaticism, believing him to be the one true god of Golarion, and when his call went out for funds to power his empire, she knelt before the Living God himself and promised him all of the wealth of Tar-Baphon, the Whispering Tyrant. Razmir—a man masquerading as a god—knew that access to such a repository of treasure would enable him to purchase a thousand life-extending *sun orchid elixirs*, guaranteeing his presence on Golarion for centuries to come. In return for such a boon, Razmir promised Iramine a seat beside his throne—she would be forever known as the greatest living hero of Razmiran if she returned with the promised riches. The idea of limitless wealth, great power, and eternal life at the right hand of Razmir was too much to resist, so Iramine set her plan in motion.

Iramine sent Razmiri cultists to Kassen to pilfer the tombs of her former companions and recover the other two pieces of the amulet. In doing so, they freed the tomb's bitter spirits and caused the deaths of many of the town's citizens. The cultists met Iramine in Tamran, the capital of Nirmathas, and once again she held the combined pieces of the amulet in her hands. Putting together a large party of Razmiri faithful, Iramine hired a boat and set sail for the Isle of Terror, intent on giving the Living God all of the wealth of the world, but secretly determined to keep the precious *jewel of everlasting gold* for herself.

Adventure Summary

The adventure begins in Tamran, the capital of Nirmathas, where the heroes, having just completed their previous adventure infiltrating the temple of Razmir and exposing its crimes and lies, are approached by the Pathfinder Reginar and asked to pursue Iramine with all haste to the dreaded Isle of Terror. The PCs once again secure passage with Captain Walren, the dwarven captain of the flat-bottomed barge *Black Mist*, and sail across stormy Lake Encarthan.

The boat drops them ashore at an ancient ruined settlement called Fort Landing, where the heroes immediately discover how the island got its ominous name. Horrifying storms split the sky, twisted creatures plague the landscape, and the heroes quickly find telltale signs that many of Iramine's crew met their ends as soon as they set foot on the isle. Soon after landing, the PCs are beset by a pack of terror wolves, hideous lupines mutated by the island's close connection to the negative energy plane.

The PCs easily track the Razmiri faithful across the Isle of Terror and on their journey find a crazy Pathfinder explorer named Dusan Dremlock, who has

Crypt of the Everflame and Masks of the Living God

Although this adventure is the final installment of the Price of Immortality trilogy (following *Crypt of the Everflame* and *Masks of the Living God*), it can be run as a standalone adventure. If this is the case for your group, the Pathfinder **Reginar Lacklan** (NG male human ranger 6) contacts the PCs wherever they are and offers them a hefty sum to chase Iramine and her Razmiri cultists to the Isle of Terror and stop them before they hand over the wealth of Tar-Baphon to the crazed Living God.

been marooned on the island for more than a decade. In between his unintelligible rants, Dusan reveals to the PCs that he has seen Iramine and her Razmiri cultists and knows exactly where they're going: the locked gates of Xin-Grafar. He appoints himself the official guide of the party and leads them along the same path as Iramine.

Along the way, the PCs encounter the remnants of a tribe of angry lizardfolk perverted by the island and nearly wiped out by the Razmiri cultists, before finally reaching the gates to the City of Golden Death—gates that are wide open. Iramine is already there, and she and her remaining cultists are inside.

The PCs enter the city and quickly discover a mural that Iramine and the Razmiri cultists seem to have ignored. Studying the mural, the PCs discover that Tar-Baphon's city is a trap—once an intruder enters the city, a countdown begins, ending 72 hours later when the entire First and Second rings of the city flood with molten gold. It's unclear how long Iramine has been in the city already but she acts as if she is not aware of or doesn't care about this hazard, and the PCs must race through the city to stop her before the city floods automatically.

Inside Xin-Grafar, the PCs face ancient, solid-gold sentinels, undead warriors, and Tar-Baphon's guardian, a gilded gold dragon skeleton that jealously guards its master's wealth. After battling through these terrors, the PCs finally reach the chamber of the *jewel of everlasting gold*, where they face Iramine, now in the midst of greed-fueled hysteria and madness and in possession of the artifact she's spent 2 centuries yearning for. Should the PCs defeat her, they must decide what to do with the jewel, the city, and the amulet before the city floods once again and they are consumed in a fiery river of molten gold.

Part One: From Tamran to Terror

The adventure begins with the PCs having just arrived in the Nirmathi capital of Tamran, a sparsely populated meritocracy on the western shores of Lake Encarthan. In the previous adventure, the PCs infiltrated the temple

of Razmir in Tamran and exposed the Razmiri cultists for what they really are: slavers, thieves, murderers, and worse. After the PCs turned over incriminating temple documents to the city elders of Tamran, the temple was closed down and most of the cultists were arrested or killed, leaving the city once again free of the influences of the so-called Living God Razmir. During that adventure, the PCs worked for a Pathfinder in the city named Reginar, who hinted at future work. Now Reginar comes calling for the PCs.

It has been a few days since the PCs turned over evidence of the temple of Razmir's involvement in high crimes against the nation of Nirmathas. The city is awash in the news of the temple's expulsion and many of its faithful are already languishing in squalid cells in Tamran's prison. This morning the PCs have received a note from the Pathfinder Reginar asking them to meet him at the Tamran docks, ready to travel. Reginar's note also states that he has additional work for the PCs and that the entire Lake Encarthan region's future hinges on their success or failure.

If the PCs have any unfinished business in Tamran or wish to acquire new gear, now is the time to take care of that. Otherwise, when they arrive at the docks, they find Reginar pacing impatiently as he waits for the PCs. Nearby, they see the familiar sight of the *Black Mist*, the flat-bottomed barge that recently transported the PCs from their childhood homes in Kassen to Nirmathas's capital. He tells the PCs that Iramine now has all of the amulet fragments (hers, Asar's, and Kassen's) and that with them she can now create the key that will unlock the doors to the City of Golden Death, fabled treasure city of Tar-Baphon, where the Whispering Tyrant hid his immense wealth.

The *Pathfinder Chronicles* state that the City of Golden Death was once a thriving metropolis called Kestrillon, a shining beacon of magical research. Tar-Baphon himself led an army onto the island, conquered the city, and renamed the city Xin-Grafar after the Thassilonian style. He stored his wealth there, protecting it with a nefarious trap.

Later, the *Chronicles* say, Tar-Baphon used the city as a base from which to build the Wizard-King's Pit, a trap for the god Aroden. Tar-Baphon lured the Last Azlanti to the island in the hopes that he'd be able to force Aroden to descend into the pit. Aroden would then be sucked to the bottom and deposited on the Negative Energy Plane, where he would succumb to that plane's energies. When Aroden successfully thwarted the wizard-king's attempt on his life, Tar-Baphon was destroyed, though he would later rise again as the Whispering Tyrant, one of Golarion's most feared nightmares. The Wizard-King's Pit was never destroyed and lies open, connecting the lush, forested island to the Negative Energy Plane—a connection that,

over time, has laid waste to the land around it and given the island its current name and reputation.

Reginar is well versed in Isle of Terror lore and warns the PCs never to let their guard down while they are there. He talks of great, island-encompassing, negative energy storms that periodically wrack the middle of Lake Encarthan for months at a time and describes warped wildlife, twisted terrain features, and poisonous streams. Many Pathfinders have explored the Isle of Terror but very few have returned—those who have are often changed by their experience and speak only of dark things that hunted them in the night and bolts of pure negative energy that hounded their every waking moment.

Reginar explains that he needs the PCs to go to the Isle of Terror aboard the *Black Mist*, find Iramine, and recover the amulet before she can use it to plunder Xin-Grafar in the name of the Living God. Once they have the amulet, Reginar instructs them to seal the city behind them so that no one else can access the city's treasures. Afterward, they should return the amulet fragments to the Crypt of the Everflame and finally put Kassen's spirit to rest.

Fresh from their infiltration of the temple of Razmir and well versed in the tactics of the cult of the Living God, the PCs are probably motivated to stop Iramine. If they're unable to come to this conclusion without prompting, Reginar becomes exasperated and offers the PCs 1,000 gp each to stop Iramine and return the three fragments of the amulet to him. He makes it clear to any PCs who demand payment that he looks down on them and regards them as greedy mercenaries.

If the PCs want to ask around about Iramine and the Razmiri faithful she took with her, they can quickly learn from any of the dockworkers that she hurriedly left with at least 20 and possibly as many as 25 cultists. They rented the first boat that would take their money, a flat-bottomed riverboat out of Druma called the *Witch's Stitches* that could barely hold Iramine, her cultists, their supplies, and the boat's crew. Gruff dockworkers are quick to tell the PCs that the *Stitches* is a slow boat and isn't going to make the Isle of Terror anytime soon, assuming it can make it at all. The slow pace at which Iramine is headed to the island combined with the speed of the *Black Mist* should lead any PCs with Profession (sailor) or any similar skill that governs seamanship to the conclusion that if the PCs leave soon and make for the island with all haste, they should arrive no more than 2 to 3 days behind the Razmiri faithful.

As the PCs are about to climb aboard the *Black Mist*, Reginar warns them to be careful—the Isle of Terror does not treat intruders well. He explains that the City of Golden Death is likely trapped, cursed, or both, and the PCs would do well to watch their step inside Tar-Baphon's domain.

Aboard the Black Mist

After talking to Reginar, the PCs can board the *Black Mist*. **Captain Walren** (LN male dwarf expert 4) welcomes them aboard. If he had a good relationship with them previously, he is happy to see them again and expresses his pleasure and honor at being able to transport them again, regardless of their destination. When Reginar yells out, "Take them to Fort Landing!" his mood falters for a moment, but he shrugs it off and declares: "To the Isle of Terror, eh? Why not?" and shows the PCs to their meager quarters. If the PCs had a bad relationship with the quiet dwarf, his face darkens when he sees them and he looks even unhappier when Reginar shouts out the destination, but he takes Reginar's coin and transports the PCs there regardless.

The *Black Mist* is a large, rectangular barge, 60 feet long and 20 feet wide. The back third of the barge contains a cabin with cots for the PCs. Besides a few scurvy sailors (N male human warriors 2), Captain Walren also employs a deckhand named **Ewem** (N male human commoner 2), a Kellid who speaks very little Common and largely ignores the PCs, instead referring their questions and even their attempts to strike up a conversation to the captain in broken Common. Since the PCs last met Captain Walren, he's hired an old sea dog who was once the captain of a pirate ship that patrolled the coast of the Sudden Lands. Known proudly as **Mabon the Destroyer** (CN male human rogue 2/fighter 2), the old pirate captain is a bent, elderly man with gray hair, a gray beard, and a patch over a perfectly serviceable eye, who is kitted out in black leather and white lace. He's a talkative man, happy to tell a dozen stories about his glory days in the Arcadian Ocean, but he's also one of the best boat pilots on Lake Encarthan and takes his job seriously. He works for Captain Walren because, as he says, "That surly dwarf saved my hide in Daggermark after I bedded the daughter of the city's Captain of Horse! Had he not set fire to the inn and dragged me drunk and besotted with lust into the muddy streets, I might not be standing here before you today!"

During the day, Captain Walren is usually found at the helm of his barge, whistling quietly to himself, observing the wind and waves, and offering quiet suggestions to Mabon on direction and speed. At night, he's likely sleeping in his small quarters at the back of the barge's cabin.

Captain Walren's course is simple: his little barge won't survive for longer than a day out in the heart of Lake Encarthan—the waves of the notoriously blustery lake would flip or smash his river vessel in short order—so he sticks to the coast along the lake's southern shore, no more than 1 or 2 miles from shore. When his vessel reaches the Druma border, he urges the PCs to stay inside their cabin while he and Mabon guide the barge due north into the lake's storm-whipped waves. This is by far the roughest part of the voyage and PCs not experienced with water

Approaching the Isle of Terror

The PCs should be 5th level before they explore the Isle of Terror. Feel free to run extra encounters in Tamran or on Lake Encarthan to ensure that the PCs are up to the challenge of facing the island's hazards.

Travel on the lake isn't completely safe, and the GM should check for random encounters twice per day and once at night. There is a 20% chance of an encounter occurring. Roll on the following table to determine the nature of any encounter.

Lake Encarthan Random Encounters

d%	Encounter	Average CR
01–20	1 sea hag (<i>Pathfinder RPG Bestiary</i> 243)	4
21–50	1 Large water elemental (<i>Pathfinder RPG Bestiary</i> 126)	5
51–80	1d8 constrictor snakes (<i>Pathfinder RPG Bestiary</i> 255)	6
81–90	1 ghost (<i>Pathfinder RPG Bestiary</i> 144)	7
91–100	1 dire crocodile (<i>Pathfinder RPG Bestiary</i> 51)	9

travel may find themselves heaving up their meals into buckets or over the side of the barge as the *Black Mist* rides high on one wave only to crash far below into the valley of the next—this goes on for a full 24 hours before the barge reaches the southern cliffs of the Isle of Terror. From there, Captain Walren directs the barge along the island's cliff-strewn coast and brings the PCs up to a small half-moon bay of calm water known as Aroden's Landing. A little over a week after the PCs set out on the *Black Mist*, they arrive at the ruins of Fort Landing on the western side of the Isle of Terror.

Part Two: The Isle of Terror

Captain Walren and Mabon personally row the PCs ashore in a small, barely seaworthy boat. Mabon spends the journey bailing water out of the boat and grumbling to himself about poor seamanship while Captain Walren calmly smiles and whistles as he rows. As the tiny vessel reaches the white sand beach at the ruins of Fort Landing, Captain Walren tells the PCs that he'll wait with the *Black Mist* just off the coast for 10 days. When the PCs wish to be picked up again, they must build two fires far enough apart for the captain to tell they are a signal from the PCs and not a fire belonging to the Razmiri cultists. He will not wait longer than 10 days—if he hasn't seen the twin signal fires by the eleventh morning, he leaves without the PCs. Once the PCs are all ashore, Captain Walren wishes them all the luck on Golarion and rows back out to his barge.

Hazards

Aside from the cataclysmic weather, there are many hazards on the Isle of Terror. Quicksand (see page 427 of the *Pathfinder RPG Core Rulebook*) is common throughout the swamps and plains, and tar pits are thick along the black shores of the Whispering River (tar pits function like quicksand but require only a DC 0 Survival check to spot). In addition, foul, twisted creatures prowl the entire island. The PCs will likely face several wandering monster encounters as they follow the Razmiri faithful to the entrance to Xin-Grafar. The GM should check for random encounters once per day and twice per night, as the isle's denizens are far more likely to be awake and hunting during the night. There's a 25% chance of an encounter occurring. Roll on the Isle of Terror Random Encounters table to determine the nature of any encounter. The PCs should have no more than one random encounter in any 24-hour period.

Weather

The weather on the Isle of Terror is random, chaotic, and brutal. Enormous, island-encompassing negative energy storms rage for weeks on end—when the PCs arrive, the island is a full week into a 2-week-long storm. Negative energy storms are dangerous affairs. Huge, roiling, black clouds hover closer to the ground than ordinary clouds or thunderstorms. The clouds bear almost no form or definition and instead appear to be flat-planed swirls of various shades of black. In fact, it takes the PCs a few moments of study (DC 18 Perception check) to even see the negative energy storm as something more than a simple, flat, black ceiling above the island. Staying out in the open during a negative energy storm is quite dangerous. For every 6 hours that the PCs are outside, there is a cumulative 1% chance for each PC to be struck by a negative energy bolt from the clouds above (6d6 points of negative energy damage, Reflex DC 18 for half). Even if the PCs are never struck, they should encounter several instances when bolts blast trees nearby, reducing them to ash, or dozens of crackling, black bolts split the sky open. If the PCs are facing a difficult random encounter, several bolts of negative energy might crash into one of their opponents—though if one of their foes has the terror template (see Appendix 1), bear in mind that such creatures are healed by negative energy damage.

The PCs may also face hurricane-force gales that whip up suddenly from the Three Furies (the mountains at the heart of the island; see page 7) and swiftly crash across the land, knocking over trees, kicking up water and debris, and causing floods. These winds rarely last more than 1d6+4 minutes, but they can knock PCs down or make it difficult to fight, cast spells, or even move. There's a 20% chance twice per day that the PCs are caught in such a storm. If they are, every PC must make DC 15 Strength

checks for each minute they're outside of suitable shelter (such as a cave or reinforced log shelter) or be knocked prone. While inside such a storm, even PCs who succeed on their Strength checks suffer a -2 penalty on attack rolls, and spellcasters must make successful DC 15 Concentration checks to cast any spells with somatic components or lose the spell in the howling of the wind. The PCs should encounter no more than one such storm in a given 24-hour period.

The Isle of Terror

The Isle of Terror is made up of several distinct locations, some of which are detailed below.

Baphon's Fall: Though likely not the actual spot where Aroden defeated Tar-Baphon, this 1,800-foot-high waterfall is referred to on most maps of the Isle of Terror as Baphon's Fall. The poisonous, jet-black waters of the Whispering River pour down from the Three Furies and crash over the cliffs here, plummeting thousands of feet below. The falls themselves whip up a fury of black rainstorms and the cliffs, trees, and beaches near here are covered in black stains from the mists from Baphon's Fall that drift out over the nearby landscape. Inhaling or touching these mists has the same effect as touching the deadly water itself (see Whispering Lake and Whispering River).

Deadpan Prairie: The previous location of the island's deadly Void, Deadpan Prairie is just starting to come back to life after its landscape-altering visit to the Negative Energy Plane. Stunted yellow grasses cover most of this area, though the twisted, shattered remnants of ancient trees interrupt the horizon at a few locations.

Fort Landing: Its origins lost to time, the ruins on the west coast of the Isle of Terror have come to be called Fort Landing, as they resemble an ancient keep and happen to stand on the shore at the best landing site for explorers arriving on the island from the west. A complicated maze of tumbledown stone walls surrounds a partially collapsed tower covered in arm-thick branches of ivy. Beautiful white sand layers the nearby beaches, ceaselessly blowing against the western walls of the ruins and sometimes forming drifts as high as 30 feet.

Lingerlost Swamp: The incessant rainstorms that plague the island's lowlands and the presence of the toxic Whispering River and its delta have created an enormous, tangled swamp filled with cypress, mangroves, miles-thick brambles, quicksand, and ankle-deep, murky black water. The thick canopy here rarely lets in what little sunlight the island receives, and as such, the entirety of the swamp is considered to be in dim light during the day and normal darkness at night.

Shadow's Heart: The trees in Shadow's Heart are very much alive, and they feel a burning, passionate hatred for any other living thing that set foot in their domain.

Isle of Terror Random Encounters

d%	Encounter	Average CR
01-10	1d6 terror wolves* (see page 9)	4
11-20	1d8 golden skeletons (see page 17)	5
21-30	1d8 terror frogs* (giant frog, <i>Pathfinder RPG Bestiary</i> 135)	5
31-40	1d4 centipede swarms (<i>Pathfinder RPG Bestiary</i> 43)	6
41-50	1 bulette (<i>Pathfinder RPG Bestiary</i> 39)	7
51-60	1d4 terror trolls* (<i>Pathfinder RPG Bestiary</i> 268)	7
61-70	1 young green dragon (<i>Pathfinder RPG Bestiary</i> 96)	8
71-80	2d6 dark creepers, 1 dark stalker (<i>Pathfinder RPG Bestiary</i> 53, 54)	8
81-90	1 terror treant* (<i>Pathfinder RPG Bestiary</i> 266)	8
91-100	1 shadow demon (<i>Pathfinder RPG Bestiary</i> 67)	8

* "Terror creature" is a new template; see Appendix 1.

Twisted by their close contact with the Negative Energy Plane, the trees of Shadow's Heart possess an animal level of intelligence and can orchestrate minor changes to their surroundings: thick branches might fall from the canopy, crashing down onto passersby below, or the ground might open up as a tree shifts its roots to create a void beneath the earth. Explorers might make camp one night to wake and find that the trees have retreated hundreds of feet from their fire and a few of their companions are mysteriously missing. Shadow's Heart is also home to shadow demons, dozens of enormous packs of terror wolves, and a rumored fortress of dark folk.

The Three Furies: A small mountain range rests at the heart of the Isle of Terror, anchored by its three tallest peaks, which all maps of the island call the Three Furies. Shadowy negative energy storms nearly always hover over the Three Furies and hide them from view, but the mountains rise high enough into the heavens to pierce through the storms; should someone gain one of their summits, the view of the negative energy storms from above would be just as dizzying as from below. From any of the mountains' peaks, one can look down into the heart of the Three Furies and see a valley of lush green wilderness, free of storms and drenched in sunlight, but with a void at its center—a dark hole in the ground, hundreds of feet across. Called the Wizard-King's Pit, this is the trap Tar-Baphon set for Aroden, the Last Azlanti, a trap that failed and caused the wizard's own destruction. The void descends into the deepest recesses of the Darklands, where it touches a portal to the Negative

Energy Plane. This portal, forever open, leaks negative energy to Golarion, causing the negative energy storms and occasionally erupting to create entire regions of the Negative Energy Plane right here on the Isle of Terror. The mouth of the Wizard-King's Pit constantly vomits forth a thick, 100-foot-wide maelstrom of spinning darkness that arcs up over the Three Furies and feeds the storms. The few explorers that have reached this hidden vale and lived describe the most horrible creatures imaginable living in that seemingly safe, lush valley. Its idyllic appearance is but an illusion—one that is deadly if believed.

The Void: Ever since Tar-Baphon opened the Wizard-King's Pit and allowed the island to touch the Negative Energy Plane, the pit has occasionally and randomly spewed violent eruptions of the matter that makes up that plane. The expelled negative matter blankets a portion of the Isle of Terror for a time (typically several decades) and quickly snuffs out all life in the area that is not resistant to negative energy. A creature can enter the Void simply by walking into it, though doing so has exactly the same effect as visiting the Negative Energy Plane. The Barren River, which flows beside and sometimes into the Void, is empty of all life, and those who've stood in or near the river or at its mouth along the east coast of the island have reported a feeling of horrible isolation, as if the entirety of the Negative Energy Plane's vast emptiness infuses the river and imparts to it a sad, lonely essence. From outside its boundaries, the Void appears to be a shimmering-black illusion—a twisted, ever-warping vision of what the landscape there once looked like. Once inside, an observer cannot perceive anything outside of the Void, instead seeing nothing but the vast emptiness of the Negative Energy Plane.

Whispering Lake and Whispering River: The Whispering River is unique on the Isle of Terror, as its waters are pure poison, flowing black and thick from headwaters deep in the Three Furies. It's speculated that the spring from which the river flows sits close enough to the Wizard-King's Pit that the Negative Energy Plane has polluted the water forever. Where it plummets over Baphon's Fall, the river forms a giant pool called Whispering Lake. The waters here are equally poisonous. A tribe of evil lizardfolk known as the Whisperscales claims the lake as its territory. It is said these lizardfolk are as black as the lake itself and that the lake's influence has changed them into a mockery of their former selves.

Anyone touching the waters of the Whispering River or Whispering Lake suffers the effects of the waters' virulent poison and comes away with painful, irritating burns. Anyone fully submerging himself in the water suffers 6d6 points of negative energy damage (no save) for every round he is in the water, in addition to the water's poison effect.

WATERS OF THE WHISPERING RIVER

Type poison, contact; **Save** Fortitude DC 16

Onset 1 round; **Frequency** 1/round for 6 rounds

Initial Effect 1 Con drain; **Secondary Effect** 1d3 Con damage;
Cure 2 consecutive saves

Whitewood: Every single tree, bush, branch, leaf, vine, or blade of grass in the Whitewood is bleached starkly white. It's as if every color was drained from the plants, leaving behind a bright, sometimes difficult to see forest of shockingly white trees. Rumors abound of an ancient, ruined Azlanti citadel at the heart of the Whitewood that causes this unique condition, but no expeditions that set out for the ruins have ever returned.

Fort Landing

Once Captain Walren has dropped them off, the PCs find themselves standing in the ruins of Fort Landing, an ancient stone fort, long ago lost to the many terrors of the island. The wind, sand, and storms have scoured away anything organic, such as wood or rope, leaving behind a sandblasted set of interconnected walls that now form a sort of ruined maze. Just inside those walls, the PCs can find the remnants of the Razmiri cultists' first firepit—as well as the first evidence that the Isle of Terror isn't friendly: two graves, shallow and ringed with stones, have been dug near a wall, out of the elements. Should the PCs dig up the graves, they find two Razmiri cultists wrapped in their own cloaks and wearing their telltale iron masks. A DC 15 Heal check reveals the cultists were probably killed by an animal, judging by the teeth and claw marks. A DC 20 Survival check while studying the firepit reveals that the cultists were likely here no more than 3 days ago.

Warped Wolves (CR 5)

By far the largest population of living creatures on the island, terror wolves are ordinary wolves that have been twisted by the Isle of Terror's connection to the Negative Energy Plane. They usually roam the island in large packs, quickly and silently tracking prey (such as the PCs). Terror wolves are a little bigger than their ordinary cousins, are completely black, and often display some sort of mutation. Some have bulbous, weeping humps on their backs; some drool disgusting black ichor; some have two or more vestigial limbs sticking out from unlikely places such as their backs or bellies; a few simply appear to be larger than normal wolves, though their insides are a twisted approximation of a natural wolf with multiple redundant organs, extra blood, or black, cancerous masses that pulse and ooze.

Creatures: Within an hour of the PCs' arrival, as they explore Fort Landing, they meet the same creatures the

Warped Wolves



Gamemastery Map Pack: Ancient Forest
One square = 5 feet

Razmiri cultists faced when they camped among the ruins: a pack of four terror wolves, the survivors of the mighty pack that killed two cultists before they were driven off. The wolves shadow the PCs for at least 10 minutes before attacking. A DC 16 Perception check allows the PCs to spot them—if they do, they see the wolves slinking through the nearby trees or perhaps peeking out from behind walls or fallen columns. If the PCs approach the wolves, the twisted animals quickly run away but return soon to stalk them again. If the PCs take up a defensive position in anticipation of an attack, they can see the terror wolves coming and can react accordingly. If the PCs are caught unaware, the wolves erupt from the nearby brush and come at the PCs from the north and south, two wolves attacking each flank.

TERROR WOLVES (4)

CR 1

XP 400 each

Terror wolf (*Pathfinder RPG Bestiary* 278 and new template, see Appendix 1)

NE Medium animal

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

Aura fear (20 ft., DC 9)

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 each (2d8+4)

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

Defensive Abilities negative energy absorption; **Immune** fear effects

OFFENSE

Speed 50 ft.

Melee bite +2 (1d6+1 plus trip)

STATISTICS

Str 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking);

Racial Modifiers +4 Survival when tracking by scent

SPECIAL ABILITIES

Negative Energy Absorption (Su) Terror wolves heal 1 hit point of damage for every 3 points of damage that negative energy attacks would otherwise deal. They get no saving throw against negative energy attacks.

Development: From the ruins of Fort Landing, it's easy enough to follow the tracks of Iramine's party (Survival DC 15). The cultists, whose trail leads into the Lingerlost Swamp to the east, follow a relatively straight course over fairly dry ground and travel as though they aren't expecting anyone to follow them—no doubling back, no false trails, and no attempts to cover their tracks. Their path leads due east into the swamp, heading into the interior on an unerring course toward the southern shores of the poisonous Whispering Lake.

The Mad Pathfinder

Once the PCs have been on the Isle of Terror for 24 hours, likely following the trail of Iramine and her Razmiri cultists, they encounter one of the island's stranger inhabitants.

Emerging from the nearby brush with his arms raised high and bearing no obvious weapons is a human man, about six feet tall, with a tangle of long, dirty red hair and a long red beard, wearing tattered, hole-ridden clothes soaked through with mud and stained black in many places. Even before he gets close, his stench precedes him—it's not only as though he hasn't bathed in years, but that he seems to have actually gone out of his way to cover himself in the most horrible smells the Isle of Terror has to offer: a blend of rotten eggs, human waste, and decaying organic matter. An arrow is lodged in the back of his right leg, but seems to cause him no pain as he sloshes through the waters of the swamp. Suddenly he stops. His eyes go wide and he loudly exclaims, "I found you!"

The man is **Dusan Dremlock** (CN male human ranger 6), a Pathfinder who is the only survivor of an expedition sent to the Isle of Terror from Absalom nearly 10 years ago. The toll of simply surviving the long, lonely years on the island has driven him mad, and he has a hard time finding his voice beyond his first exclamation. For a while, he simply stares at the PCs, dumbfounded, and then erupts into a loud, blubbling fit of equal part tears and rage. He tugs at his hair, pulling out fistfuls of it and shaking them at the PCs as if the sudden loss of hair is their fault. If the PCs can manage to calm him down (through Diplomacy, Intimidate, or magic) he tells the following barely coherent story of how he came to be here.

"Venture-Captain Tree Roots said we should come to... island to island and then we left the city and swam north, keeping abreast of each other to fend off fish and then we swam and swam and we swam for years and came here to the island and we went inside the island and saw its heart and it was black and we knew it was black and we came out and we were black and then the blackness consumed them, ate them alive, ate me alive, and then we were all dead all dead all dead and I was dead and they were dead, and they were dead and I wasn't dead—do you see? I was alive! I was alive and they were dead and then I lived here and I lived in a tree and a cave and in the ruins

and I saw, I saw, *I saw things*, and then the men in masks came and they fought the lizards and many died on both sides, many died, oh yes, many died and they did not get back up they were not dead like me and they headed to the doors, to the many doors by the river, the many doors where I slept once when the storms reached down and grabbed me. They are there now, they try to open the doors come with me, yes, come come come with me. I can show you where they are."

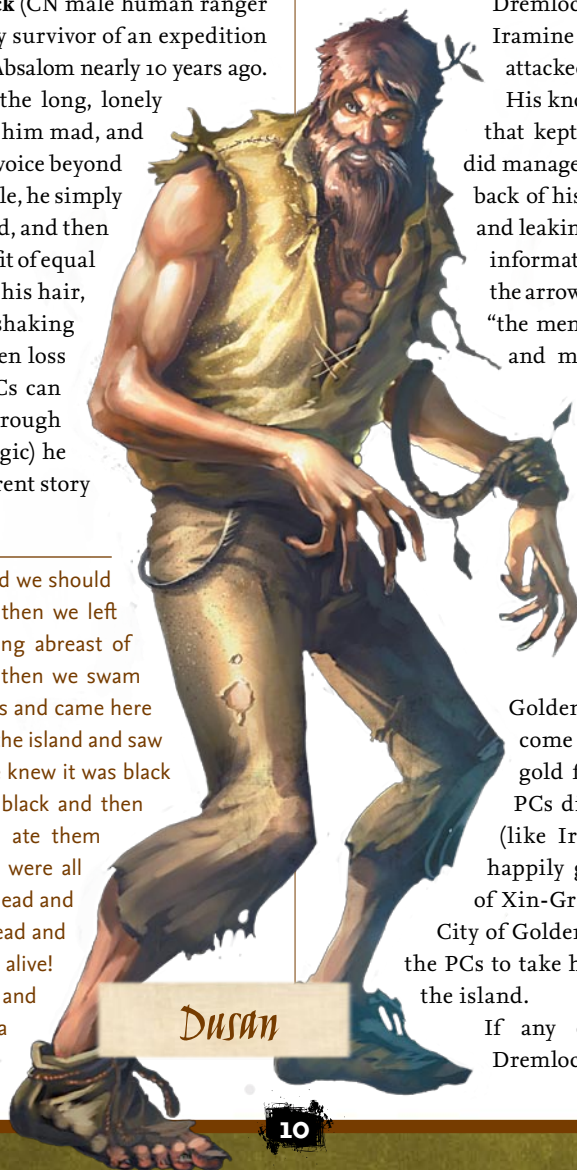
Once he's concluded his story, Dremlock smiles, revealing several missing teeth. Then he points east and starts sloshing off in that direction, declaring that he'll lead the PCs to the men in the masks. If the PCs try to stop him, Dremlock will comply with their commands and meekly stand nearby, mumbling to himself and occasionally scratching at his head. If he waits too long, Dremlock pulls out a battered journal and scribbles in it furiously, muttering aloud what he's writing, which is usually a full, less-than-flattering description of his surroundings, including the PCs.

Dremlock tried to communicate with Iramine and her cultists, but they attacked him and nearly caught him.

His knowledge of the local terrain is all that kept him alive, though the cultists did manage to hit him with an arrow in the back of his right leg. The wound is smelly and leaking blood and pus. He reveals this information to the PCs if they ask about the arrow, but he calls the Razmiri cultists "the men in masks," and his blubbling and mumbling make him incredibly hard to follow.

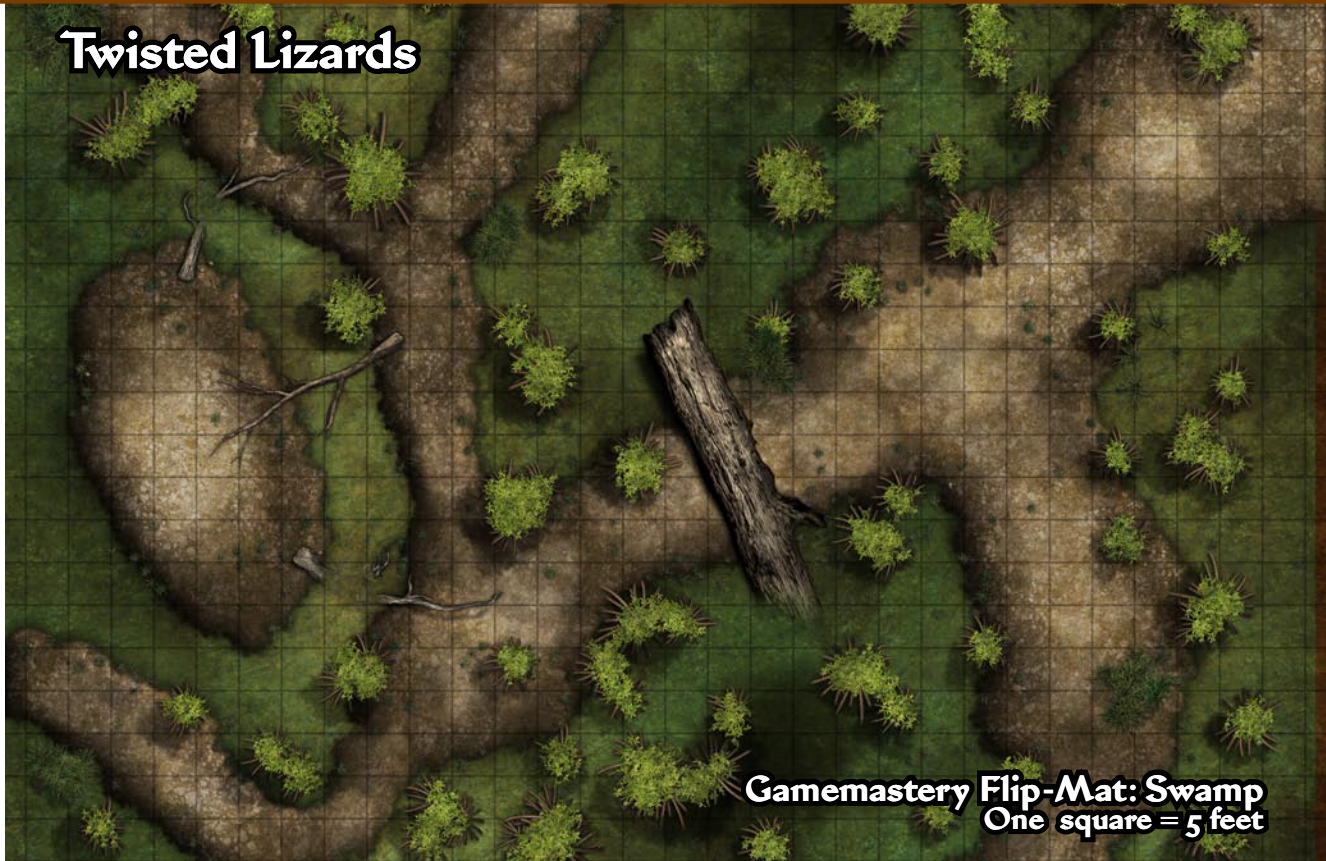
If the PCs ask who Dremlock is, he proudly declares that he's Dusan Dremlock, Pathfinder and explorer, and then cries and rages again for a while. If the PCs ask what he wants, he explains in his peculiar way that he knows that the men in masks are here for the City of Golden Death and the PCs must have come either to stop them or get the gold for themselves. Either way, the PCs didn't attack Dremlock on sight (like Iramine did) and for that he'll happily guide the PCs to the entrance of Xin-Grafar, which he always calls the City of Golden Death. In exchange, he wants the PCs to take him with them when they leave the island.

If any of the PCs complain about Dremlock's smell or try to wash him, he



Dusan

Twisted Lizards



Gamemastery Flip-Mat: Swamp
One square = 5 feet

loudly and forcefully declines, citing a tangled story about running from shadow demons as evidence that his smell is what has kept him alive for all of his years on the island and that should he bathe, he'd be dead in days. Dremlock then recommends, quite vehemently, that the PCs should also make themselves smell; he gives detailed and often disgusting suggestions for how to do so.

The PCs have a choice to make: take Dremlock with them, gaining his exhaustive knowledge of the local terrain and wildlife while dealing with his ranting, raving, crying, and hair-pulling, or attempt to leave him behind. If the PCs decline his offer, Dremlock follows them at a distance for the remainder of the adventure and will only quit following them if they kill him (though he never acts violently toward the PCs and carries no usable weapons or armor).

Assuming the PCs allow him to accompany them, he first guides them to a cave deep in the darkest, most overgrown part of the swamp. Inside are all of his earthly possessions: a couple of ratty backpacks, a broken short sword, a moldy blanket, a waterskin, and a heavy wooden shield missing half its circumference. A barrel stands at the back of the cave, in which he's piled an assortment of tubers, leaves, and dried meat of indeterminate origin. He stuffs both backpacks full of food, straps the broken shield on his back and

the broken short sword at his waist, and grabs the waterskin, using it to point at the PCs as he talks to them or explains anything about the local wildlife. If the PCs offer Dremlock newer armor or weapons, he politely refuses but doesn't explain why.

Though Dremlock is a raving lunatic, he does occasionally speak truths and can reveal a great deal about the island to the PCs (Dremlock knows all of the information in the description of the island above). He also knows about creatures the PCs will likely fight, and if caught in a random encounter with the PCs, he hides and cowers nearby, shouting out encouragement and every now and then a key piece of knowledge about the creature the PCs are fighting. Although the creatures that the PCs encounter on the way to Xin-Grafar could easily kill Dremlock, don't let this happen. He can serve as a welcome respite from the dangers and grueling hardships of the island and can provide many roleplaying opportunities for the PCs as they make their way across the deadly Isle of Terror.

Twisted Lizards (CR 6)

Fourteen miles east of Fort Landing along Iramine's trail, the PCs come across a campsite on the swampy southern shore of Whispering Lake that appears to have become a scene of battle. Here they find the bodies of nine Razmiri

cultists left out in the open and clearly gnawed upon by scavengers. A successful DC 18 Heal check reveals that these cultists likely died only 2 days ago.

Scattered about the cultists are the corpses of at least three dozen black-scaled, reptilian humanoids with morningstars and heavy wooden shields. A DC 12 Knowledge (nature) check reveals that these creatures are lizardfolk, though their black eyes and skin, and the small, odd mutations on their bodies, mark them as a wholly different species of lizardfolk from those normally found throughout Golarion.

A DC 15 Survival check reveals that the surviving Razmiri cultists fled quickly to the east at the conclusion of the battle while the lizardfolk survivors turned west toward the Lingerlost Swamp. In fact, the lizardfolk have circled back and come upon the PCs as they explore the battlefield. Allow the PCs to make a DC 17 Perception check to hear the lizardfolk approach—failure means they are unable to act in the surprise round.

Hisses and shrieks suddenly pierce the air as a group of black lizard-like humanoids bursts from the nearby trees, waving morningstars and javelins.

Whisperscale Hunter



Creatures: The three surviving lizardfolk hunters and their tribal chief have returned to the campsite to see if they can find and track the Razmiri cultists they fought 2 days ago. These Whisperscale lizardfolk resemble normal lizardfolk, though their eyes and skin are an oily black, and they seem to be plagued by similar mutations to those of the terror wolves encountered earlier. Their long habitation on the shores of Whispering Lake has also given them immunity to poison, and they use the lake's noxious waters to poison their weapons. Each of the Whisperscales carries a Razmiri mask taken from a slain cultist—the chief wears a mask over his face, one of the hunters has a mask that dangles from a crude rope necklace, and the other two have tied masks to their shields as trophies. They are angry that the PCs have violated their territory and cannot be reasoned with.

WHISPERSCALE CHIEF

CR 4

XP 1,200

Male terror lizardfolk ranger 3 (*Pathfinder RPG Bestiary* 195 and new template, see Appendix 1)

NE Medium humanoid (reptilian)

Init +2 (+4 swamp); **Senses** darkvision 60 ft.; Perception +7 (+9 swamp)

Aura fear (20 ft., DC 12)

DEFENSE

AC 19, touch 12, flat-footed 17 (+1 armor, +2 Dex, +5 natural, +1 shield)

hp 40 (5 HD; 2d8+3d10+15)

Fort +9, **Ref** +5, **Will** +1

Defensive Abilities negative energy absorption; **Immune** fear effects, poison

OFFENSE

Speed 30 ft., swim 15 ft.

Melee mwk morningstar +7 (1d8+2 plus poison) or mwk morningstar +3 (1d8+2 plus poison), mwk morningstar +3 (1d8+1 plus poison), bite +6 (1d4+2)

Ranged javelin +6 (1d6+2)

Special Attacks favored enemy (human +2)

STATISTICS

Str 15, **Dex** 15, **Con** 17, **Int** 7, **Wis** 10, **Cha** 12

Base Atk +4; **CMB** +6; **CMD** 18

Feats Endurance, Multiattack, Quick Draw, Two-Weapon Defense, Two-Weapon Fighting

Skills Acrobatics +10, Knowledge (nature) +5, Perception +7 (+9 swamp), Stealth +9 (+11 swamp), Swim +14; **Racial Modifiers** +4 Acrobatics

Languages Draconic

SQ favored terrain (swamp +2), hold breath, track +1, wild empathy +4

Combat Gear waters of the Whispering River (5 doses;

see page 8); **Other Gear** bracers of armor +1, javelins (3), masterwork morningstars (2), 31 gp

WHISPERSCALE HUNTERS (3)

CR 1

XP 400 each

Terror lizardfolk (*Pathfinder RPG Bestiary* 195 and new template, see Appendix 1)

NE Medium humanoid (reptilian)

Init +0; **Senses** darkvision 60 ft.; Perception +1

Aura fear (20 ft., DC 11)

DEFENSE

AC 17, touch 10, flat-footed 17 (+5 natural, +2 shield)

hp 11 each (2d8+2)

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

Defensive Abilities negative energy absorption; **Immune** fear effects, poison

OFFENSE

Speed 30 ft., swim 15 ft.

Melee morningstar +2 (1d8+1 plus poison), claw +0 (1d4), bite +0 (1d4)

Ranged javelin +1 (1d6+1 plus poison)

STATISTICS

Str 13, **Dex** 10, **Con** 13, **Int** 9, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 12

Feats Multiattack

Skills Acrobatics +2, Perception +1, Swim +10; **Racial Modifiers** +4 Acrobatics

Languages Draconic

SQ hold breath

Combat Gear waters of the Whispering River (4 doses; see page 8);

Other Gear heavy wooden shield, morningstar, javelins (3)

Development: If the PCs manage to capture one of the lizardfolk, can speak Draconic, and can get their captive to talk, he reveals that his hunting party laid an ambush for the masked men and killed many of their number, though the Whisperscales lost dozens of their own in the glorious battle. Despite the heavy death toll, the lizardfolk are proud they defended their territory and drove away the masked men. Any captured Whisperscale takes every opportunity to escape and may follow and attack the PCs later with more hunters. The PCs have violated the Whisperscales' territory and the lizardfolk will stop at nothing to punish them for that transgression.

Treasure: The battlefield is awash in dropped or tossed-aside gear. A full search of the battlefield finds seven suits of studded leather armor, two suits of +1 studded leather, nine light wooden shields, 12 daggers, a light crossbow with 12 bolts, two masterwork rapiers, nine saps, seven short swords, three *potions of cure light wounds*, a *potion of cure moderate wounds*, three iron Razmiri masks, two smokesticks, two sunrods, a set of thieves tools, and 150 gp.

Part Three: Xin-Grafar, the City of Golden Death

The entrance to Xin-Grafar stands ahead—two enormous stone doors, each thirty feet high and fifteen feet wide, covered in carved, vertical wavy lines. The left-hand door stands open, a complex internal mechanism of worked stone and metal clockwork gears visible along the door's side about halfway up. The doors are recessed about ten feet into the side of a large, grass-covered hill and tilt slightly inward. A firepit smolders beside the right-hand door, tiny tendrils of smoke still curling skyward from its coals.

Twenty-one miles east of Fort Landing along the Iramine's trail, the PCs reach the entrance to Xin-Grafar, the City of Golden Death. A smoldering firepit and two graves mark the final camp where the Razmiri cultists rested before entering the city. A successful DC 18 Survival check reveals that there are no more than 12 remaining cultists—the island, it seems, has been hard on Razmir's faithful.

Once the PCs enter the gates of Xin-Grafar, they must descend hundreds of feet into the earth through smooth, winding tunnels. After a thousand feet of underground switchbacks, they reach the city itself, situated inside a vast underground cavern. Formerly the great city of Kestrillon, a civilization of advanced magical knowledge and vast wealth, Xin-Grafar comprises three concentric, circular walls, known as the First Ring, Second Ring, and Third Ring, each smaller and higher than the last.

When Tar-Baphon's armies conquered the island, he renamed the city Xin-Grafar in Thassilonian style (and as an insult to the city's destroyed Grafar Citadel) and deposited an enormous amount of his own wealth here, securing it with magical traps, undead guardians, and a diabolical cyclical trap that unleashes a flood of molten gold in most of the First and Second rings of the city.

Unless otherwise mentioned, the entire city is lit with dim light from flickering, greenish phosphorescence on the cavern ceiling and from the glowing, molten-gold canals that surround the First Ring and flow down and through the Second and Third rings. Xin-Grafar is carved out of the natural bedrock below the island, but the buildings are all constructed not from the native bedrock, but from quarried granite, finely carved and resplendent with frescoes and friezes. Gold plating covers all of the buildings in the First and Second Rings but ends in a straight, horizontal line at a certain height in each ring, the result of the city's recurring molten-gold floods. Each ring is separated from the others by 50-foot-thick walls of bedrock that stretch from floor to ceiling.

Canals of Molten Gold

Xin-Grafar is ringed and penetrated by broad canals of flowing molten gold, 50 feet wide and 10 feet deep. These canals are magically heated to more than 2,000 degrees and submersion in them means certain death for anyone not resistant to heat or fire. Coming within 50 feet of a canal is harmful (1 point of nonlethal fire damage per round) and approaching within 10 feet is even more dangerous (1d4 points of nonlethal fire damage per round and fatigue from heatstroke). Fatigue from heatstroke ends when the character recovers from the nonlethal damage caused by the heat.

Contact with the molten gold causes 2d6 points of fire damage per round of exposure, while total immersion in it causes 20d6 points of fire damage per round in addition to continuing damage from the heat. Damage from molten gold continues for 3 rounds after exiting the molten flow but at 50% of the initial damage dealt (that is, 1d6 or 10d6 points per round).

The bridges crossing the canals are covered and magically protected from fire (they noticeably lack a coating of gold plate, a clue to the PCs that these bridges might be a safe haven if the city floods with molten gold).

The Gold Floods

This adventure assumes the PCs don't catch up with Iramine before she and her cultists enter and begin their exploration of Xin-Grafar. When the PCs reach the city's gates, Iramine and her cultists are 6 hours ahead of them. The gates have been open for 6 hours, which means that Tar-Baphon's ancient trap, the molten-gold floods, will trigger 66 hours after the PCs reach the gates. The first room of the city (area A) provides a clue to the PCs that they're on a limited timeline—once the 66 hours are up, the First and Second rings of the city flood with molten gold that inflicts 20d6 points of fire damage every round a PC is submerged in it. Anyone immune or resistant to fire may still drown while fully submerged in the molten gold. The gold flood remains in place for a full 24 hours and then drains, leaving the city incredibly hot and low on oxygen.

Should the PCs somehow survive the flood, they now have to deal with 100-degree-plus temperatures for another day or so and breathe the equivalent of high altitude air until the gates of the city are once more opened to let in fresh air. Regardless of who opened them, the stone gates of the city slowly close the moment the city begins to flood, magically sealing when the doors are shut—only the key that Iramine bears can open the doors again.

The Gold Problem

Because Tar-Baphon suspected his treasure city might occasionally be broken into, he left a lot of junk behind

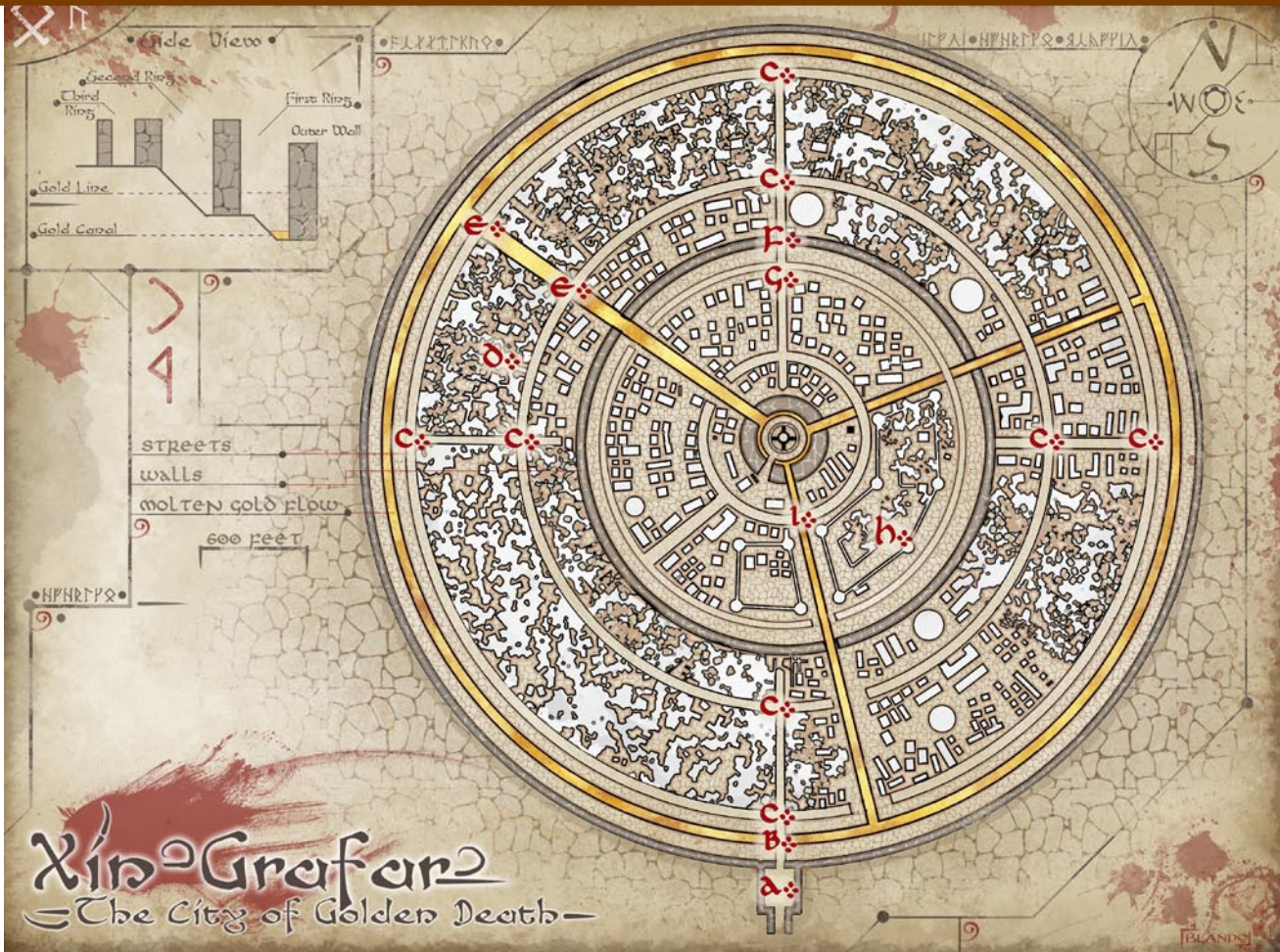
to create a lure for intruders. As a result of Xin-Grafar's molten-gold floods, almost everything in the First and Second rings is coated in a thin layer of gold. In nearly every building of the city lie broken weapons, sundered armor, bent cutlery, shattered statues, and anything else that can survive the heat of the molten-gold floods—all now coated in gold plate. This gives the impression that everything in Xin-Grafar, even the contents of a ruined kitchen, is incredibly valuable.

Such is not the case, however. While virtually everything in the city is coated with gold, a side effect of the *jewel of everlasting gold* (see Appendix 3) is that all wealth created by it (including the molten gold) can only be removed from the city by Tar-Baphon himself. Should the PCs remove any gold-plated objects from the city, the plating would vanish (to reappear in fragments scattered throughout the city), leaving the PCs with only the objects themselves. There is actually wealth hidden away in Xin-Grafar, but that treasure is not the molten gold itself, so while the PCs can spend hours picking up gold-plated trash or chipping away the gold plating on buildings, this will take more time than it's worth—time that could end with the PCs trapped in the city and burned alive in a flood of molten gold. To identify actual treasure in the city, a successful DC 18 Appraise check can determine whether or not an item coated in gold is actually valuable (in other words, whether it would be worth anything without the gold plating). Feel free, however, to describe every ruin, every building, and every city square in the First and Second rings as being full of precious, gold-plated objects.

The First Ring

The First Ring of Xin-Grafar is mostly in ruins, with only a few intact buildings in clusters scattered through the ring, as well as a few larger ruins sticking up amid the mostly smaller remains of houses, inns, and other such dwellings. The southern end of the First Ring is cut off from the east side of the ring by one of the canals flowing out from the Third Ring located at the city's center. Magically protected bridges that resist the heat of the molten flow beneath them cross the other two canals that flow outward from the Third Ring. These bridges will also protect PCs from any fire damage normally inflicted by approaching the canals. While this ring is mostly in ruins, the streets are relatively free of debris, though the debris that remains is all coated in a thin layer of gold. The average height of the cavern ceiling in the First Ring is 80 feet, with the gold line rising up to 40 feet—more than enough to cover every building with room to spare. The First Ring's floor slopes gradually up to the walls of the Second Ring, 20 feet above the level of the gold canals. For random encounters in Xin-Grafar, see the sidebar page 17.

City of Golden Death



A. Map Room

Once through the gates of Xin-Grafar and the subterranean tunnels leading to the city, the PCs enter a large, high-ceilinged room.

The long, sloped tunnel leading down to the city suddenly opens into a large rectangular room. The floor here is sand and shows signs of recent foot traffic. The walls are all painted in enormous murals that depict a city in its prime. The south wall shows hundreds of men and women in a marketplace, trading everything from fruit and livestock to construction materials such as brick and wood. The north wall depicts row upon row of unarmed, uniformed men standing large in the foreground and growing smaller as their ranks disappear over the horizon toward the far right of the painting—a horizon over which an enormous golden sun rises. The east wall is a huge map that portrays a city constructed of three concentric circles and divided by canals of pure, crystal-clear water that flows from the city's innermost ring. Below this map someone has scrawled numerous notes and mathematical calculations in charcoal. Finally, the west wall depicts a leader of some sort, crowned by a golden sun and speaking before a huge crowd of people wearing white shawls and golden togas.

The map on the east wall should interest the PCs the most. It depicts the ancient city of Kestrillon (now Xin-Grafar) as it once was, untouched by Tar-Baphon and beautifully laid out. The notes beneath the map are scrawled in Common, and seem at first to be gibberish, with several phrases referring to the “Jewel of Everlasting Gold” and multiple descriptions of fire, floods, and molten gold. A DC 20 Intelligence check or DC 15 Knowledge (engineering) check reveals that the mathematical calculations are adding up three things: the volume of gold it would take to flood the entire city, the amount of time it takes for the event to occur, and how often it occurs. Careful study of this map (and the above checks) reveals that 72 hours after the gates are opened, the *jewel of everlasting gold* will flood the city with molten gold to a height of 40 feet throughout the entire first two rings of the city. It also reveals that the molten flood takes a full 24 hours to drain, and notes scrawled beneath the calculations mention the jewel's inability to stop the flood once it has commenced.

There is one additional clue here: a DC 10 Survival check shows that not one of the Razmiri cultists stopped to look at any of these murals. Their tracks walk right through the middle of the room and exit to the north,

Adventures on a Timer

City of Golden Death gives the PCs a time limit to catch Iramine and recover the pieces of the amulet that is the key to Xin-Grafar—if they don't accomplish this task in time, the city floods with molten gold, most likely killing everyone still inside. While this can make for exciting game play, such timers are not for all groups. If your group is the type that likes to take its time exploring all of its surroundings, feel free to extend the adventure's time limit or do away with it altogether. Iramine will stay in the Chamber of the Jewel, trying to figure out a way to take the *jewel of everlasting gold* with her—she'll still be there when the PCs finally arrive in the chamber.

presumably entering the city. It's possible, the PCs might surmise, that Iramine and her cultists are unaware of the impending gold floods.

B. Guardian of Gold (CR 6)

This encounter occurs as soon as the PCs enter the city (see map on page 19). The bridge they must cross to enter the First Ring is guarded by one of Tar-Baphon's golden guardians, magical constructs left behind to patrol the city. Once the PCs enter the city, read or paraphrase the following.

A large doorway passes from the room of murals into the city proper. A lightly glowing green fluorescence emanates from the cavern roof above, illuminating a once-great city now reduced to ash and rubble—but whose ruins are coated entirely in gold. A large, covered bridge across a canal glows white-hot and emits a searing, golden light. In the center of the bridge stands a man-shaped statue covered in fine gold plating, its carved face eerily human-like.

Have the PCs make DC 15 Perception checks to notice that although the "statue" is covered in gold, the inside of the covered bridge is dusty, dirty, and gold-free, with the exception of two piles of melted gold and other metals—the remains of two other guardians likely destroyed by the cultists. A DC 15 Survival check and at least 2 rounds of study reveal that the Razmiri cultists fought something here and then headed north across the bridge into the city.

Creature: A golden guardian protects the bridge. If the PCs continue to approach the bridge once they've exited the map room, the guardian comes to life and charges them. Use the Guardian of Gold map on page 19 for this encounter.

GOLDEN GUARDIAN

CR 6

XP 2,400

hp 64 (see Appendix 2)

TACTICS

During Combat The golden guardian is a mindless construct

and attacks the first PC it sees.

Morale The golden guardian fights until destroyed.

Treasure: The melted wreckage of each golden guardian contains about 5,000 gp worth of salvageable gold. However, besides the fact that the gold is fused with melted steel and iron in solidified puddles weighing around 500 pounds each, the guardians were created using the *jewel of everlasting gold* (see Appendix 3). As such, none of their gold components can be removed from the city.

C. Elemental Intersections (CR 6)

Each of the eight major intersections in the First Ring is bordered by a channel carved into the street and untouched by gold, enclosing a 50-foot-square area (see map on page 19). Close inspection reveals runes carved throughout the channel. Of course, such investigation means the trap has likely been sprung—anyone stepping inside the border triggers a trap that immediately summons a Large fire elemental.

Trap: Each intersection contains a trap that summons a Large fire elemental at the center of the intersection. Tar-Baphon placed these on all eight of the intersections in the First Ring as a first defense against thieves. Use the Elemental Intersection map on page 19 for this encounter.

ELEMENTAL SUMMONING TRAP

CR 6

Type magic; Perception DC 30; Disable Device 30

EFFECTS

Trigger proximity (*alarm*); **Reset** automatic (10 minutes)

Effect spell effect (*summon monster V*, Large fire elemental)

LARGE FIRE ELEMENTAL

CR —

hp 60 (*Pathfinder RPG Bestiary* 124)

TACTICS

During Combat The fire elemental always attacks the first PC who triggered the trap, pursuing him throughout the city.

Morale The fire elemental fights until destroyed.

D. The Gilded Dead (CR 5)

This encounter occurs as the PCs explore the western ruins of the First Ring.

A sudden clanging of shields and weapons resounds as a pack of flaming, gold-plated skeletons bearing golden scimitars rise up from the nearby ruins and advance.

Any PC who succeeds on a DC 12 Perception check can act during the surprise round.

Creatures: Four human burning skeletons, remnants of the royal guard of lost Kestrillon, attack the PCs here. These fallen warriors have been repeatedly subjected to the city's molten-gold floods, and they and their ancient, broken arms and armor are now wreathed in golden flames

and plated in gold. Each skeleton also wears a gold-plated helmet—a DC 12 Perception check notices a crest beneath the gold plating that matches those worn by the soldiers depicted in the mural in the map room (area A).

GOLDEN SKELETONS (4) CR 1

XP 400 each

Gold-clad human burning skeleton (*Pathfinder RPG Bestiary* 251, *Advanced Bestiary* 169)

NE Medium undead

Init +3; Senses darkvision 60 ft.; Perception -1

DEFENSE

AC 16, touch 9, flat-footed 16 (+2 armor, -1 Dex, +5 natural)

hp 8 each (1d8+4)

Fort +4, Ref -1, Will +1

Defensive Abilities light fortification; DR 5/bludgeoning;

Immune fire, undead traits

Weaknesses vulnerability to cold, electricity

OFFENSE

Speed 20 ft.

Melee broken scimitar +0 (1d6 plus 1d6 fire), claw -3 (1d4+1 plus 1d6 fire)

Special Attacks fiery aura

STATISTICS

Str 15, Dex 8, Con —, Int —, Wis 8, Cha 18

Base Atk +0; CMB +2; CMD 11

Feats Improved Initiative

SQ fiery death (1d6 fire damage, Reflex DC 11 half)

Gear broken chain shirt, helmet, broken scimitar

SPECIAL ABILITIES

Light Fortification (Ex) Whenever a sneak attack or critical hit is scored against a gold-clad creature, there is a 25% chance that the extra damage is negated and damage is rolled normally.

E. Demonic Assassin (CR 6)

Creature: After fighting a third of the way through the First Ring, Iramine used a *scroll of planar binding* to summon a babau demon, stationed it on a bridge in the northwestern side of the city, and instructed it to attack any creature following the cultists deeper into the city. The babau keeps a close eye on both bridges in this section of this city, using its *greater teleport* ability to confront the PCs on whichever bridge they decide to cross. The babau hides at the far end of the bridge with its gold-plated longspear, having dipped it into the river of molten gold flowing beneath the bridge. Use the Guardian of Gold map on page 19 for this battle, removing the puddles of gold.

BABAU CR 6

hp 73 (*Pathfinder RPG Bestiary* 57)

TACTICS

Before Combat The babau hides at the far end of the bridge and sneak attacks any creatures trying to cross the bridge.

Random Encounters in Xin-Grafar

Anytime the PCs are outside of a building or moving through the city in the open, there is a chance they meet a random encounter. GMs should check for random encounters twice during the day and once at night. There's a 20% chance of an encounter occurring. Given the molten-gold trap, all the monsters found in the city are immune to fire, can fly above the level of the flooding gold, or both. Roll on the table below to determine the nature of the encounter.

Xin-Grafar Random Encounters

d%	Encounter	Average CR
01–10	1d4+1 advanced iron cobras* (<i>Pathfinder RPG Bestiary</i> 182)	4
11–20	1d4 bat swarms (<i>Pathfinder RPG Bestiary</i> 30)	4
21–30	1 Large fire elemental (<i>Pathfinder RPG Bestiary</i> 124)	5
31–40	1d8 golden skeletons (see this page)	5
41–50	1d4 Tar-Baphon's ogres (see page 18)	6
51–60	1 golden guardian (new monster, see Appendix 2)	6
61–70	1 Huge fire elemental (<i>Pathfinder RPG Bestiary</i> 124)	7
71–80	1 shadow demon (<i>Pathfinder RPG Bestiary</i> 67)	7
81–90	2 golden guardians (new monster, see Appendix 2)	8
91–100	1d6 wraiths (<i>Pathfinder RPG Bestiary</i> 281)	8

* These creatures are plated in gold and immune to fire.

Morale The babau has no personal interest in the battle other than to complete its service to Iramine and fights until slain.

F. Ogres at the Gate (CR 6)

Standing before the gates to the city's Second Ring are two hulking skeletons in shining golden breastplates, their thick bones plated with gold. Their huge, gold-plated halberds are crossed in front of the gate, barring the way forward.

Creatures: As the PCs approach the gates to the Second Ring, they encounter more guardians left behind by Tar-Baphon—animated ogre skeletons plated in gold from the city's repeated floods. While the undead remnants of past inhabitants form packs of mindless gold-plated skeletons that aimlessly wander the city's ruins, Tar-Baphon's ogres

have kept their brutish cunning. These skeletal champions regularly patrol the streets of Xin-Grafar in organized gangs, and two of the ogres have been posted here to guard the Second Ring from intruders. These ogres have enough intelligence to recognize the bearer of the key to Xin-Grafar and permit Iramine and her cultists to pass freely, but the PCs will have to battle their way past them on their own.

TAR-BAPHON'S OGRES (2) **CR 4**

XP 1,200 each

Gold-clad ogre skeletal champion (*Pathfinder RPG Bestiary* 220, 252, *Advanced Bestiary* 169)

LE Large undead

Init +1; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 17, touch 6, flat-footed 17 (+6 armor, -3 Dex, +5 natural, -1 size)

hp 39 each (6d8+12)

Fort +3, **Ref** +1, **Will** +6

Defensive Abilities channel resistance +4, light fortification; **DR** 5/bludgeoning; **Immune** cold, fire, undead traits

Weaknesses vulnerability to electricity

OFFENSE

Speed 20 ft.

Melee halberd +9 (2d8+9/x3) or
2 claws +9 (1d6+6) or
ogre hook +9 (2d6+9x3)

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

TACTICS

During Combat The ogres trip their opponents and try to prevent anyone from going through the gate.

Morale The ogres fight until destroyed.

STATISTICS

Str 23, **Dex** 4, **Con** —, **Int** 8, **Wis** 8, **Cha** 13

Base Atk +4; **CMB** +11; **CMD** 18

Feats Improved Initiative, Iron Will, Lightning Reflexes, Toughness

Skills Climb +7, Intimidate +10, Perception +8

Languages Giant

Gear breastplate, halberd

SPECIAL ABILITIES

Light Fortification (Ex) Whenever a sneak attack or critical hit is scored against a gold-clad creature, there is a 25% chance the extra damage is negated and damage is rolled normally.



Tar-Baphon's
Ogre

The Second Ring

The Second Ring of Xin-Grafar is largely intact, except for two walled keeps in the southeastern part of the ring that appear to have been smashed open and shaken off their very foundations. These two citadels were long ago the home of the armies that defended the city but were defeated by Tar-Baphon's army. Tar-Baphon reduced their tall spires to rubble, brought down the walls, set fire to the buildings, and nailed the corpses of his defeated foes to the ruins. Those unfortunate soldiers remain there today, hundreds of skeletons nailed high atop the walls of the ruined keeps, ever a reminder of the violence once perpetrated on the original denizens of the city.

Most of the buildings in the Second Ring are constructed of stone. The molten-gold floods long ago burned away their wooden roofs. The gold flood line in the Second Ring is a meager 20 feet high, meaning that most of the upper floors of this ring's buildings, particularly those closer to the center of the ring, are free of gold plating. The foundation of the Second Ring sits about 20 feet higher than the First Ring, and its floor slopes gradually up another 40 feet until it reaches the bottom of the Third Ring. The floor-to-ceiling bedrock walls surrounding this section make the Second Ring appear as though it were a separate cavern from the First and Third rings. As in the First Ring, three canals of molten gold split the Second Ring, all of which flow outward from the Third Ring in the center of the cavern. Only three of the original bridges are still intact;



they function just like the bridges in the First Ring. On the southern face of the central wall stands the gate that leads to the heart of Xin-Grafar—the Third Ring and the Tabernacle of the Jewel of Everlasting Gold.

The Second Ring is the repository of Tar-Baphon's wealth. The upper floors of nearly every building in the ring are overflowing with piles of coins, gems, art objects, and so on. There's a seemingly limitless amount of wealth here—all of it Tar-Baphon's, and, like the gold plating, all of it incapable of being removed from the city by anyone else.

G. The Price of Greed (CR 5)

Just inside the gate to the Second Ring, the PCs find their first hoard of Tar-Baphon's treasure—this one is trapped, however. Once the PCs reach the first intersection in the Second Ring, read or paraphrase the following.

Immediately ahead, the gold-plated road reaches a crossroads and disappears beneath a mound of partially melted treasure. Gold coins, weapons, armor, and glittering gems cover the entire intersection in a mountain of wealth that reaches ten feet high.

Have the PCs make a DC 20 Perception check. Success means they spot a nearby skeleton, coated in gold and wearing a gold-plated Razmiri mask. This was once a

Razmiri cultist who didn't heed Iramine's warning about the treasure pile and triggered the trap.

Trap: Anyone who disturbs the pile of treasure (such as by picking up an object, climbing over it, or even just stepping on it) triggers an eruption of a molten gold centered on the PC who disturbed the pile. The pile of treasure is 20 feet wide at its base, covering a huge portion of the intersection, and can be set off by a disturbance on any side of the pile. Each time the trap is triggered, it melts some of the treasure—indeed, the PCs can see rivulets of molten gold flowing toward nearby drains. Use the Elemental Intersection map on this page for this battle, removing the elemental summoning trap. The trapped pile of treasure fills a 20-foot-square area in the middle of the intersection.

MOLTEN GOLD TRAP CR 5

Type mechanical; Perception DC 20; Disable Device 25

EFFECTS

Trigger touch; **Reset** automatic (immediate)

Effect shower of molten gold (2d6 bludgeoning damage plus 4d6 fire damage, DC 15 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst)

Treasure: The mountain of treasure contains tens of thousands of gold pieces' worth of loose coins, hundreds of

pieces of expensive sculpture and metallic art, and dozens of magic items (mostly weapons and armor, but some wondrous items as well), all now coated in gold. While most of this wealth was created by the *jewel of everlasting gold* and can't be removed from the city (see Appendix 3), approximately 3,000 gp worth of valuable objects can still be recovered from the pile (with enough time and successful Appraise checks). It's entirely up to the GM to select appropriate items that PCs might risk taking fire damage to collect, mainly art objects and minor magical items. The pile should only contain metal or stone items, as any items that are inherently flammable, such as cloth and wood, would never survive the gold floods. Each time the trap is set off, feel free to detail specific items destroyed by the shower of molten gold that erupts from within the pile of treasure.

H. Razmir's Faithful (CR 6)

Iramine was convinced the PCs would come after her if they made it out of her temple in Tamran alive. Once she heard the sounds of combat and traps being triggered from far behind her in the city (sounds echo for a great distance in the quiet, cavernous city), Iramine knew for certain that the PCs had entered the city behind her. She left a group of acolytes under the command of one of her heralds, Aglanda, in one of the ruined fortresses on the Second Ring to watch for the PCs approaching the gate to the Third Ring. The cultists are terrified from what they've experienced on the island and are starting to lose their nerve—after all, more than half their number have died in just the past 4 days alone. When the PCs approach the ruined fort, a voice calls out from somewhere nearby.

“Lay down your arms, heretics and traitors, and we shall spare you! You are surrounded! Hundreds of Razmir's faithful beg me to kill you—but I will spare your lives if you surrender to the Living God. Make your decision!”

Creatures: Aglanda, a herald of Razmir, is hidden atop a nearby 10-foot-tall column (Perception DC 21 to notice). She hopes that the PCs, unable to see her, will be frightened of the unknown number of Razmiri cultists lurking nearby and will do as she says. She continues to yell at the PCs to surrender, threatening to bring down a horde of Razmir's faithful on

them if they don't comply. If the PCs take any aggressive actions, she orders her acolytes to attack. The acolytes of Razmir are scattered about the nearby ruins, also in hiding (Perception DC 11 to spot). If combat breaks out, Aglanda spends the first round climbing down from the column and then joins her acolytes in battle.

AGLANDA, HERALD OF RAZMIR

CR 4

XP 1,200

Female human fighter 2/rogue 3

LE Medium humanoid

Init +3; Senses Perception +6

DEFENSE

AC 21, touch 14, flat-footed 17 (+4 armor, +3 Dex, +1 dodge, +3 shield)

hp 40 (5 HD; 2d10+3d8+12)

Fort +5, Ref +6, Will +2 (+3 vs. fear)

Defensive Abilities bravery +1, evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee mwk rapier +7 (1d6+3/18–20), light shield +5 (1d4+1)

Ranged mwk light crossbow +8 (1d8/19–20)

Special Attacks sneak attack +2d6

TACTICS

Before Combat If the PCs spot Aglanda before combat begins, she drinks her *potion of invisibility*.

During Combat Aglanda prefers to flank and make sneak attacks, and will partner with one or more acolytes to do this.

Morale Aglanda fights until she's at 10 hit points or fewer; then she drinks her *potion of invisibility* (if she hasn't already) and flees the city.

STATISTICS

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

Base Atk +4; CMB +7; CMD 21

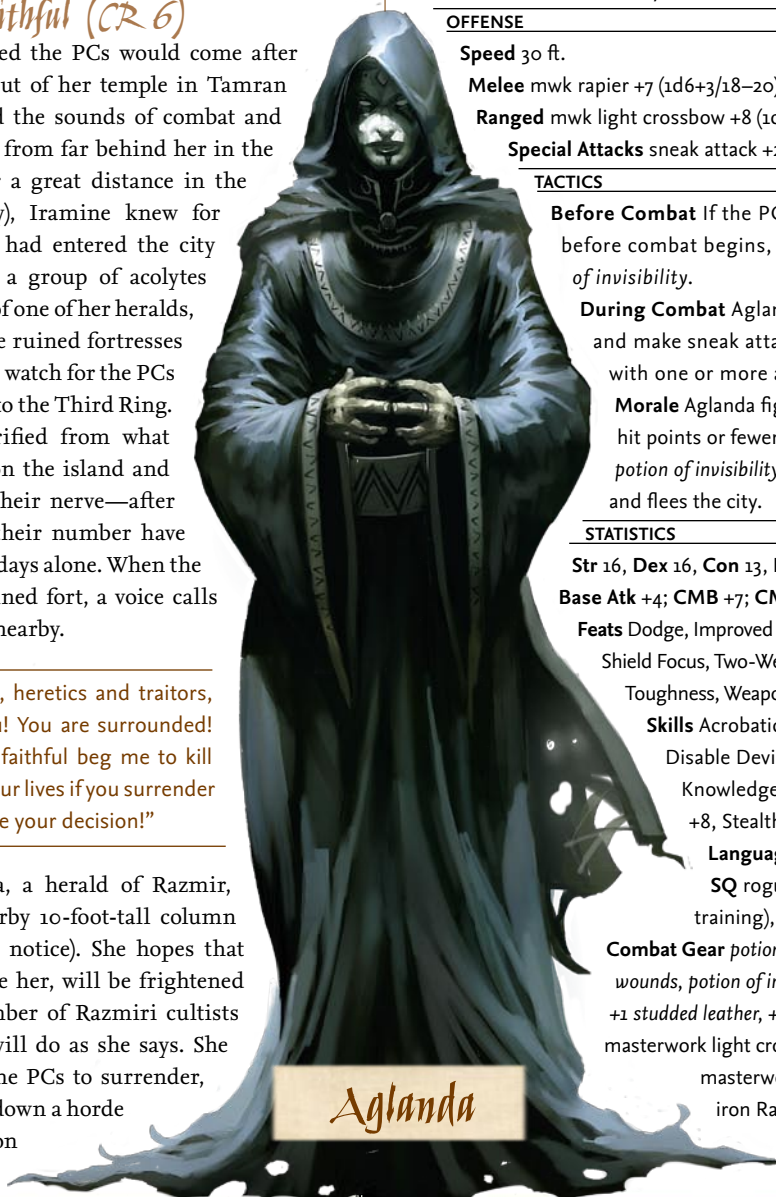
Feats Dodge, Improved Shield Bash, Mobility, Shield Focus, Two-Weapon Fighting, Toughness, Weapon Focus (rapier)

Skills Acrobatics +11, Bluff +6, Disable Device +11, Intimidate +7, Knowledge (local) +5, Perception +8, Stealth +11

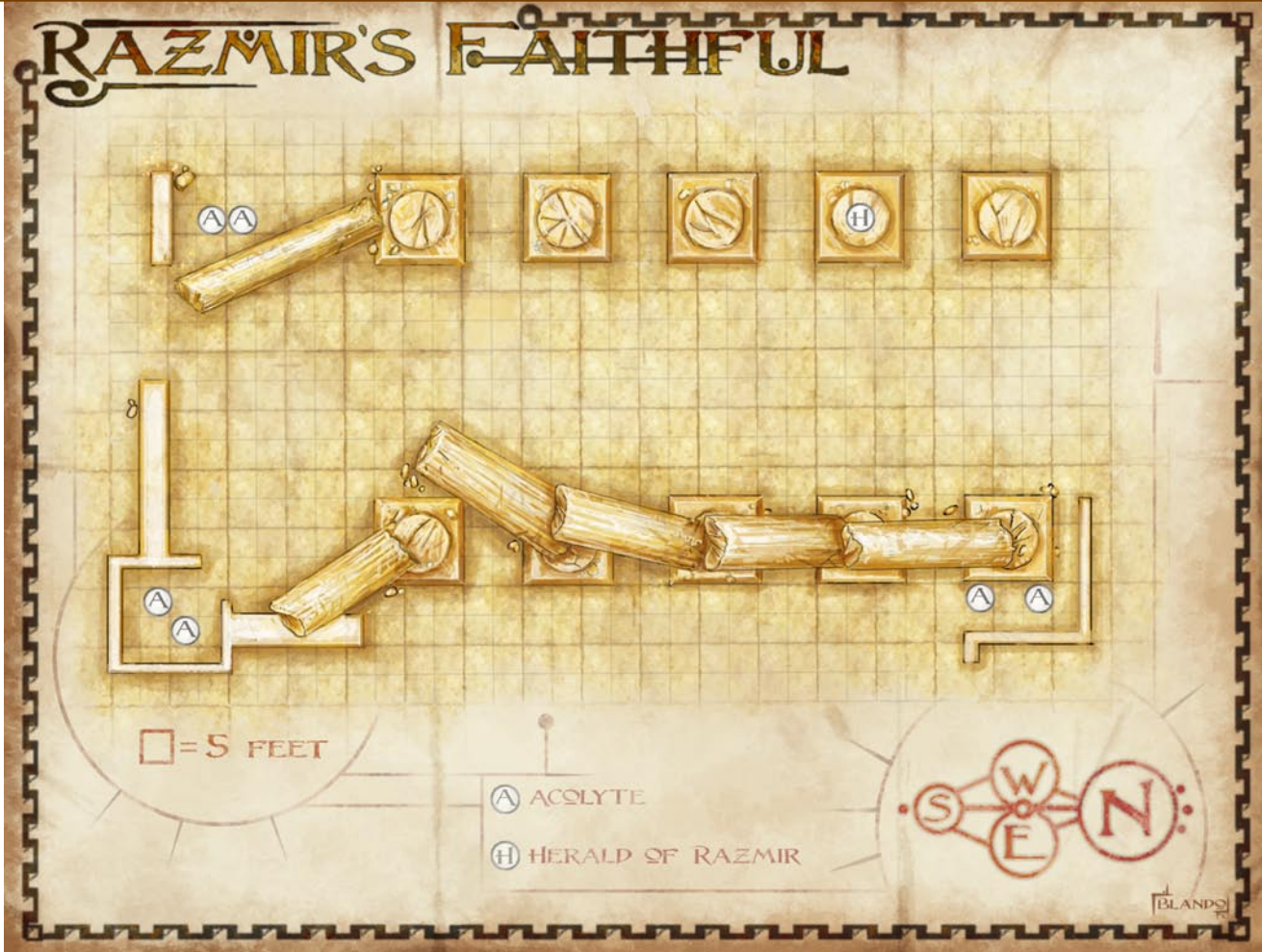
Languages Common

SQ rogue talent (weapon training), trapfinding +1

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*; Other Gear +1 studded leather, +1 light steel shield, masterwork light crossbow with 20 bolts, masterwork rapier, black robes, iron Razmiri mask, sunrods (2), thieves' tools, 134 gp



Aglanda



ACOLYTES OF RAZMIR (6)

CR 1/2

XP 200 each

Male and female human warriors 2

LE Medium humanoid

Init +0; Senses Perception +1

DEFENSE

AC 15, touch 10, flat-footed 15 (+3 armor, +2 shield)

hp 13 each (2d10+2)

Fort +4, Ref +0, Will -1

OFFENSE

Speed 30 ft.

Melee short sword +5 (1d6+2/19-20) or
sap +4 (1d6+2 nonlethal)

Ranged dagger +2 (1d4+2/19-20)

TACTICS

Before Combat The acolytes are poorly hidden nearby and desperately hope the PCs surrender.

During Combat The acolytes charge the nearest PC as a group and stick together throughout the battle, hoping their numbers can overwhelm individual opponents.

Morale The acolytes fight so long as Aglanda is still fighting. Should she die or flee, the acolytes run for their lives.

STATISTICS

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

Base Atk +2; CMB +4; CMD 14

Feats Shield Focus, Weapon Focus (short sword)

Skills Intimidate +5, Perception +1, Ride +3

Languages Common

Gear studded leather armor, light wooden shield, daggers (2), sap, short sword, white robes, iron Razmiri mask, 2d10 gp each

Development: While this is most likely a combat encounter, there's a chance the PCs might believe Aglanda's claim of huge numbers of lurking cultists and surrender. If so, Aglanda calls for "some" of her acolytes to emerge and disarm the PCs—her six acolytes then approach the PCs, weapons drawn, and gather any equipment the PCs may have dropped. Aglanda and her acolytes immediately take the captured PCs to Iramine in the Chamber of the Jewel (area M).

1. Shining Sentinels (CR 6)

Two gold-plated columns carved to resemble female warriors flank the entrance to another bridge over one of the city's canals.

Creatures: Two gold-plated caryatid columns guard the southernmost bridge in the Second Ring. They appear to be normal, albeit golden, statues supporting the bridge's roof; the PCs need a DC 20 Perception check to notice the statues are actually alive. These shining sentinels were created with the ability cast *shield* and are armed with gold-plated falchions. The statues animate as soon as anyone tries to set foot on the bridge, unless they are shown the key to Xin-Grafar, which is how Iramine and her cultists passed these guardians. Use the Guardian of Gold map on page 19 for this encounter. The shining sentinels are stationed on either side of the entrance to the bridge along the PCs' path.

SHINING SENTINELS (2)

CR 4

XP 1,200 each

Gold-clad caryatid column (*Pathfinder RPG Bonus Bestiary* 8, *Advanced Bestiary* 169)

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception -1

DEFENSE

AC 18, touch 6, flat-footed 18 (-4 Dex, +8 natural, +4 shield)

hp 36 each (3d10+20)

Fort +1, **Ref** -3, **Will** +0

Defensive Abilities light fortification, shatter weapons; **DR** 5/—;

Immune construct traits, fire, magic

Weaknesses vulnerability to electricity

OFFENSE

Speed 10 ft.

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

Spell-Like Abilities (CL 10th; concentration +8)

1/day—*shield*

TACTICS

Before Combat The shining sentinels activate their *shield* spells as soon they detect the PCs (already included in their statistics).

During Combat The shining sentinels move to engage any creatures trying to cross the bridge.

Morale The shining sentinels fight until destroyed, crumbling into gold-plated rubble when reduced to 0 hit points.

Base Statistics Without their *shield* spells, the shining sentinels have the following statistics: **AC** 14, touch 6, flat-footed 14.

STATISTICS

Str 18, **Dex** 3, **Con** —, **Int** —, **Wis** 9, **Cha** 7

Base Atk +3; **CMB** +7; **CMD** 13 (cannot be disarmed)

Feats Improved Initiative^b

SQ statue

Gear masterwork falchion

SPECIAL ABILITIES

Immunity to Magic (Ex) A shining sentinel is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature. A *transmute rock to mud* spell deals 1d6 points of damage per caster level to a shining sentinel, with no saving

throw. *Transmute mud to rock*, on the other hand, heals any lost hit points. A *stone to flesh* spell does not actually change the shining sentinel's structure but negates its damage reduction and immunity to magic for 1 full round.

Light Fortification (Ex) Whenever a sneak attack or critical hit is scored against a gold-clad creature, there is a 25% chance that the extra damage is negated and damage is rolled normally.

Shatter Weapons (Ex) Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

Statue (Ex) A shining sentinel can stand perfectly still, emulating a statue. An observer must succeed on a DC 20 Perception check to notice the shining sentinel is alive.

Treasure: Once the caryatid columns are defeated, the PCs can claim their falchions.

Part Four: The Third Ring

The Third Ring of Xin-Grafar is the source of the city's powerful flows of molten gold, and as such, never floods with gold. The Third Ring stands 40 feet above the level of the Second Ring, and its ceiling is 40 feet high. A small building sits atop a flat, stone island inside the Third Ring, completely surrounded by a 25-foot-wide canal of molten gold and accessible only by a small bridge—this bridge, however, has none of the magical protections of the bridges in the First and Second rings (see map on page 25). Any PC crossing the bridge (or walking around the building) without some sort of protection from fire takes full damage from the heat of the molten-gold canal as detailed on page 14.

The building at the center of the ring is the Tabernacle of the Jewel of Everlasting Gold, the heart of the city's power. It stands about 30 feet tall and is topped by a peaked, gold-tiled roof. The building has one door in the south wall and no windows. The outside of the tabernacle is covered in ancient, gold-inlaid runes from the ground to the roof. A DC 30 Knowledge (history) or Linguistics check reveals that the runes are Thassilonian wards against thievery. They are not magical, however, merely decorative.

J. The Guardian of the Jewel (CR 7)

An enormous skeletal dragon, plated from head to tail in gold and sparkling in the greenish glow from above, stands guard on the bridge ahead. Upon sensing intruders, it flaps its skeletal wings and opens its large jaws, and begins stomping forward across the ground.

Creature: As the PCs approach the bridge that leads to the tabernacle in the center of the Third Ring, they



encounter Tar-Baphon's most treasured guardian, a young gold dragon he captured, tortured, and then murdered. Tar-Baphon stripped the flesh from the dragon's corpse and animated its skeleton as a unique undead guardian, which he bound to defend the city and protect the *jewel of everlasting gold* at all costs. While the unfortunate dragon has retained its intelligence, spells, spell-like abilities, and breath weapon, the reanimation process and the millennia of isolation have turned it into little more than a crazed, malevolent beast that attacks any intruders in the city.

Over the intervening centuries, the repeated gold floods have covered the once-majestic gold dragon in actual gold, plating its entire skeletal structure in the shining metal. The dragon guards the bridge to the Third Ring and while it can no longer fly, it can swim and is immune to fire damage, and often abandons its post to swim the city's molten-gold canals.

Iramine and her cultists simply hid until the dragon went swimming and then crossed the bridge and entered area K. When they did so, they triggered a long-dormant command given to the dragon by Tar-Baphon himself: should anyone enter the Third Ring, stand guard on the

bridge and attack anyone either coming or going. Since Iramine and her remaining cultists are inside, the PCs are left to face the dragon alone.

The dragon stands at the northern end of the bridge, above the canal, watching the sloped approach to the Third Ring from the Second Ring. It is immune to the fire damage that proximity to the canal causes and tries to keep the PCs on the bridge so that they are affected by the canal's heat.

TAR-BAPHON'S DRAGON

CR 7

XP 3,200

Unique undead

LE Large undead (fire)

Init +4; Senses dragon senses; Perception +15

DEFENSE

AC 22, touch 9, flat-footed 22 (+4 armor, +5 natural, +4 shield, -1 size)

hp 85 (10d8+40)

Fort +7, Ref +3, Will +9

Defensive Abilities channel resistance +4, light fortification; DR 5/bludgeoning; **Immune** cold, fire, *magic missile* (from shield), undead traits

Weaknesses vulnerability to electricity

Into the Heart of Xin-Grafar

Before entering the Third Ring, the PCs should all be at least 6th level. If they are not, use the Xin-Grafar Random Encounters table on page 17 to give them enough experience to reach 6th level. As this is the climax of the Price of Immortality adventure trilogy, the encounters in the Third Ring are quite difficult. GMs should allow the PCs the opportunity to rest and recover (perhaps extending the countdown to the gold flood, if necessary) in preparation for entering the Third Ring.

OFFENSE

Speed 50 ft., swim 50 ft.

Melee bite +13 (2d6+10), 2 claws +13 (1d8+7), 2 wings +11 (1d6+3), tail slap +11 (1d8+10)

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

Special Attacks breath weapon (40-ft. cone, 4d10 fire damage, Reflex DC 19 for half, usable every 1d4 rounds)

Spell-Like Abilities (CL 10th; concentration +14)

At will—*detect evil*

Sorcerer Spells Known (CL 1st; concentration +5)

1st (4/day)—*mage armor*, *shield*

o (at will)—*bleed* (DC 14), *detect magic*, *open/close*, *touch of fatigue* (DC 14)

TACTICS

Before Combat Tar-Baphon's dragon casts *mage armor* and *shield* on itself as soon as it detects intruders.

During Combat The dragon opens combat with its breath weapon, trying to catch as many enemies in its effect as possible. It continues to use its breath weapon as often as it is able, but if the majority of its foes seem resistant to fire damage, it forgoes its breath weapon in favor of melee attacks. The dragon uses *Awesome Blow* to attempt to knock opponents off the bridge into the molten canal below.

Morale Bound to the city by ancient magics, the dragon fights until destroyed.

Base Statistics Without its spells, Tar-Baphon's dragon has the following statistics: AC 14, touch 9, flat-footed 14.

STATISTICS

Str 25, **Dex** 10, **Con** —, **Int** 18, **Wis** 15, **Cha** 18

Base Atk +7; **CMB** +15; **CMD** 25 (29 vs. trip)

Feats *Awesome Blow*, *Improved Bull Rush*, *Improved Initiative*, *Lunge*, *Multiattack*, *Power Attack*

Skills *Climb* +20, *Intimidate* +17, *Knowledge* (arcana) +17, *Perception* +15, *Sense Motive* +15, *Spellcraft* +17, *Stealth* +9, *Swim* +25

Languages Common, Draconic, Elven, Thassilonian

SPECIAL ABILITIES

Light Fortification (Ex) Whenever a sneak attack or critical hit is scored against Tar-Baphon's dragon, there is a 25% chance that the extra damage is negated and damage is rolled normally.

Treasure: A successful DC 20 Perception check allows the PCs to find the dragon's hoard hidden in a ruined brick building just outside the Third Ring. Though a twisted undead version of its former self, the dragon's imperative to amass treasure still remains, and over the centuries it has collected a small pile of loot from throughout the city. The hoard contains 50 gold-plated but otherwise worthless household objects, 1,265 gp in loose coins, a gold-plated adamantine battle axe, a gold-plated *brooch of shielding*, a gold-plated *horn of fog*, and a small, gold-plated metal box containing three *potions of cure moderate wounds*.

K. Chasm of False Coins (CR 7)

The door to the Tabernacle of the Jewel of Everlasting Gold is locked (Disable Device DC 30 to pick), but Iramine and her cultists used the key to Xin-Grafar to bypass the lock. When the PCs open the door into area K, read or paraphrase the following.

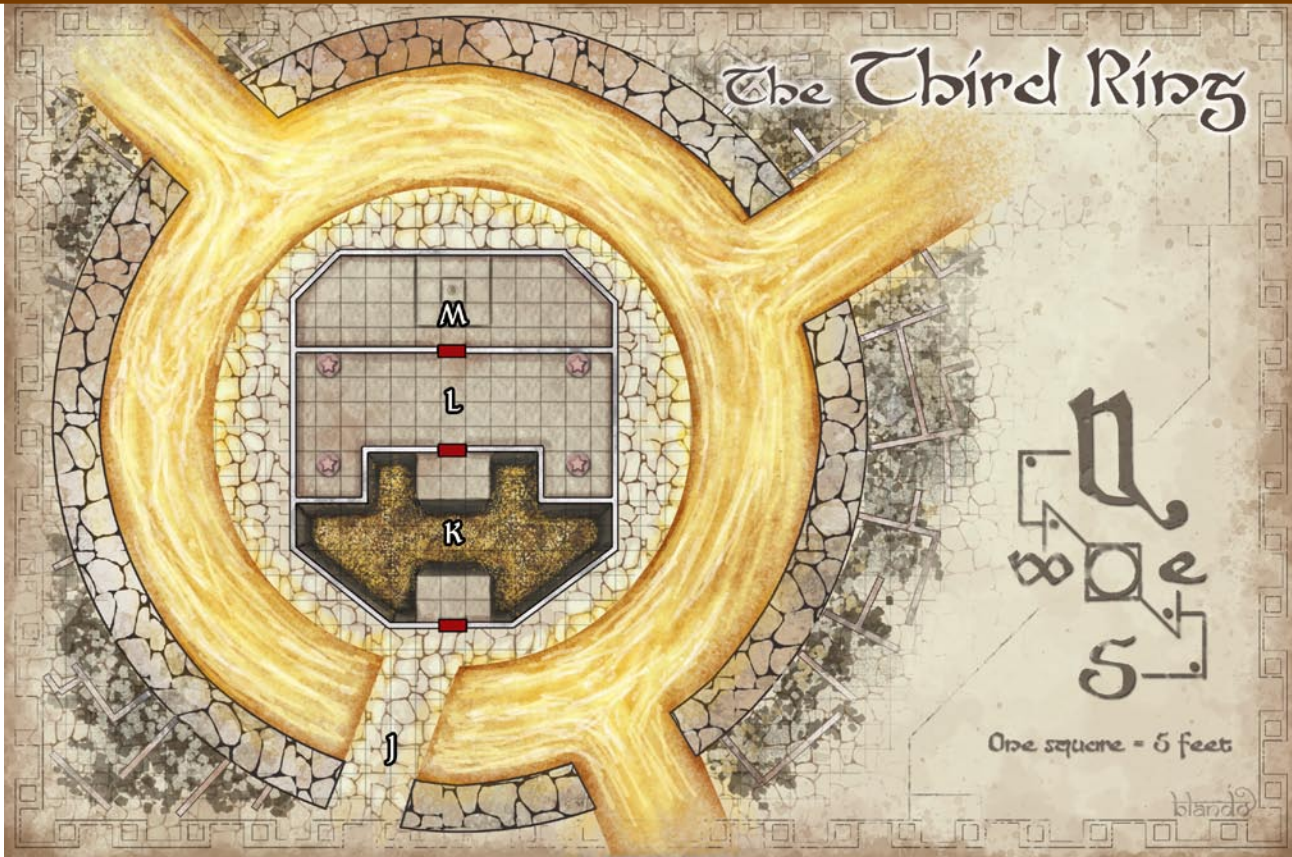
The door opens to reveal a small, 10-foot-by-15-foot ledge high above a pit filled with gold coins. A similarly sized platform lies across the pit to the north. A door stands partially open in the northern wall on the far platform. A rope stretches across the pit, secured by pitons to the walls next to the doors in the north and south walls. The ceiling ends in high arches above the platforms.

The coins in the pit are real. The pit itself is 45 feet deep and is filled with coins to a depth of 15 feet, coming up to a level 30 feet below the ledges. Both the north and south platforms have handholds carved into their sides, requiring only a DC 10 Climb check to climb up or down either of the platforms. The room is not naturally lit, though light creeps in from the open door on the northern ledge, casting the platforms in dim light and leaving the pit in darkness. The ceilings are 20 feet high above the platforms.

Creature: As soon as the PCs enter the room, a dark naga appears in the coin pit 30 feet below. The naga is forever linked to this room through an ancient ritual Tar-Baphon performed to bind her here. The room isn't a trap—instead, the dark naga exists in a stasis bubble, invisible and undetectable, until a living creature enters the room. At this point, the naga is released from stasis to patrol the coin pit.

If the naga can harm the PCs on the platforms above, she will, but otherwise she waits for them to climb (or fall) down. Due to the effects of stasis, the naga is slowed (as per the *slow* spell) for the first 1d6 rounds of combat. This "stasis sickness" lowers the CR of the encounter to 7, and gives the PCs a few rounds before the naga can bring her full abilities to bear on them.

In addition, a priest of Razmir, one of a handful of Razmiri cultists hiding in area L, is watching through the partially opened door in the north wall.



Hazard: If any characters decide to climb across the rope, have the PCs, the priest of Razmir (see area L), and the dark naga roll initiative. The PCs may climb across in whatever initiative order they like. Climbing across the unknotted rope requires a DC 15 Climb check; failure results in a fall into the pit of coins below. The naga delays her action to see if anyone falls into the pit. On the Priest of Razmir's turn, he opens the door from area L and slashes the rope, dropping anyone on the rope into the pit, before retreating back into area L. Anyone holding the rope can make a DC 18 Reflex save to hold on when it hits the wall. Those who fail lose their grip and fall, taking 3d6 points of falling damage when they hit the top layer of coins in the pit. The coins are loose and difficult to walk on—a PC standing on them finds that his feet sink about 4 inches into coins, which makes any movement quite challenging. The coin pit counts as difficult terrain.

DARK NAGA CR 8

XP 4,800

hp 85 (*Pathfinder RPG Bestiary* 211)

TACTICS

During Combat So long as the PCs remain on either platform, the dark naga hits them with *lightning bolts*, *scorching rays*, and *magic missiles*. Once the PCs descend into the pit, she resorts to defensive magic when necessary and fights the PCs

in melee, stinging as many of them as she can.

Morale The dark naga fights to the death. When slain, her body fades to nothing and she's resurrected again in her stasis realm, waiting for lifeforms to once again enter area K. As a result, the PCs may have to fight her again when they leave.

Development: If the PCs somehow make it across the rope without fighting the dark naga, she slowly climbs the north platform (DC 10, Climb +2) in an attempt to reach the top and cast spells at the PCs through the door into area L. Keep in mind, though, that she is bound to area K and cannot leave that room.

Treasure: There are 50,000 gold coins in the pit, should the PCs take the time to count them all. Unfortunately, as all of them were created using the *jewel of everlasting gold* (see Appendix 3), none of them can be removed from the city.

L. The Jewel's Antechamber (CR 6)

This large room has high, arched ceilings and a floor made of simple white tiles. Four statues frame the room, two of them recessed in wide alcoves along the south wall and two more standing against the north wall. The statues in the southern alcoves are carved from granite polished as smooth as glass. Both

statues depict the same man, tall and regal with a full head of windblown hair. They are both completely nude, and each statue has one hand crossed behind its back while the other hand points toward its twin. When viewed from the front, the statues look like a mirror image of the same person. The two statues against the north wall are sculpted from lightly veined marble and depict two different women, nude to the waist and draped with robes from the waist down. The one to the east scowls and points accusingly at a plain wooden door in the north wall. The one to the west smiles and regards the door with a curious expression.

The statues show the average appearance of Xin-Grafar's original Kestrill inhabitants, but their purpose and meaning were lost to history thousands of years ago. The ceilings are 20 feet high in this room.

Creatures: The last remaining cultists of Razmir are here, guarding Iramine and the chamber beyond from the PCs. Iramine is alone in the Chamber of the Jewel (area M) and has asked her cultists to wait here and not disturb her. Her second herald, Naramoc, stands in the west alcove (likely invisible); one priest waits in the east alcove; and a second priest stands just inside the door to area K, ready to cut the rope. If aware of the PCs' presence in area K, the priest by the door joins his companion in the eastern alcove once he has cut the rope. The cultists do not wait for the PCs to speak and instead attack the moment the PCs enter the room.

NARAMOC, HERALD OF RAZMIR **CR 4**

XP 1,200

Male human fighter 2/rogue 3

hp 40 (see Aglanda, page 20)

TACTICS

Before Combat Once alerted to the PCs' presence in area K, Naramoc drinks his *potion of invisibility*.

During Combat Naramoc works with his priests to flank opponents and make sneak attacks.

Morale Naramoc knows he faces a fate worse than death at Iramine's hands if he fails her, so he fights to the death.

PRIESTS OF RAZMIR (2) **CR 2**

XP 600 each

Male and female human fighter 2/rogue 1

LE Medium humanoid

Init +2; **Senses** Perception +6

DEFENSE

AC 19, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 dodge, +2 shield)

hp 25 each (3 HD; 2d10+1d8+6)

Fort +4, **Ref** +4, **Will** +1 (+2 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk rapier +4 (1d6+3/18–20), light shield +3 (1d4+1) or sap +5 (1d6+3 nonlethal)

Ranged light crossbow +6 (1d8/19–20)

Special Attacks sneak attack +1d6

TACTICS

During Combat The priests work with Naramoc or each other to flank opponents and make sneak attacks.

Morale More frightened of Iramine than of the PCs, the priests fight to the death.

STATISTICS

Str 16, **Dex** 15, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +5; **CMD** 18

Feats Dodge, Improved Shield Bash, Mobility, Shield Focus, Two-Weapon Fighting

Skills Acrobatics +7, Bluff +4, Disable Device +8, Intimidate +5, Perception +6, Sleight of Hand +6, Stealth +7

Languages Common

SQ trapfinding +1

Combat Gear *potions of cure light wounds* (2), smokestick; **Other Gear** +1 studded leather, masterwork light steel shield, light crossbow with 20 bolts, masterwork rapier, sap, gray robes, iron Razmiri mask, sunrods (2), thieves' tools, 2d10 gp each

Development: If the PCs capture any cultists, they beg for mercy and quickly reveal that Iramine is in the next room. If the PCs further interrogate them, the cultists can tell the PCs everything about the cultists' journey here. In addition, the cultists know that Iramine has been obsessed with returning to the City of Golden Death for years, and that this time, she plans to take the *jewel of everlasting gold* from the city. The priests know that Iramine visited the city before and later sent their cultists to Kassen to get the pieces of the amulet to form the key she now carries. The cultists willingly spill all of this information if captured, hopeful that the PCs will let them live for being cooperative. The cultists also reveal that Iramine's normally good spirits got darker as they approached the island and that since entering the city, she hasn't spoken to them other than to give them commands. Once they crossed the pit in area K and fought off the dark naga, Iramine ordered the cultists to stay in area L and has been alone in the next room for hours.

Treasure: The ancient statues in the room could be worth up to 700 gp each to a collector, but each weighs over 500 pounds.

M. The Chamber of the Jewel (CR 8)

This chamber has high, vaulted ceilings, a simple stone floor, and unadorned granite walls. A large, 15-foot-square raised dais occupies the center of the room. In the middle of the dais rests a gray stone block with a grasping hand carved from the same stone rising from the center of the block. The hand

is currently empty. The room is almost unbearably hot and entering is much like walking into a furnace.

This chamber is the repository of the *jewel of everlasting gold*, now in Iramine's possession. The temperature in the Chamber of the Jewel is 120 degrees—as hot as a summer day in the desert. Prolonged exposure to such severe heat has serious drawbacks. Anyone in the room must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort suffer a -4 penalty on their saves. Anyone who takes nonlethal damage from the heat now suffers from heatstroke and is fatigued. See page 444 of the *Pathfinder RPG Core Rulebook* for additional details on heat dangers.

Creatures: Iramine is here and she has the *jewel of everlasting gold* (see Appendix 3). When the PCs enter, she has already cast defensive spells on herself and stands to the west of the dais, awaiting the PCs' arrival. She is fully in thrall of the jewel and will not release it unless she is dead or otherwise incapacitated. Iramine intends to find a way to remove the artifact from Xin-Grafar and brooks no interference from the PCs. She does not know that Tar-Baphon made such a feat impossible and that she could spend the rest of her life in the city trying to remove the jewel. Iramine is aware of the trap that will flood the city but believes the jewel will protect her.

Iramine is also wearing the key to Xin-Grafar, the amulet she pieced together using the three fragments that she, Kassen, and Asar originally found and used to gain access to the city centuries ago. The amulet is a simple, unadorned, green agate on a silver chain that glows very faintly with a subdued blue light. If Iramine transforms into a Huge fire elemental (see Tactics), the amulet appears as a faint blue glow in the middle of her fiery form.

Iramine attacks the moment the PCs enter the chamber.



Iramine

IRAMINE **CR 8**

XP 4,800

Female elf fighter 1/evoker 5/elritch knight 3

LE Medium humanoid (elf)

Init +7; **Senses** low-light vision; Perception +9

DEFENSE

AC 23, touch 13, flat-footed 20 (+6 armor, +3 Dex, +4 shield)

hp 69 (9 HD; 5d6+4d10+31)

Fort +7, **Ref** +6, **Will** +6; +2 vs. enchantments

Defensive Abilities *blur* (20% miss chance)

OFFENSE

Speed 30 ft.

Melee +1 *elven curve blade* +11/+6 (1d10+7/18-20)

Special Attacks intense spells (+2 damage)

Arcane School Spell-Like Abilities (CL 5th;

concentration +4)

5/day—*force missile* (1d4+2)

Spells Prepared (CL 7th, concentration +9; 10% spell failure)

4th—*ice storm* (+2 damage)

3rd—*fireball* (+2 damage, DC 17), *lightning bolt* (+2 damage, DC 17)

2nd—*blur* (already cast), *scorching ray* (2, +2 damage), *web* (DC 15)

1st—*chill touch* (DC 13), *magic missile* (3, +2 damage), *shield* (already cast)

o (at will)—*dancing lights*, *detect magic*, *light*, *read magic*

Opposition Schools Illusion,

Transmutation

TACTICS

Before Combat Iramine has already cast *false life* from her wand. The moment she hears combat in area L, Iramine casts *blur* and *shield* (already reflected in her statistics).

During Combat Iramine starts combat by casting *web*, followed by *ice storm* and *fireball*. She uses her arcane bonded ring to cast an additional *ice storm* later in the battle. If forced into melee combat, Iramine uses Vital Strike with her curve blade.

Morale If she is reduced to fewer than 30 hit points, Iramine uses the *jewel of everlasting gold* (see page 30) to transform herself into a Huge fire elemental. Iramine then fights to the death.

Base Statistics Without her spells, Iramine has the following statistics: **AC** 19, touch 13, flat-footed 16; **hp** 61; no miss chance

STATISTICS

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

Kassen's Boon

As a reward for completing the Price of Immortality adventure arc, PCs who successfully return the amulet fragments to the Crypt of the Everflame receive a final boon from Kassen's spirit. Each PC receives one boon, which can be used in one of the following ways. Once used, the boon is gone for good.

- Use the boon to add 1d6 to a single d20 roll. The boon must be used after the roll is made but before the results are revealed.
- Spellcasters can use the boon to recall any one spell they just cast. This functions as a *pearl of power*, is a free action, and must be used on the round the spell was cast. Spontaneous spellcasters can use the boon to cast one known spell without expending one of their spells per day.
- Use the boon to automatically stabilize if at negative hit points and dying.

Base Atk +6; **CMB** +9; **CMD** 22

Feats Greater Spell Focus (evocation), Improved Initiative, Scribe Scroll, Spell Focus (evocation), Still Spell, Toughness, Vital Strike, Weapon Focus (elven curve blade), Weapon Specialization (elven curve blade)

Skills Climb +7, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (planes) +9, Perception +9, Spellcraft +14 (+16 identify magic item properties), Survival +5, Swim +7

SQ arcane bond (*ring of counterspells*), diverse training, elven magic, weapon familiarity

Combat Gear *potion of cure serious wounds*, *wand of false life* (CL 3rd; 8 charges); **Other Gear** +2 *mithral chain shirt*, +1 *elven curve blade*, *cloak of resistance +1*, *jewel of everlasting gold* (see page 30), *ring of counterspells* (contains *dispel magic*), spell component pouch, spellbook (contains all of the above spells plus all 0-level spells, *alarm*, *dispel magic*, *hold person*, *invisibility*, *levitate*, and *true strike*), key to Xin-Grafar

Conclusion

Once the PCs defeat Iramine and recover the key to Xin-Grafar, they should be interested in returning to Reginar in Tamran so they can restore the amulet fragments to the Crypt of the Everflame and put the spirits of Kassen and Asar to rest. As long as the countdown to the molten-gold floods has not been reached, the PCs can return to the entrance to the city and seal the gates behind them—the gates can be opened or sealed simply by touching the amulet to the doors.

It's possible that the PCs do not stop Iramine before the city floods with molten gold and they find themselves trapped inside. If the PCs take more than 66 hours to find Iramine after they enter the city, completing the adventure becomes much more difficult. If the city floods, find out exactly what steps the PCs take to survive

the molten gold—how they get above the gold line, and how they deal with the heat and low oxygen levels in the aftermath of the flood, for example.

The great treasures within the City of Golden Death might also prove too much of a temptation for some groups, and they might not want to hand the amulet back to Reginar—or to go back to Tamran or Kassen at all. If the PCs stay in the city, they must still contend with the flood of molten gold. If they leave the city, planning to return after the flood has run its course, the PCs discover that the key can only open the city once every 10 years. Once the city floods, the gates close, and they cannot be opened again for a decade. In addition, should the PCs not return the amulet, Reginar hires another adventuring group to hunt down the PCs (just as they hunted Iramine) and recover the key to the city. If the PCs make this choice, Reginar and the Pathfinder Cygar in Kassen become enemies of the PCs and chase them to the ends of Golarion.

Assuming the PCs are successful in reclaiming the amulet and return to the beach at Fort Landing in time, they can return to Tamran on the *Black Mist*. If they took longer than 10 days, Captain Walren has returned to Tamran and believes the PCs are dead. Fortunately, smart PCs might remember that Iramine and her cultists had a ship as well. If the PCs search the coast around Fort Landing, they can find Iramine's ship, the *Witch's Foot*, anchored in a hidden cove 5 miles north of Fort Landing. The ship's crew is nowhere to be seen, though evidence suggests they were carried off to the island's interior by a band of lizardfolk several days ago. Rescuing the crew could make for an interesting side trek if your players want to stay on the Isle of Terror for a few more days of adventuring. If the crew isn't rescued, one of the PCs needs some sort of sailing skill to pilot the flat-bottomed riverboat back across Lake Encarthan to Tamran.

The PCs can either return to Tamran and hand over the amulet to Reginar or take the amulet to Kassen themselves. If they go back to Tamran, Reginar asks them to accompany him back to Kassen, and they board the *Black Mist* one last time for the journey to Kassen. In either case, when the PCs return to Kassen, they are greeted by Cygar and welcomed home as great heroes. The entire town turns out for a feast in their honor, and the next day, Cygar and Reginar lead the PCs and several of the town's key citizens back to the Crypt of the Everflame. Reginar instructs the PCs to once more break the amulet into three pieces and place one fragment in Kassen's tomb and another in Asar's tomb. Replacing the amulet fragments puts their spirits to rest, and the Crypt of the Everflame can once again be used for rites of passage for the town's young citizens. Kassen's spirit appears one final time, thanking the PCs for defeating Iramine and recovering the key. He touches each of their

heads, bestowing a boon upon them (see sidebar), before disappearing for good.

Reginar keeps the third amulet fragment and takes it to Absalom, where he places it in the vaults deep beneath the Pathfinder Grand Lodge, hopefully keeping Tar-Baphon's deadly City of Golden Death locked to the outside world forever.

Appendix 1: New Simple Template

Terror Creature (CR +0)

Creatures with the terror template are warped by prolonged contact with the Negative Energy Plane. They are terrifying to behold and have developed special resistances and attacks. A terror creature's quick and rebuild rules are the same.

Rebuild Rules: Alignment changes to NE; Senses gains darkvision 60 ft.; Aura fear (as *fear* spell, 20 ft., Will save DC 10 + 1/2 terror creature's racial HD + creature's Charisma modifier); Defensive Abilities negative energy absorption (Su; heals 1 hit point for every 3 points of damage that negative energy attacks would otherwise deal; a terror creature gets no saving throw against negative energy effects); Immune fear effects

Appendix 2: New Monster

Golden Guardian

This gilded statue appears to be crafted of solid gold plates, its shining visage carved with exquisite detail into an eerie replica of a human face.

Golden Guardian



GOLDEN GUARDIAN

CR 6

XP 2,400

N Medium construct

Init -1; Senses darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 19, touch 9, flat-footed 19 (-1 Dex, +10 natural)

hp 64 (8d10+20)

Fort +2, Ref +1, Will +2

Defensive Abilities conductivity, heat shimmer; DR 5/adamantine; Immune construct traits, electricity, fire; SR 17

OFFENSE

Speed 20 ft.

Melee 2 slams +12 (1d8+4 plus 1d6 fire)

Special Attacks heat, molten destruction

STATISTICS

Str 18, Dex 9, Con —, Int —, Wis 11, Cha 1

Base Atk +8; CMB +12; CMD 21

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure none

SPECIAL ABILITIES

Conductivity (Ex) A magical attack that deals electricity damage speeds up a golden guardian (as the *haste* spell) for 1d4 rounds. A golden guardian gets no saving throw against electricity effects.

Heat (Ex) A golden guardian's body generates intense heat, dealing 1d6 points of fire damage whenever it hits in melee, or in each round it grapples. Creatures attacking a golden guardian with unarmed strikes or natural weapons are also subject to the golden guardian's heat.

Molten Destruction (Ex) When reduced to 0 hit points, a golden guardian superheats and instantly melts into a pile of molten gold. All creatures within a 10-foot-radius spread take 6d6 points of fire damage; a DC 14 Reflex save halves the damage. The save DC is Constitution-based.

Heat Shimmer (Ex) The intense heat radiating from a golden guardian's body creates a wavering shimmer in the air that makes the construct difficult to see clearly. This functions as a *blur* spell (CL 8th), except it cannot be dispelled.

Golden guardians are humanoid automatons formed of iron, steel, and most of all, gold. Their appearance can range from rough, lumpy humanoid shapes to statue-shaped conglomerations of gold

coins to exquisitely detailed gilded statues with eerily accurate human faces. Golden guardians are powered by a fiery, molten core of pure gold, which radiates a shimmering heat.

Golden guardians cannot speak, and move with the sound of metal scraping on metal. A golden guardian stands 7 feet tall and weighs 1,500 pounds.

Construction

The framework of a golden guardian is built from 1,200 pounds of steel rods and pins and then covered in 100 pounds of gold plating. Its insides are filled with 200 pounds of molten gold before the entire construct is sealed. Once assembled, the gold plating is sprinkled with rare powders and herbs worth at least 300 gp. A golden guardian uses 15,000 gp of raw gold in its construction.

GOLDEN GUARDIAN

CL 12th; Price 33,300 gp

CONSTRUCTION

Requirements Craft Construct, *blur, fabricate, fire shield, geas/quest, wall of fire*, creator must be caster level 12th; **Skill** Craft (goldsmith) DC 17; **Cost** 24,300 gp

Appendix 3: New Artifact

THE JEWEL OF EVERLASTING GOLD (MAJOR ARTIFACT)

Aura strong conjuration and transmutation; CL 20th
Slot none; **Weight** 5 lbs.

DESCRIPTION

The *jewel of everlasting gold* is a fist-sized ruby mounted in a bejeweled, rune-carved scepter and held in place with platinum stems. Tar-Baphon, the Whispering Tyrant, crafted the *jewel of everlasting gold* to be the centerpiece of his treasure city, Xin-Grafar. He used the jewel to summon the city's rivers of molten gold directly from the Elemental Plane of Earth and to create much of the wealth within the city. He also placed a small portion of his intelligence inside the jewel—not enough to make it an intelligent item, but just enough for the jewel to act on Tar-Baphon's instincts.

Tar-Baphon enshrined the jewel in the heart of Xin-Grafar, forever linking it to the city. Should the *jewel of everlasting gold* ever be taken beyond the boundaries of the city, it simply disappears and returns to its perch at the city's heart. Because he knew thieves would eventually gain access to the city, Tar-Baphon also created a trap using the powers of the jewel. Once the city is sealed, the jewel can sense intruders entering the city. When a trespasser is detected, Tar-Baphon's trap is activated and the city floods with molten gold (see page 14). This is an automatic response that cannot be stopped.

The jewel also has several additional powers, all of which the bearer knows how to use the moment she touches the artifact.

- *Clairaudience/Clairvoyance*: At will, the bearer of the *jewel of everlasting gold* can hear and see what transpires in any part of Xin-Grafar simply by concentrating on the jewel. This power functions similar to the *clairaudience/clairvoyance* spell but can be used to spy on any location within the city's confines.
- *Continual Flame*: At will, the bearer of the *jewel of everlasting gold* can cause the artifact to burst into harmless flame, as per the *continual flame* spell.
- *Touch of Gold*: Once per day, the bearer of the *jewel of everlasting gold* can touch the artifact to a single inanimate object weighing no more than 1,000 pounds and transmute that object into pure gold. The object retains its basic shape and appearance, but it is now composed of solid gold.
- *Elemental Transformation*: Once per week, the bearer of the *jewel of everlasting gold* can transform himself into a Huge fire elemental, as per the *elemental body IV* spell. The transformation lasts as long as the bearer likes, but she cannot leave the confines of Xin-Grafar while in elemental form. This ability allows the jewel's bearer to survive the molten-gold floods.
- *Summon Wealth*: Once per month, the *jewel of everlasting gold* can summon vast sums of wealth from the Elemental Plane of Earth, in whatever form the bearer wishes. This ability can only create mundane sources of wealth, such as art objects, coins, gems, or even rivers of molten gold—it cannot be used to create items with magical properties.

Because the *jewel of everlasting gold* contains a portion of Tar-Baphon's malign will, any wealth created with its touch of gold ability or summoned with its summon wealth ability cannot be removed from Xin-Grafar except by Tar-Baphon himself. Like the jewel itself, any such treasure taken outside of Xin-Grafar disappears and reappears scattered throughout the city.

In addition, anyone touching the jewel is contacted by the fragmentary intelligence inside the gem and hears disturbing whispers in her mind, urging the character to claim the jewel and swear fealty to Tar-Baphon. From that point on, the influence of the jewel is never far from that character's mind. How this influences a PC is largely up to the GM. Most good-aligned PCs will feel the influence as a nagging doubt, a subtle desire to return to the treasure city and take the *jewel* in hand again. Chaotic- or evil-aligned PCs may feel much stronger desires—sometimes overwhelming urges to return to the jewel no matter the consequences. These whispering influences can only be completely dispelled by *remove curse* or similar magic (requiring a DC 30 caster level check).

DESTRUCTION

The *jewel of everlasting gold* crumbles to dust if thrown into Karzoug's *runewell of greed*.



City of Golden Death

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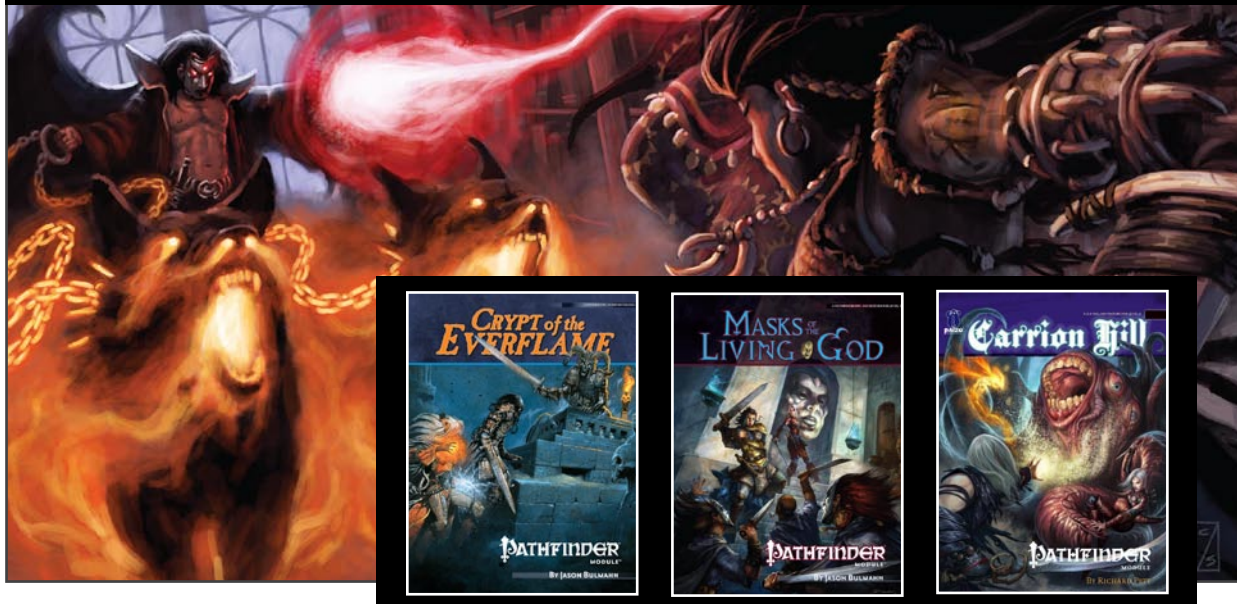
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Valeros

MALE HUMAN FIGHTER 5

ALIGN NG INIT +7 SPEED 30 ft.

ABILITIES

16	STR
16	DEX
12	CON
13	INT
8	WIS
10	CHA

DEFENSE

HP 42
AC 21, touch 14, flat-footed 18
(+1 when two-weapon fighting)

Fort +5, Ref +4, Will +0
(+1 vs. fear)

OFFENSE

Melee +1 longsword +11 (1d8+7/19–20)
Dual Wielding +1 longsword +9
(1d8+7/19–20), +1 short sword +8
(1d6+2/19–20)

Ranged mwk composite longbow +9
(1d8+3/x3)

Base Atk +5; CMB +8; CMD 22

SPECIAL QUALITIES

armor training 1

SKILLS

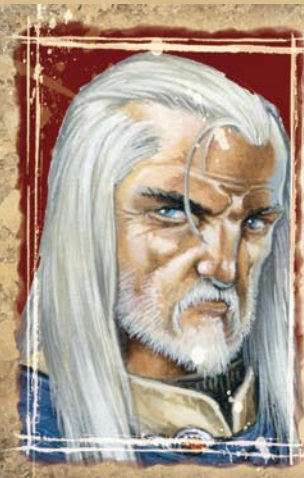
Climb +9
Intimidate +8
Perception +4
Ride +8
Swim +5

FEATS

Combat Expertise, Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Focus (short sword), Weapon Specialization (longsword)



Combat Gear *potions of cure moderate wounds* (2), *potions of cure serious wounds*, *potions of shield of faith* +3; Other Gear +1 breastplate, +1 longsword, +1 short sword, mwk composite longbow (+3 Str) with 20 arrows, ring of protection +1, backpack, lucky tankard, rations (6), silk rope, 160 gp



Ezren

MALE HUMAN WIZARD 5

ALIGN NG INIT +3 SPEED 30 ft.

ABILITIES

11	STR
9	DEX
12	CON
18	INT
15	WIS
9	CHA

DEFENSE

HP 25
AC 10
touch 9, flat-footed 10

Fort +5, Ref +3, Will +7

FAMILIAR

Sneak (weasel)

SPELLS (CL 5TH)

Spells Prepared (concentration +9)
3rd—fly, lightning bolt (DC 17)
2nd—acid arrow, invisibility, web (DC 16)
1st—grease, mage armor, shield, shocking grasp
o (at will)—acid splash, daze, detect magic, light
Spellbook: all above, plus all cantrips; plus 1—
alarm, burning hands, cause fear, color spray, detect
undead, magic missile, sleep; 2—scorching ray

SPECIAL ABILITIES

Hand of the Apprentice: 7/day, +6 attack bonus

FEATS

Alertness, Combat Casting, Empower Spell,
Great Fortitude, Improved Initiative, Scribe
Scroll, Spell Penetration

OFFENSE

Melee cane +2 (1d6)
Ranged mwk light crossbow +2
(1d8/19–20)
Base Atk +2; CMB +2; CMD 11

SKILLS

Appraise +12
Diplomacy +4
Knowledge (arcana) +12
Knowledge (geography) +12
Knowledge (history) +12
Knowledge (local) +12
Perception +9
Sense Motive +4
Spellcraft +12



Combat Gear *potions of cure moderate wounds*, *scrolls of protection from energy* (2), *scroll of scorching ray*, *wand of magic missile* (CL 5th, 50 charges), *alchemist's fire* (2); Other Gear *bracers of armor* +1, cane (as club), dagger, mwk light crossbow with 20 bolts, *cloak of resistance* +1, *handy haversack*, *pearl of power* (1st level), backpack, rations (6), scroll case, spell component pouch, spellbook, 161 gp



Merisiel

FEMALE ELF ROGUE 5

ALIGN CN INIT +8 SPEED 30 ft.

ABILITIES

12	STR
18	DEX
12	CON
10	INT
13	WIS
10	CHA

DEFENSE

HP 36
AC 19
touch 15, flat-footed 14

Fort +2, Ref +8, Will +2
(+2 vs. enchantment)

Defensive Abilities evasion,
trap sense +1, uncanny dodge

OFFENSE

Melee +1 rapier +8 (1d6+2/18–20)
Ranged dagger +7 (1d4+1/19–20)

Base Atk +3; CMB +4; CMD 19

Special Attacks: sneak attack +3d6

SPECIAL QUALITIES

immune to sleep, low-light vision, rogue
talents (finesse rogue, surprise attack),
trapfinding +2

SKILLS

Acrobatics +12
(+17 jump)
Bluff +8
Climb +9
Disable Device +14
Intimidate +8
Perception +11
Sleight of Hand +12
Stealth +17

FEATS

Dodge, Improved Initiative,
Mobility, Weapon Finesse



Combat Gear *potions of cat's grace*, *potions of cure moderate wounds* (2), *potions of invisibility* (2), acid, *alchemist's fire* (2), thunderstone; Other Gear +1 studded leather, +1 rapier, daggers (12), *cloak of elvenkind*, *ring of jumping*, backpack, grappling hook, hooded lantern, oil (5), rations (6), silk rope, masterwork thieves' tools, polished jade worth 50 gp, 228 gp



Kyra

FEMALE HUMAN CLERIC OF SARENRAE 5

ALIGN NG INIT -1 SPEED 20 ft.

ABILITIES

13	STR
8	DEX
14	CON
10	INT
18	WIS
12	CHA

DEFENSE

HP 36
AC 20
touch 10, flat-footed 20

Fort +7, Ref +1, Will +11

SPELLS (CL 5TH)

Spells Prepared (concentration +9)
3rd—blindness/deafness (DC 17), dispel magic,
searing light^P
2nd—aid, bull's strength, cure moderate wounds^P,
hold person (DC 16)
1st—command (DC 15), divine favor, endure
elements^P, sanctuary (DC 15), shield of faith
o (at will)—detect magic, guidance, stabilize, virtue
D Domain spell; Domains Healing, Sun

SPECIAL ABILITIES

channel positive energy 4/day (DC 13, 3d6 [+5 vs.
undead, bypass channel resistance], rebuke death
7/day (1d4+2), spontaneous cure

OFFENSE

Melee +1 scimitar +6 (1d6+2/18–20)
Ranged mwk light crossbow +3
(1d8/19–20)
Base Atk +3; CMB +4; CMD 14

SKILLS

Diplomacy +9
Heal +12
Knowledge (religion) +8
Perception +9

FEATS

Channel Smite, Elemental Channel
(fire), Iron Will,
Weapon Focus (scimitar)



Combat Gear *scroll of resist energy*, *wand of cure moderate wounds* (20 charges); Other Gear +1 chainmail, +1 heavy steel shield, +1 scimitar, masterwork light crossbow with 20 bolts, *cloak of resistance* +1, *ring of protection* +1, backpack, gold holy symbol (with continual flame) worth 300 gp, rations (6), 125 gp



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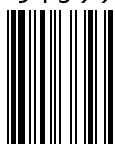


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