

CRYPT of the EVERFLAME



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CRYPT OF THE EVERFLAME

A DUNGEON ADVENTURE

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Crypt of the Everflame is a Pathfinder Module designed for four 1st-level characters. 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 28 of this product.



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CRYPT OF THE EVERFLAME

Almost 200 years ago, when the land that was to become Nirmathas was still a vassal of the empire of Chelax, the northern reaches of the Fangwood were a wild and untamed place. The crusades that laid low the whispering tyrant to the north were a distant memory, and those who remained were intent upon keeping the orcs of Belkzen and the remaining undead from Ustalav in check. As a result, the great forest was full of danger, from marauding orcs to deadly predators, making it unsafe for merchants hoping to trade with the growing community of Skelt in the foothills of the Mindspin Mountains to the west.

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ADVENTURE BACKGROUND

Ekat Kassen was a crusader and fortune seeker who came to serve Lastwall in the year 4515 AR. While he fought with distinction, he soon realized that he wanted more from life and left the Lastwall military to find his fortune elsewhere. His travels took him all over the region around Lake Encarthan, and he decided to settle down in 4522 after a very profitable adventure. Using a sizable portion of his fortune, he set out to tame a small area of the Fangwood on the banks of the Tourondel River, making it a natural stopover for those traveling up and down the river to Skelt. For the next 10 years, the town, which was then known as Kassen's Hold, grew and prospered.

All that changed when Asar Vergas came to Kassen's Hold with a host of mercenaries under his command. Asar was an old companion of Ekat, and the two had traveled together for some time before splitting up just after Ekat's last adventure. Over the years, Asar became sure that Ekat had cheated him after that adventure. Promising great wealth to his mercenaries, Asar raided the town relentlessly for 2 months. Finally, the townsfolk managed to locate Asar's camp in an ancient crypt deep in the forest, and Ekat himself went out to deal with his old companion. The battle was terribly bloody, with only a few townsfolk coming back to tell the tale. In the end, Asar was slain and his mercenaries scattered, but Ekat suffered a mortal wound. He died 2 days later, on the 11th day of Neth, 4535. In honor of their beloved founder, the townsfolk buried Kassen in the ancient crypt, interring his bones in a place of honor, above the simple sarcophagi used to inter Asar, his mercenaries, and the townsfolk that lost their lives in the bitter struggle. They placed an eternal flame above Kassen's final resting place, so that all who visited might find warmth in the wilderness.

Over the years, the Crypt of the Everflame has become an important part of the history of the town, now simply called Kassen. The townsfolk view the crypt as a memorial to those difficult first years of the town's history. Every autumn, a few of the townsfolk make a pilgrimage to the crypt to light a lantern from the flame and bring it back to town, where it is preserved all winter, a symbol of the town's resilience. Most years, the town mayor and a group of dignitaries perform this quest. Every few years, however, a handful of younger townsfolk are given the honor of lighting the lantern. Many see this as a passage into adulthood, a taste of adventure before settling down to work and marriage. The quest starts out as a solemn ceremony in town, where the townsfolk gather to wish the adventurers luck, just as it was when Kassen himself left to fight the mercenaries. When the adventurers return a few days later, the town holds a great celebration in their honor. This also marks the final harvest celebration before the long winter.

The quest itself is a relatively simple one. The adventurers must travel to the tomb (about 2 days' travel outside of town), venture inside, light the lantern, and return home. Over the years, this ritual has grown more elaborate—now, some of the townsfolk head there in advance to set up simple traps, puzzles, and illusionary monsters for the adventurers to overcome.

This year, however, something has gone terribly wrong. About 3 months ago, a group of tomb robbers broke into and looted the Crypt of the Everflame. While this alone would be a tragedy, the robbery had one unintended consequence. When the thieves broke open the sarcophagus containing Asar's body, his foul spirit stirred from its slumber, rising as a skeletal knight. While most of the tomb robbers escaped, Asar's bones now wander the halls of the tomb, using evil magic to turn the crypt into a deadly lair. Just before the start of the adventure, the traditional group of pranksters left the town to prepare the crypt, only to be set upon by Asar and his newly risen minions. Unfortunately, no one made it back to town to warn them of the danger.

ADVENTURE SUMMARY

This year's quest for the Everflame is special: it has been 4 years since the mayor last decided to send a group of young heroes to the crypt. The adventure begins during a solemn ceremony in the town square, in which the characters are sent out to retrieve the Everflame. Although almost everyone knows that the challenges they will face are nothing more than tricks and illusions, the entire town plays along, unaware of the very real danger that lurks ahead.

On the road to the crypt, the characters have a chance to get to know each other. They must face off against the first illusionary foes, cast by the town's resident wizard. Later that night, they have an encounter with an actual predator that comes looking for an easy meal. The next day, the group must make its way through dangerous terrain as it approaches the entrance to the crypt.

Just outside the crypt, the PCs find slaughtered horses and a human skeleton crushed underneath one. The crypt itself has two large levels. The upper level was halfway prepared for the characters' arrival when Asar and his minions attacked. As a result, there are a number of fake traps, puzzles, and illusions. As they explore the place, a faint wailing can be heard, coming from Roldare, one of only two surviving members of the group that came to prepare the dungeon. Once rescued, he can provide some useful information, but sorting out the truth from his insane ramblings might prove difficult.

The lower level of the crypt has been transformed into a dangerous dungeon, full of horrible undead creatures, deadly vermin, and cunning traps. To rescue Roldare's

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Using this Adventure

This adventure is written for the Pathfinder Roleplaying Game. While it is compatible with the 3.5 rules set, you might notice a number of changes as you read through the text. Throughout this adventure are a number of sidebars like this one to help explain any major rules changes.

The Trail Map

The map showing the trail from Kassen to the Crypt of the Everflame (see page 27) is a player handout. Cut or tear this map into a number of pieces equal to the number of PCs starting the adventure (the back side of the map page contains no text necessary to run this adventure); when the mayor gives the PCs their supplies, each PC's backpack contains one piece of the map. This tradition encourages the young adventurers to work together, reinforcing the town's sense of community.

sister, the characters must fight their way through the dungeon and destroy the newly risen skeletal knight. Afterward, the characters can claim the Everflame, but Ekat Kassen's sarcophagus begins to glow as they light their symbolic lantern. For a brief moment, they can speak with the spirit of Ekat, and learn the secret of what really happened here.

Their adventure complete, the characters can return to the town to tell their story. The ensuing harvest celebration is a somber one, but the townsfolk still cheer the homecoming heroes.

INTRODUCTION

This book assumes that this is the first adventure for all the PCs, and that they know this is their year to reclaim the fire from Kassen's crypt. Each one should have some sort of tie to the town of Kassen and should be living in the town when the quest starts. Although the characters can know each other beforehand, this adventure itself provides plenty of opportunities for the characters to get to know each other.

The town of Kassen is fully described in the Appendix. If the characters were raised in town, the Appendix also includes one mentor for each of the 11 base classes found in the *Pathfinder RPG Core Rulebook*. Each one of these mentors provides the character with a simple background and ties to the community. Characters might have different backgrounds than those presented here, but they should be tied to the town in some way.

Crypt of the Everflame begins on the 4th of Neth, just as the winter winds are beginning to blow. This is the day, in the year 4535, when Ekat Kassen and his men set out from town to find Asar's camp and deal with the mercenary. As the day begins, give each PC a chance to interact with his

mentor or family before he is summoned to the center of town at noon to head out on the quest. The characters are all informed that they are expected to travel light, carrying only what they absolutely need—weapons, armor, spellbooks, etc.—as rations and other generic equipment will be provided. Optionally, this adventure can start a few days before the 4th, allowing the PCs to interact with various characters in town, including each other. During this time, Mayor Uptal visits each one of them in turn, to tell them about the quest.

When the PCs arrive at the town square, they find it empty except for each other. Give them a chance to speak to one another if they so desire. When the noon bells from the church toll, read or paraphrase the following.

The bells atop the Temple of Erastil toll their midday song, echoing throughout the quiet town of Kassen. As the peals begin to fade, the first of the townsfolk make their way into the square, dressed in black, as if attending a funeral. They slowly fill the square, moving quietly across the cold, hard ground, their eyes downcast and mournful. After a few moments, a murmur passes through the crowd as it slowly parts to let Mayor Uptal through. He leads the way with a tarnished silver lantern. Behind him, an old pony drags a cart laden with backpacks and supplies.

Once he reaches the center of the crowd, Mayor Uptal stops and calls out to the assembled townsfolk. "Once again the winter winds blow through the Fangwood, marking the end of another harvest. There are wolves in the woods, howling at our walls, and serpents in our shadows, waiting to strike. Just as it was one hundred and seventy-four years ago, when Kassen himself left these walls to protect us, so it is today. Where are the heroes? Where are the brave folk that will venture out to Kassen's tomb and retrieve the flame to keep this community safe for another winter?"

At this point, the mayor pauses to let the PCs come forth to accept their mission. He asks them who is to have the honor of carrying the lantern, and hands it to the person the PCs indicate (or selects one, should they argue or be unable to pick one), telling him to use it to bring the fire back to Kassen. He then hands each character a backpack that contains 5 days' worth of rations, a small tent, a winter blanket, a full waterskin, and a piece of the Trail Map (page 29) that leads from Kassen to the Crypt of the Everflame. In addition, the following items are spread out among the PCs' backpacks, distributed as evenly as possible: 50 feet of hempen rope, a box containing tinder and three tindertwigs, a labeled *potion of cure light wounds*, three torches, a grappling hook, and a small bottle of local brandy.

After giving the PCs their packs, continue on with the following narrative.

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The mayor once again speaks to the townsfolk. “I present to you the brave heroes who will follow in Kassen’s footsteps to retrieve the Everflame! Some of them may not return, but I say to you that their sacrifice shall not be forgotten. Go, brave heroes, and do not return until you have the eternal fire.” With that, the mayor points to the south, the direction of Kassen’s tomb. The townsfolk begin waving goodbye with cold, solemn looks on most of their faces.

QUEST of the EVERFLAME

As most of the characters are likely from Kassen, they might know a bit about this ritual. Although every adult knows that the “solemn” ceremony is really just for show, children tell wild tales to one another about what happens during the quest. Some even claim that there have been a number of deaths over the years, which is untrue—there have been some injuries, but never a death. If the PCs are truly concerned, a DC 20 Diplomacy check convinces one of the adults to tell the PCs that there is little to worry about. A DC 20 Stealth check allows a character to sneak up to some of the other adults, and a DC 15 Perception check allows him to overhear one of the townsfolk talking about the “preparations” occurring at the tomb.

PART 1: JOURNEY TO THE CRYPT

The crypt is located roughly 40 miles south of Kassen, meaning that PCs traveling on foot arrive at the end of the following day. While this area of the Fangwood is mostly safe, the journey is not without incident. The following encounters occur during the journey to Kassen’s crypt.

FIRST FIGHT (CR 1, 400 XP)

Just 2 hours outside of Kassen, the PCs encounter a trap set by the villagers to test their resolve. While not truly dangerous, this encounter is the PCs’ first chance to act together as a team. Read or paraphrase the following.

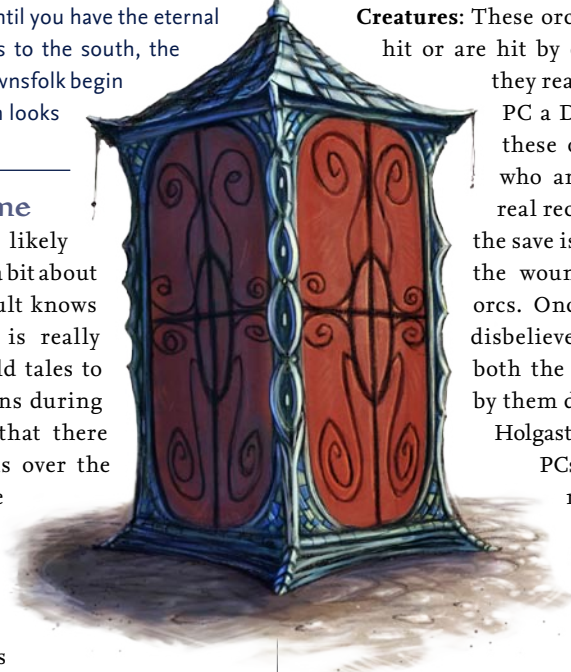
The narrow path winds through the raking claws of the trees, now bereft of their leaves, which crunch loudly underfoot. Up ahead, a fallen tree trunk blocks the path. Suddenly a trio of snarling humanoids leaps up from behind the log, all greenish skin and fearsome tusks, bellowing vulgar challenges.

Although they look and sound real, these orcs are actually an illusion. Holgast, the town wizard, set out from Kassen an hour before the ceremony in order to set

up this ambush. He is hiding in a nearby bush, under cover of *invisibility*, while concentrating on these illusions, created using *major image*. They are the first challenge set up by the townsfolk to scare and test the characters.

Creatures: These orcs are illusory. Whenever they hit or are hit by one of the player characters, they react appropriately, but give that PC a DC 16 Will save to notice that these orcs are not real. Characters who are told that the orcs are not real receive a +4 bonus on the save. If the save is failed, the character believes the wounds caused by the attacking orcs. Once all of the characters have disbelieved or all of the orcs are slain, both the orcs and the wounds caused by them disappear.

Holgast does not reveal himself to the PCs no matter what and quickly moves away, using *fly* if detected. If any PCs have Holgast as a mentor, that character may attempt a DC 15 Perception check to catch the scent of his pipe smoke in the area.



Orcs (3)	CR 1/3
XP 135	
Male orc warrior 1	
CE Medium humanoid	
Init +0; Senses darkvision 60 ft., low-light vision; Perception -1	
DEFENSE	
AC 13, touch 10, flat-footed 13; (+3 armor)	
hp 6 (1d10+1)	
Fort +5, Ref +0, Will -1	
Defensive Abilities ferocity	
OFFENSE	
Spd 30 ft.	
Melee greataxe +5 (1d12+4/×3)	
Ranged javelin +1 (1d6+3)	
STATISTICS	
Str 17, Dex 11, Con 12, Int 7, Wis 8, Cha 6	
Base Atk +1; CMB +4; CMD 14	
Feats Weapon Focus (greataxe)	
Skills Intimidate +2	
Gear studded leather armor, greataxe, javelins (4)	
SPECIAL ABILITIES	
Ferocity (Ex) An orc remains conscious and can continue fighting even if its hit point total is below 0. The orc is still staggered and loses 1 hit point each round. The orc still dies when its hit point total reaches -12.	
Light Sensitivity (Ex) Orcs are dazzled in areas of bright sunlight or within the radius of a <i>daylight</i> spell.	

New Statistics

The *Pathfinder Roleplaying Game* utilizes a few new skills and statistics to help simplify play. The first thing you might notice here is that Listen and Spot are replaced by Perception, and Hide and Move Silently are replaced by Stealth. Sneaking is now just a Stealth check opposed by an opponent's Perception check. Perception is also used to find traps, filling the same role as Search.

In addition, all creatures now have a Combat Maneuver Bonus (or CMB for short). Whenever a creature attempts to perform a bull rush, disarm, grapple, overrun, sunder, or trip maneuver against another creature, he rolls a combat maneuver check (1d20 + CMB) with a DC equal to the target's Combat Maneuver Defense (or CMD for short). A creature's CMB is equal to his Base Attack Bonus + Str modifier (or Dex if Tiny or smaller) + a special size modifier (–1 for Small, +0 for Medium, +1 for Large) + any miscellaneous bonuses on attack rolls. A creature's CMD is equal to 10 + Str modifier + Dex modifier + special size modifier (same as CMB) + miscellaneous AC bonuses (such as circumstance, cover, dodge, and deflection).

eyes in the dark (CR 4, 1,200 xp)

After dealing with the illusionary orcs, the characters are able to travel for most of the day in peace. Following the map is relatively easy, requiring only a DC 10 Survival check, which everyone can aid if they choose. Failure increases the travel time to the crypt by 3 hours for every failed check, meaning that the characters might have food concerns by the end of the adventure if they fail too many.

After the PCs have followed the map for most of the day, the sunlight begins to fade and a cold wind begins to rattle through the leafless forest. There is now no sign of civilization in sight.

This first night should be played up as a frightening one. The PCs are far from home and no one is going to come to their aid if they get in trouble. Establishing a safe camp is the first order of business. Finding a suitable site requires a DC 10 Survival check. Success locates a nice level spot, surrounded on three sides by a thicket of bushes. Failure indicates more lumpy ground, open on two sides. Anyone that sleeps on lumpy ground must make a DC 13 Fortitude save or be fatigued the next day.

There is plenty of dry wood to be found to start a fire, and the rations can be cooked into a fine stew if everyone contributes. As the characters are sitting around the camp, give them a DC 5 Perception check to hear howling off in the distance. Over the next hour, the howling seems to grow closer before becoming eerily silent. Just a half-hour later, a lone wolf can be spotted at the edge of the firelight with a Perception check opposed

by the wolf's Stealth check. If spotted, roll initiative normally. The wolf tries to escape immediately. If the wolf remains undetected or successfully flees, it and two others return half an hour later to attack the camp. A PC with wild empathy can attempt to influence the lone wolf before it flees; if a DC 20 wild empathy check is made, the wolf does not bring its packmates to attack the PCs' camp, and the PCs should be awarded XP for defeating the encounter.

The timing of this encounter does not prevent the PCs from preparing spells in the morning.

Creatures: The wolves present the first real challenge that the characters face. They are lean, starving predators looking for a quick meal. A DC 10 Knowledge (nature) check reveals their condition. An individual wolf can be distracted with a thrown piece of meat from a trail ration, but doing so reduces that character's food supply by half a day; feeding the wolf makes it flee the combat. Otherwise, the wolves attack relentlessly, trying to trip opponents and drag them away if possible. The wolves are emboldened by their fellows; influencing them with wild empathy while they're acting as a pack requires a successful DC 25 wild empathy check, with success meaning they leave and do not return.

WOLVES (3)	CR 1
XP 400	
N Medium animal	
Init +2; Senses low-light vision, scent; Perception +8	
DEFENSE	
AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)	
hp 13 (currently 11, 2d8+4)	
Fort +5, Ref +5, Will +1	
OFFENSE	
Spd 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 (+6 trip); CMD 14 (18 vs. trip)	
Feats Skill Focus (Perception)	
Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking); Racial Modifiers +4 when tracking by scent	
SPECIAL ABILITIES	
Trip (Ex) A wolf can attempt to trip its opponent as a free action without provoking an attack of opportunity if it hits with its bite. If the attempt fails, the wolf is not tripped in return.	

UNFORTUNATE BANDIT

After the encounter with the wolves, the rest of the night passes uneventfully. The next day, the PCs can continue their journey through the Fangwood. Early in the day, their trail leads them to the shores of the Gray Lake, where they can refill their waterskins and stop for

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a quick rest. When they arrive, read or paraphrase the following to them.

The trees begin to thin, revealing a field of short, green grass that leads to the shores of a wide, calm lake reflecting the overcast sky above. A dense fog hangs over the center of the lake, obscuring the far side. Near the shore of the lake, a dark form lies next to the water.

The form is actually the decayed body of a bandit who stopped by the lake a few months ago to refill his waterskin and was attacked by a gigantic serpent that lives in the lake. While there is no sign of this creature (it was not hungry and only attacked to protect its territory), it left huge bite marks all over the bandit's upper torso, and its poison made the corpse unsuitable for other scavengers. Much of the bandit's gear has rotted to worthlessness, but a DC 10 Perception check uncovers a masterwork short sword near the body and a coin pouch with 87 gp inside. The coins look newly minted from the capital city of Tamran; they bear the likeness of Forest Marshal Gavirk, nominal leader of Nirmathas. A DC 10 Knowledge (local) check reveals that this man is not from Kassen—his clothing is in poor condition from exposure, but it is obviously of a kind purchased in larger cities. A DC 15 Heal check ascertains that this man has been dead for a few months.

This man was part of the group of bandits that recently looted the Crypt of the Everflame. Their old campsite can be found by traveling east along the lakeshore for about half a mile. A DC 15 Survival check reveals that the camp has not been used in months.

treacherous hillside (CR 1, 400 xp)

Leaving the Gray Lake behind, the PCs must travel for about 3 hours to reach the valley that contains the Crypt of the Everflame. The trees in this part of the forest are very old and quite gnarled. The weather makes the journey even more miserable, as a cold rain begins to fall halfway through this part of the forest. When the PCs reach the valley, read or paraphrase the following.

The trail leads ever deeper into the Fangwood, through a twisting maze of trees and confusing ravines. As it tops a small rise, a broad valley spreads out before it, the opposite side of which looks like a writhing serpent. Yet between the two lies a steep hill sloping down into the valley. A cold rain starts to fall, making the ground slick and treacherous.

This part of the Fangwood is particularly dense, making it a thorn-covered maze of bushes, treacherous roots, and uneven rocks. The map that the PCs were given leads to this valley (called Serpent Gorge), marking the crypt at its bottom. Getting there, however, proves to be a challenge.

Navigating the slope takes at least half an hour, and each PC must make three DC 10 Acrobatics checks to avoid sliding down the slope. If the PCs go slowly, it takes an hour to reach the bottom, but all characters get a +2 circumstance bonus to their Acrobatics checks. Tying off ropes to help navigate the hill gives another +2 equipment bonus to the check (this does not stack with the bonus from a climber's kit). If any character fails one of these checks, allow the character to make a Reflex save and consult the following table.

Reflex Save	Result
20 or higher	The character catches himself before he slides too far and takes no damage.
15–19	The character slides down a short hill before slamming into a tree. The character takes 1d4 points of nonlethal damage.
10–14	The character slides far down the hill, reducing the number of checks that need to be made by one. Unfortunately, the character also slides through a pair of thickets and lands hard on some rocks, taking 1d6 points of damage.
5–9	The character slides down a muddy hill and then falls down a 20-foot cliff, taking 2d6 points of damage. This reduces the number of checks that need to be made by one.
4 or less	The character slides all the way to the bottom of the ravine, taking 2d6 points of damage and 1d4 points of Dexterity damage from a horribly sprained ankle.

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The crypt lies at the bottom of a relatively small valley, deep in the Fangwood. When the PCs first approach the entrance to the crypt, read or paraphrase the following.

An archway of stone is set into the side of a small hill at the bottom of the valley. Moss has overgrown many of the details, but one is still quite clear. The keystone of the arch is carved with a flame symbol with a stylized rune in the middle. Beyond the archway is a darkened tunnel that leads to a pair of massive wooden doors, one of which is slightly ajar.

A pair of horses and a trio of ponies lie slaughtered next to the archway, each corpse still tied to a post set into the ground nearby. A swarm of flies hangs lazily in the air above them.

This is the only entryway into the crypt. A number of townsfolk arrived here 3 days ago to prepare the crypt for the arrival of the young adventurers. Unfortunately, the undead inside attacked them 2 nights ago, leaving

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only a few survivors. A DC 10 Heal check reveals that the animals outside were slain 2 days ago with crude blades or perhaps claws. A DC 15 Perception check uncovers the scattered bones of a human underneath one of the horses. The beast's carcass must be moved to uncover the entire skeleton, which requires a DC 15 Strength check. The skeleton was one of the undead that left the crypt to kill the horses and was trampled during the melee. The bones are clearly very old and likely remain a mystery until the PCs explore the first chamber of the crypt.

The horses and ponies were obviously laden with gear and supplies, but most of that was already moved inside by the townsfolk (though the empty saddlebags remain). A DC 10 Perception check while searching the packs uncovers one that is still full. Inside are 2 days' worth of rations, a pair of large, comfortable pillows, a quiver with 10 blunt arrows (as normal arrows, but they only deal nonlethal damage), and 2 pints of lamp oil.

Unless mentioned otherwise, the crypt is unlit. Ceilings are 15 feet high and all the surfaces are made of

stone. The walls are decorated with a scrolling pattern of villagers fighting off masked bandits and monsters. This artwork is still in relatively good condition, although water damage and lichen have taken their toll. The stench of mold and rot hangs heavy in the air.

part 2: the upper level

The following areas are on the upper level of the crypt. The townsfolk managed to prepare a number of these chambers with harmless "traps" before the undead swarmed up from the lower level to attack them. As a result of the townsfolk's preparation, many of the chambers on this floor have been made "safe" for the characters—the traps are blunted and the tools to defeat them are nearby. When the undead attacked, most of the villagers were in area 1 and area 5. Roldare (one of the survivors) was sweeping the floors in area 2 when the undead came through. After seeing the massacre in area 1 he fled to the supply room (area 3) and locked himself in, where he has been safe ever since.

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Most rooms of the crypt do not have any lights. If the PCs want to be able to see, they must bring their own light or rely on darkvision.

The map for the crypt uses the same layout as the 2009 edition of Paizo's *Flip-Mat: Dungeon*.

1. ENTRY HALL (CR 3, 810 XP)

The wooden doors that open onto the first chamber of the crypt are unlocked, but very heavy, requiring a DC 15 Strength check to open. Once the PCs enter the crypt, read or paraphrase the following.

As the heavy doors swing open, the faint light from outside reveals a long chamber with risen platforms on either side. A faded painting of Kassen is on the far wall. The room appears to be the site of a gruesome battle, with two bodies piled in the center and a number of skeletons scattered around. An echoing wail can be heard somewhere in the distance, beyond this foul chamber.

Three villagers were sleeping in this room when the undead attacked. Two managed to put up a fight but were ultimately overcome. The two bodies are badly mauled, and the PCs must make a DC 15 Knowledge (local) check to identify them as Gerol and Vark, both of whom are friends of the mayor. Also in the chamber is a pair of backpacks. One of the packs contains a large pillow and two quivers (each containing 10 blunted arrows). The other pack has 2 days' worth of rations, a full waterskin, and a pair of smokesticks.

The wailing is coming from Roldare, one of the few survivors of the massacre. Roldare is in area 3, but his noise is loud enough to be faintly heard in this chamber. A DC 15 Perception check indicates that the sound appears to come from the east.

Creatures: There are eight skeletons in various places around this chamber. Of the eight, two are smashed and broken, while the other six are intact. These skeletons rise together to assault the PCs. The skeletons fight the nearest living creature and attack until slain. These skeletons are extremely old; they were animated by Asar when the tomb robbers plundered the tomb 3 months ago.

HUMAN SKELETONS (6)	CR 1/3
XP 135	
NE Medium undead	
Init +6; Senses darkvision 60 ft.; Perception +0	
DEFENSE	
AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)	
hp 4 (1d8)	
Fort +0, Ref +2, Will +2	
DR 5/bludgeoning; Immune cold, undead traits	
OFFENSE	

UNDEAD CHANGES

There are a number of changes in the Pathfinder Roleplaying Game concerning undead. First off, undead are no longer immune to sneak attacks and critical hits, making them a bit more vulnerable to rogues and fighters.

In addition, the turn undead ability has been replaced by the channel energy ability. At 1st level, a cleric can channel energy a number of times per day equal to 3 + her Charisma modifier. Every time the cleric channels positive energy, she must decide whether or not to target living creatures or undead creatures. If she targets living creatures, all living creatures (including the cleric's enemies) within 30 feet are healed of 1d6 points of damage. If she targets undead creatures, all undead creatures within 30 feet take 1d6 points of damage, with a Will save for half damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. If the cleric channels negative energy, these effects are reversed (meaning that the cleric can heal undead creatures or harm living creatures). Channeling energy does not cause undead to flee unless the cleric takes the Turn Undead feat. Note that some undead have channel resistance that grants them a bonus on their saving throws against channeled energy.

Spd 30 ft.

Melee broken scimitar +0 (1d6), claw -3 (1d4+1) or
2 claws +2 (1d4+2)

STATISTICS

Str 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** +2; **CMD** 14

Feats Improved Initiative

Gear broken chain shirt, broken scimitar

2. MAZE OF PITS (CR 1, 400 XP)

This large chamber contains a maze of pillars that obscure the far side of the room. Next to the door is a pile of empty saddlebags and three brooms.

The villagers have already prepared this chamber for the arrival of the PCs. There are a host of hidden pit traps scattered throughout this room. To lessen the danger, the villagers have placed a mound of pillows at the bottom of each pit to cushion the fall of anyone who gets caught in one. Probing for the pits with a pole or weapon grants a +4 circumstance bonus on the Reflex save to avoid falling into a pit.

PIT TRAP	CR 1/4
XP 65	
Type mechanical; Perception DC 15; Disable Device DC 20	
EFFECTS	

Trigger location; **Reset** manual

Effect 10-ft.-deep pit (1d6 nonlethal falling damage); DC 20

Reflex avoids; multiple targets (all targets in the trap's area)

The door leading out of this chamber to the south is locked with a complex mechanism that is very difficult to pick. The door can be opened with a DC 30 Disable Device check. Alternatively, there are three small switches around the room (marked with an S on the map, obvious to anyone within 10 feet). If all of these switches are pulled at the same time, the door unlocks for 1 round. The switches reset after 1 round.

The wailing that could be heard in area 1 is much louder in this chamber and appears to be coming from the door to the south.

Treasure: The villagers have placed a small sack at the bottom of the center pit. The sack can be spotted with a DC 10 Perception check once the pit has been sprung. Inside is one platinum piece for each PC and a small scrap of parchment that reads “three to open, but be quick, for the door will only open for those who work together” (a clue for PCs unable to figure out the trick to the switches).

3. WAILING SURVIVOR (CR 1, 400 xp)

The door leading into this chamber is locked and barricaded from the south side. The lock can be picked with a DC 20 Disable Device check, but the door itself cannot be opened unless the PCs first succeed at a trio of DC 10 Strength checks to push the barricade out of the way. When the PCs approach this door, read or paraphrase the following to them.

The mournful wailing grows louder with each step toward the door at the end of this musty hallway. There are a host of bones strewn on the floor here, many of which are cracked and broken.

Creature: The man inside the chamber is Roldare, one of the few survivors of the undead attack 2 nights ago. Seeing his friends butchered has shattered his fragile mind, leaving him a wailing mess, locked inside the only safe room in the dungeon. If the PCs call out to him or attempt to pick the lock, Roldare suddenly becomes quiet, but PCs adjacent to the door can make a DC 20 Perception check to hear the sound of a crossbow being loaded. Once the PCs make their first Strength check to open the door, Roldare fires his crossbow through the crack at anyone on the other side. He continues to do this as long as the PCs insist on pushing on the door,

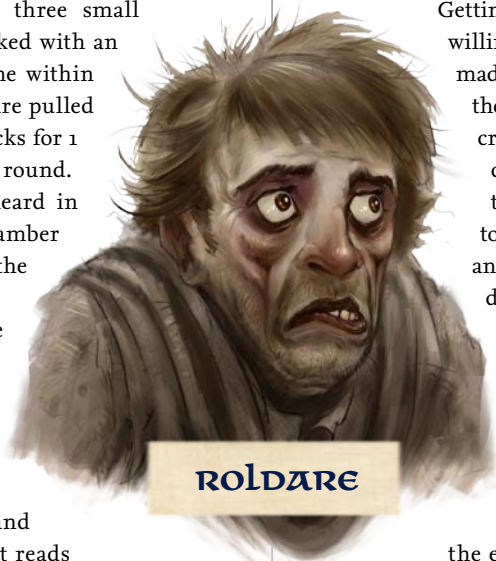
convinced that they're a trick of the crypt's monstrous inhabitants. After one successful Strength check, creatures attacked through the slim crack in the door receive a +4 cover bonus to their AC. This bonus drops to +2 after two Strength checks have been made and is negated entirely once the door is opened.

Getting Roldare calm, out of the room, and willing to talk is no simple task. He has gone mad, and constantly rants and raves about the “angry bones” and refers to any living creature as “a trick of the dead one, the dead one who speaks.” Roldare begins the encounter with a hostile attitude toward the PCs, but a series of Diplomacy and Intimidate checks can calm him down. The PCs gain a +4 bonus on these checks by mentioning the town and promising to get him home safely.

Once he is calmed down, Roldare is a bit more helpful. He can explain the basic story of what happened here, but he does so in a disjointed way, describing the events out of sequence. They arrived here 3 days ago and were attacked 2 days ago.

There were six villagers total, but only he and his sister are left alive. After setting up the traps on the first level of the dungeon, they were attacked by the “walking bones” in the middle of the night. He knows little about the leader of the undead, just that there is “one with the voice of death, who stalks these halls in ancient mail.” He can offer no advice on how to overcome the perils of the crypt, as he simply does not remember most of them. He knows that the PCs will need “the shields and the keys” and he also mentions that the PCs will need to go for a swim, but he cannot remember where.

There is one thing Roldare is sure to mention: his sister, Dimira, is still alive. He witnessed her being dragged off by the skeletons during the fight and he is convinced she is not dead. He believes that “the voice took her.” If the PCs promise to rescue Dimira, Roldare gives the PCs his masterwork crossbow to aid in the effort (though a cobbler by trade, he enjoys archery and years ago bought this fine weapon from a down-on-his-luck adventurer).



ROLDARE

ROLDARE

CR 1

XP 400

Male human expert 3

NG Medium humanoid (human)

Init +2; **Senses** Perception +7

DEFENSE

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AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)

hp 13 (currently 7, 3d8)

Fort +1, **Ref** +3, **Will** +2

OFFENSE

Spd 30 ft.

Melee dagger +3 (1d4+1/19–20)

Ranged mwk light crossbow +6 (1d8/19–20)

STATISTICS

Str 13, **Dex** 14, **Con** 11, **Int** 10, **Wis** 8, **Cha** 9

Base Atk +2; **CMB** +3; **CMD** 15

Feats Alertness, Skill Focus (Profession [cobbler]), Weapon Focus (light crossbow)

Skills Climb +7, Craft (woodworking) +6, Knowledge (local) +6, Perception +7, Profession (cobbler) +8, Ride +8, Sense Motive +7

Gear dagger, masterwork light crossbow, 10 bolts, padded armor

Development: Roldare refuses to leave the dungeon without his sister and remains in this room until she is recovered. This room was set up by the townsfolk as a place where the PCs could rest during their exploits. There are a number of bedrolls here, a pair of bullseye lanterns with 4 flasks of oil, 5 days' worth of rations, and two *potions of cure light wounds* that are labeled as "healing."

4. HUNGRY BEETLE (CR 2, 600 XP)

This small chamber is mostly empty, save for the body of a villager sprawled in the center.

Perched atop the corpse is a man-sized brown and yellow beetle, trying to push the corpse into the corner where a pile of trash and filth awaits. This beetle has lived in the dungeon for some time and was recently driven out of its home on the lower level by the undead. Since the attack, it has been feeding well and building a nest in this chamber.

Creature: The beetle has become very territorial about this chamber, as it plans to lay eggs soon. It attacks anyone that enters, but does not pursue them out of this chamber.

GIANT BOMBARDIER BEETLE

CR 2

XP 600

N Medium vermin

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

DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 19 (3d8+6)

Incorporeal Woes

Incorporeal undead are dangerous to fight in the Pathfinder Roleplaying Game. They take only 50% of any damage from a corporeal source, and only if that source is magical in nature, such as the +1 *dagger* hidden in the fire. Nonmagical weapons cannot harm incorporeal creatures at all. In addition, the PCs can use energy damage (such as from a burning torch) to hurt the shadow, but it only takes half damage from this source as well. Most spells do only half damage, with the exception of force effects (such as *magic missile*), which do full damage. Of course, channeled energy affects incorporeal undead normally.

Fort +0, **Ref** +1, **Will** +2

Immune mind-affecting effects

OFFENSE

Spd 30 ft.

Melee bite +4 (1d8+3)

Special Attacks breath weapon (10-ft. cone, 2d6 acid damage, Reflex DC 13 half, useable once every 1d4 rounds)

STATISTICS

Str 15, **Dex** 10, **Con** 14, **Int** —, **Wis** 10, **Cha** 9

Base Atk +2; **CMB** +4; **CMD** 14

5. shadowy shapes (CR 3, 800 xp)

The remains of a small fire smolder in the center of this broad chamber, letting off a plume of oily smoke. Fed by a heap of burning gear, debris, and more than few bones, the fire casts a flickering light across the walls of this room, partially obscured by the veil of smoke.

This room contains a small fire pit, where visitors could light a fire to keep warm during their visit to the tomb. When the townsfolk came to this room, they lit a fire, but were attacked soon after. The two villagers that died in this room were tossed into the fire by their murderers (the skeletons that moved on to area 1).

Hazard: The smoke in this chamber is quite harsh, causing eyes to water and breathing to become labored. Living creatures in this room take a –2 penalty on Perception checks and on attack rolls. Any living creature that spends more than 1 minute in this room must make a DC 10 Fortitude save or be overcome with coughing fits (treat as nauseated) for 1d4 rounds. Every additional minute requires another check, with the DC increased by +2 for each previous check. The fire can be extinguished with a *create water* spell or 1 gallon of water. Doing so causes a large plume of smoke to fill the room that increases the penalty to –4 and forces

living creatures to make a Fortitude save every round to avoid coughing. Once extinguished, the smoke dissipates after 10 minutes through a chimney in the ceiling of the room.

Creature: One of the townsfolk who died in this room was terribly afraid of fire, and his burning death caused him to rise again as a shadow. This malignant undead now prowls this chamber and attacks anyone who enters. The shadow does not chase them if they leave this chamber, meaning that the party can return later after they have prepared for this fight.

SHADOW

CR 3

XP 800

CE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 15, touch 15, flat-footed 12; (+2 deflection, +2 Dex, +1 dodge)

hp 16 (3d8+6)

Fort +3, **Ref** +3, **Will** +5; channel resistance +2

Defensive Abilities incorporeal; **Immune** undead traits

OFFENSE

Spd fly 40 ft. (good)

Melee incorporeal touch +4 (1d6 Str)

Special Attacks create spawn, Strength damage

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 14

Base Atk +2; **CMB** +4; **CMD** 15

Feats Dodge, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); **Racial Modifiers** +4 in dim light, –4 in bright light

Languages Common (cannot speak)

SQ create spawn

SPECIAL ABILITIES

Create Spawn (Su) A humanoid creature killed by a shadow's

Strength damage attack becomes a shadow under the control of its killer in 1d4 rounds.

Strength Damage (Su) A shadow's touch deals 1d6 points of

Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Treasure: Although much of the gear in this chamber has been burned, there are two things of value here. Next to the fire is a scorched key that can be located with a DC 15 Perception check. This key opens the southeast door in area 6 that connects to area 7. In addition, one of the villagers had a +1 *dagger* stashed away in his gear. This dagger can be noticed with a DC 10 Perception check by any character investigating the fire. It can be safely removed once the fire is extinguished. If removed while the fire still burns, the character takes 1d6 points of fire damage before retrieving the weapon.

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6. KEY POOL (CR 1, 400 xp)

In the center of this room is a large pool of clear water, fed by a fountain on the wall above it. The fountain has a stone statue of a weeping maiden holding the slain body of Kassen, but his head has been broken off and is nowhere to be seen. A voice booms out from the darkness, saying, "Magic is the key." The voice slowly fades, leaving a dreadful silence.

The doors leading out of this chamber are locked and can be opened with a DC 30 Disable Device check. At the bottom of the pool are about 100 keys, all nearly identical. One of the keys radiates magic, making it easy to find using *detect magic*. The pool is 40 feet deep. A creature can swim half its speed up or down with a DC 10 Swim check as a full-round action. Characters carrying a medium or heavy load can automatically descend 10 feet per round without making a swim check.

Unless the character that swims to the bottom can *detect magic*, trying to describe the key's location is nearly impossible unless both characters make a DC 15 Intelligence check. Furthermore, unless the swimming character brings a waterproof light source such as a sunrod or *light* spell, the depth of the pool means they'll be operating in near-darkness. Once the PCs retrieve the key, give them an XP award for defeating a CR 1 encounter.

The magical key at the bottom of the pool opens the door in the south wall of area 9 (leading to area 10). The door in the southeast corner (that leads to area 7) can be opened using the key found in area 5.

7. ROOM of REFLECTION

The door leading into this chamber from the north (from area 6) is locked, but it can be opened with the key from area 5 or with a DC 30 Disable Device check. When the PCs enter this chamber, read or paraphrase the following.

A small stone bench sits in the center of this dusty chamber. On the far wall is a faded mural depicting the hero Kassen defeating the mercenaries at the entrance to this crypt, with his blade piercing the chest of the mercenary leader. These figures stand alone in the center of a scene of carnage, with dead villagers and mercenaries all around them.

While the mural in this chamber is meant to show the final battle between Kassen and his foe, the characters might learn of something else if they take time to study the painting. A DC 15 Perception check notices that both Kassen and the mercenary leader are wearing golden necklaces, each made up of a simple golden chain, from which hangs an oddly shaped medallion. While not identical, the amulets look similar.

8. THE GAUNTLET (CR 2, 600 xp)

This long corridor is flanked by a row of human statues, set into alcoves on each side. The statues look like Kassen, and each one holds a longsword out in front of it. The blades of roughly half the statues are wrapped in leather padding.

This corridor contains a deadly trap that the villagers have taken great pains to diminish. Unfortunately, they were unable to finish their work before the massacre. As a result, the four northernmost statues deal nonlethal damage to anyone they strike, while the southernmost four deal lethal damage. The other leather wrappings for the swords are nowhere to be seen (they were burned in area 5).

Trap: There is a pressure plate located between the third pair of statues (marked T on the map). Stepping on this plate causes all of the statues to suddenly swing their swords downward, making attacks against anyone caught between them. Once the trap has been triggered, the swords remain in place, creating a barrier that is difficult to navigate, as creatures must climb over the angled swords. Treat the squares between the northernmost four statues as difficult terrain. Anyone attempting to climb between the southern four statues must make a DC 10 Acrobatics or Escape Artist check to avoid taking 1d4 points of damage from the blades.

KASSEN'S BLADES CR 2

XP 600

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; Reset manual

Effect Atk +10 melee (x2) (1d8+1/19–20); multiple targets (all targets between a pair of statues)

9. THE SHIELD GUARDIAN (CR 3, 800 xp)

One half of this lofty chamber has a lowered floor, with stairs on either side to reach the bottom. Standing opposite the door is a tall wooden statue of Kassen grasping a gigantic wooden shield in each hand. One of the shields is inscribed with the word "home," while the other reads "family."

This chamber is where the townsfolk store a pair of well-used tower shields, which they use to get through the trap in area 11. To protect the shields, the townsfolk placed them in the hands of a minor construct called a wood golem that will not give them up without a fight. Clever PCs can identify the statue as a construct with a DC 15 Knowledge (arcana) check. Beating this DC by 5 or more reveals one of the golem's weaknesses.

Creature: The wood golem does not animate until a PC reaches the lower level, where the golem is standing. At

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that point, the golem steps forward, off of a pressure plate that causes the steps to individually rotate 45 degrees, turning the stairways into two long slides. Anyone on the stairs when this happens slides to the bottom and must make a DC 10 Acrobatics check to avoid falling prone. Climbing up the slide requires a DC 10 Climb check, while scaling the wall is a DC 15 Climb check.

The golem attacks by bashing characters with its shields, but it immediately returns to its standing position and deactivates if it loses both of its shields. A PC can disarm the golem of a shield by making a successful disarm combat maneuver against the golem's CMD.

Allow any PC that is adjacent to the golem to make a DC 15 Perception check to notice a small keyhole on the back of the golem. If the key from area 6 is inserted into this keyhole, the golem is deactivated. Inserting the key requires one successful grapple check to get hold of the golem, followed by a second to insert the key. The golem tries to break free between checks; if it is successful, the process must be started anew. Inserting the key has no

effect if the golem is already deactivated (by removing its shields) or destroyed.

KASSEN'S GOLEM

CR 3

XP 800

N Large construct

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

DEFENSE

AC 13, touch 9, flat-footed 13; (+4 natural, -1 size)

hp 46 (3d10+30)

Fort +1, Ref +1, Will +0;

DR 5/slashing; Immune construct traits, magic immunities;
Vulnerability fire

OFFENSE

Spd 30 ft.

Melee 2 shield slams +5 (1d8+4)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 18, Dex 10, Con —, Int —, Wis 8, Cha 10

Base Atk +3; CMB +8; CMD 18

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SPECIAL ABILITIES

Magic Immunities (Su) Kassen's golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals fire damage functions normally, dealing twice the normal amount of damage, regardless of whether or not the saving throw is successful. A magical attack that specifically targets wooden objects (such as *warp wood*) causes Kassen's golem to become staggered for 3 rounds, with no saving throw allowed.

Treasure: The shields carried by the golem can be easily removed if the golem is destroyed. These shields function as tower shields; they are poorly designed and weigh 60 pounds each. Anyone wielding one is considered flat-footed in addition to the -2 penalty on attack rolls suffered by all characters wielding a tower shield. Despite these drawbacks, the shields are invaluable in area 11.

10. SUPPLY VAULT

The door to this chamber is locked but can be opened with a DC 30 Disable Device check. The key to open this door is located at the bottom of the pool in area 6.

This small chamber has a table on the opposite side of the room. On top of this table are a number of items, each with a small note attached.

The townsfolk placed a number of items in this room for the PCs to discover if they managed to find their way into this chamber. There is one small pile of items here for each PC. The type of items depends on the PC's class.

Treasure: Each PC gets one of the following groups of items, based on his class. Feel free to vary these selections if the group contains multiple PCs of the same class or characters with classes not listed here. The value of these items should not exceed 350 gp per PC. The note attached to each item explains what it is.

Barbarian: a masterwork weapon or a *potion of bull's strength* and an *oil of magic weapon*

Bard: a masterwork weapon or a *wand of lesser confusion* (10 charges) and a *scroll of cat's grace*

Cleric: a masterwork weapon or a *wand of cure light wounds* (10 charges) and a *scroll of lesser restoration*

Druid: a masterwork weapon or a *wand of produce flame* (10 charges) and a *scroll of barkskin*

Fighter: a masterwork weapon or a *potion of bear's endurance* and an *oil of magic weapon*

Monk: a masterwork weapon or a *potion of owl's wisdom* and a *potion of cure light wounds*

Paladin: a masterwork weapon or a *potion of eagle's splendor* and an *oil of magic weapon*

Grappling with the Golem

Grappling Kassen's golem is no simple task. First, the PC must make a combat maneuver check as a standard action, adding his Combat Maneuver Bonus (CMB), against a DC equal to the golem's Combat Maneuver Defense (CMD, 18 in this case). This provokes an attack of opportunity unless the character has the Improved Grapple feat. If successful, the golem and the character gain the grappled condition, meaning that they cannot take any action that requires two hands, take a -4 penalty to Dexterity, and take a -2 penalty on attack rolls and combat maneuver checks, unless they are made to break free from the grapple. The golem attempts to break free from this grapple on its next action, making a combat maneuver check against the grappling character's CMD. If it fails, the PC can make a check again on the following round to insert the key and deactivate the golem.

Ranger: a masterwork weapon or a *potion of cat's grace* and an *oil of magic weapon*

Rogue: a masterwork weapon or a *potion of invisibility* and a *potion of cure light wounds*

Sorcerer: a masterwork weapon or a *wand of magic missile* (10 charges) and a *scroll of scorching ray*

Wizard: a masterwork weapon or a *wand of mage armor* (10 charges) and a *scroll of web*

11. PILLAR OF 1,000 ARROWS (CR 2, 600 XP)

Two doors lead into this chamber, one from the west and one from the east. These are one-way doors that can only be opened from their western sides, and close automatically unless held open. There is also a door to the south that can be opened from either side, but is generally locked, as noted below. When the PCs enter this room, read or paraphrase the following.

A single pillar in the center of the room supports this wide, domed chamber. The pillar is surrounded by a pit, but a stone bridge crosses the pit on the south side. Dozens of arrows jut from holes in the pillar, facing every direction.

The pillar at the center of this room contains a dangerous trap. Despite the efforts of the townsfolk to lessen the threat by loading it up with blunt arrows (that only deal nonlethal damage), this could possibly spell disaster for a group that enters the chamber unprepared. The door to the south is locked and can be opened with a DC 20 Disable Device check; it opens automatically 10 rounds after the trap activates.

Trap: One round after the west door is opened, the trap is sprung and the pillar begins to rotate, firing blunt arrows at every character in the room. The trap runs for

Dealing with Damage Reduction

A number of creatures in this adventure have some form of damage reduction. Most frequently, the skeletons in this adventure have DR 5/bludgeoning. This can make them quite a bit tougher if the PCs do not possess many bludgeoning weapons. Feel free to remind them that a broken table leg (from area 10) or a skeleton's femur would work as an improvised club (–4 penalty to hit). Alternatively, a DC 10 Survival check locates a suitable club in the valley outside the crypt, if the PCs are willing to spend a bit of time searching for one.

10 full rounds, after which it is exhausted and must be manually reloaded. Each round, the pillar fires 1d4 blunt arrows at each character in the chamber. Characters holding a tower shield can gain total cover as a standard action, avoiding all of these attacks. A character standing behind the character holding the tower shield gains a +4 cover bonus; any other characters lined up in this fashion only gain a +2 cover bonus to AC. The pillar trap can be disabled, but characters attempting this cannot do so from behind a tower shield and must risk the arrows without protection. The PCs may find it safer to wait in one of the hallways, using the door as cover, though the west door may trap them within the room and the east door may trap them out of it.



PILLAR OF 1,000 ARROWS

CR 2

XP 600

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger location; **Duration** 10 rounds; **Reset** manual

Effect Atk +10 ranged (×1d4) (1d8 nonlethal/×3); multiple targets (all targets in the chamber)

12. CHAMBER OF THE BLOODY DEAD (CR 3, 800 xp)

A continuous carving of mourners runs along the walls here, leading to a staircase on the south side of the room.

This chamber contains a staircase that leads down to area 13 on the lower level of the crypt. Anyone listening at the stairs can hear the sound of dripping water and a low, distant moaning.

If the PCs enter the room, bloody human skeletons drag themselves from behind the pillars, reaching for the PCs with long claws.

Creatures: The skeletons in this chamber slowly heal any damage done to them. Once destroyed, they continue to heal unless the PCs make a DC 15 Knowledge (religion) check to recall one of the ways to permanently destroy them. The bloody skeletons wait until the PCs enter the room before revealing themselves and attacking.

HUMAN BLOODY SKELETONS (4)

CR 1/2

XP 200

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; **Perception** +0

DEFENSE

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

hp 5 (1d8+1); **fast healing** 1

Fort +0, **Ref** +2, **Will** +2; **channel resistance** +4

DR 5/bludgeoning; **Immune** undead traits

OFFENSE

Spd 30 ft.

Melee 2 claws +2 (1d4+2)

STATISTICS

Str 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 14

Base Atk +0; **CMB** +2; **CMD** 14

Feats Improved Initiative^B

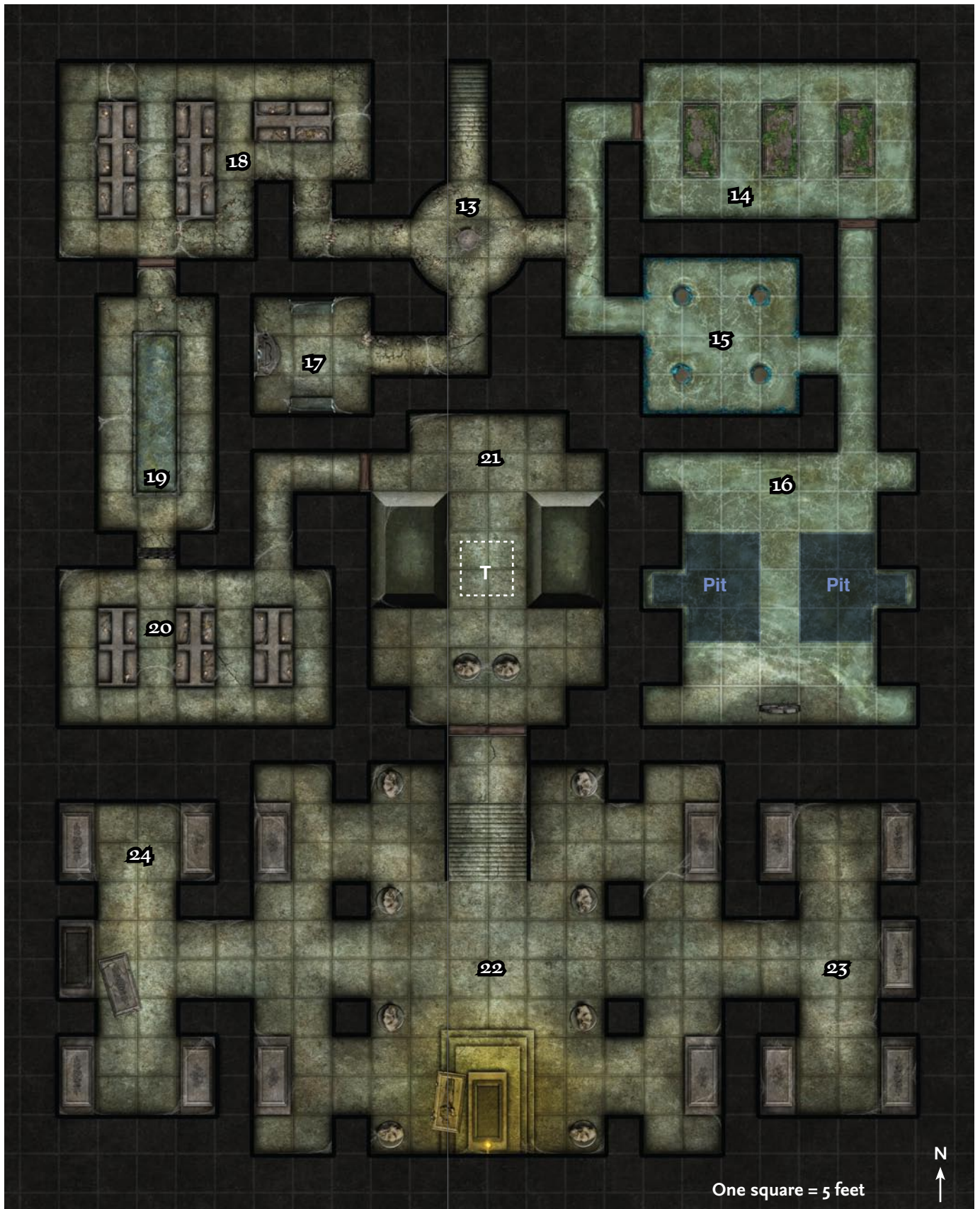
SQ deathless

SPECIAL ABILITIES

Deathless (Su) A bloody skeleton is destroyed when reduced to 0 hit points, but it returns to unlife 1 hour later at 1 hit point, allowing its fast healing to thereafter resume healing it. A bloody skeleton can be permanently destroyed if it is destroyed by positive energy, if it is reduced to 0 hit points in the area of a *bless* or *hallow* spell, or if its remains are sprinkled with a vial of holy water.



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Treasure: One of the skeletons is wearing a tarnished silver necklace worth 200 gp. A DC 15 Appraise check reveals that the necklace is of a style that is about 200 years old.

part 3: the lower level

This level of the crypt has seen better days. Part of it has become flooded with water, making it treacherous to navigate, and the recently risen dead have taken over much of the rest of this level. Unfortunately for the PCs, the villagers did not get a chance to prepare this level of the dungeon at all, and much of it is quite dangerous.

When the plundering of his tomb woke Asar, necromantic energy burst outward and shook this level of the crypt like an earthquake, causing some of the chambers to start taking on water and creating large fissures in others. The wave of energy also caused nearly all of the bodies interred on this level to rise as terrible undead. Asar, the skeletal champion, holds court over Kassen's sarcophagus in area **22**, planning to spread his power throughout the Fangwood. Dimira, the sister of Roldare, is held captive in area **23**, while Asar decides how best to use her in his plans.

13. CROSSROADS

At the bottom of the stairs is a circular chamber with three passageways leading from it. In the center is a small stone pedestal. The sound of dripping water can be heard coming from the eastern passageway, while the stench of rot emanates from the west.

The floor bears an inscription spiraling out from the pillar and written in Common. It reads: "To the south you might take your ease, to rest and reflect on Kassen's deeds. To the east lies the wheel, to open the gate. To the west is the resting place of Kassen, hero of the Fangwood."

Anyone investigating the eastern passage finds that it begins to slope down a bit after leaving this chamber and that water has collected in the corridor, growing deeper as the passage continues. This is the source of the dripping noise, as the ceiling appears to be leaking in many places. A DC 15 Perception check also reveals that a strange echoing gurgle comes from the east as well, but it is relatively faint. To the south, nothing can be heard or seen. To the west, the stench of rot grows stronger the closer the PCs get to the mouth of the corridor, but nothing can be heard from that direction.

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14. ANGRY FROGS (CR 4, 1,200 XP)

As both passageways leading to this room approach it, the water grows deeper, eventually reaching a depth of just over 2 feet. At the end of each corridor is a swollen wooden door, barely contained by its decaying frame.

Anyone listening at either one of the doors leading into this area can hear the faint sound of frogs croaking with a DC 10 Perception check. The doors are swollen with water and difficult to open. Opening a swollen door requires a DC 15 Strength check, which pulls it from its frame. The door is easy to destroy (hardness 0, 10 hp, break DC 13).

The room is filled with water, probably as deep as the outside corridor. The chamber is in an advanced state of decay, with a gaping hole in the ceiling admitting a constant trickle of water. The three stone sarcophagi in this room are almost completely covered in a thick carpet of moss and fungus.

The water is 3 feet deep. Medium creatures treat each square in this room as difficult terrain; Small or smaller creatures must move through the water using their Swim skill. Regardless of a creature's size, the water hinders any action requiring an Acrobatics check (increase the DC by +2). The hole in the ceiling eventually leads to a pond on the south side of Serpent Gorge, which is the source of the water and the hungry creatures now living in this room.

Creatures: Three large frogs (one in plain view, two swimming underwater when the PCs arrive) have made this chamber their lair, having ventured here through the hole in the ceiling. Although the frogs have dined well on rats and other bugs that make their way into the dungeon, the recent stirring of the dead has scared off most of their prey. As such, these frogs are rather hungry and attack the characters on sight.

GIANT FROGS (3) CR 1

XP 400

N Medium Animal

Init +1; **Senses** low-light vision, scent; Perception +3

DEFENSES

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)

hp 15 (2d8+6)

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

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +3 (1d6+2 plus grab) or
tongue +3 (grab)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tongue)

Special Attacks adhesive tongue, pull (tongue, 5 feet), swallow whole (1d4 bludgeoning damage, AC 10, 2 hp)

STATISTICS

Str 15, **Dex** 13, **Con** 16, **Int** 1, **Wis** 9, **Cha** 6

FROG TONGUES

The frogs in area 14 attempt to grapple the PCs before pulling them in for a nasty bite. If they hit with their tongue attack, they can make a free combat maneuver check against the PCs to grapple them. If successful, the PCs cannot move except to move closer to the frog, take a -4 penalty to their Dexterity, and take a -2 penalty on attack rolls and combat maneuver checks except to break free from the grapple. Normally, the frogs would gain this condition as well, but their sticky tongue special ability means only the PC is considered grappled. Grappled creatures cannot take any action that requires both hands to perform. A grappled spellcaster can still cast a spell if he makes a concentration check against a DC equal to 15 + the spell's level.

Base Atk +1; **CMB** +3 (+7 grabbing with tongue); **CMD** 14

Feats Lightning Reflexes

Skills Acrobatics +9 (+13 jumping), Perception +3, Stealth +5, Swim

+10; **Racial Modifiers** +4 on Acrobatics (+8 jumping), +4 on Stealth

SPECIAL ABILITIES

Adhesive Tongue (Ex) A giant frog's tongue has a 15-foot reach. The tongue deals no damage on a hit, but can be used to grab the target—the adhesive qualities of the tongue grant a giant frog a +4 racial bonus on CMB checks made to grab a target with its tongue. If it grabs a foe, it can pull that target. A giant frog's tongue may be attacked and has AC 15. Damage inflicted to the tongue is deducted from the frog's hit points as normal. If the tongue takes any amount of piercing or slashing damage, the frog drops whatever it has grabbed with its tongue and cannot use its tongue attack again until it heals to its full hit points.

Pull (Ex) The frog can make a free combat maneuver check with a successful tongue attack. If successful, the tongue pulls the frog's opponent 5 feet closer to the frog. This ability only works on Medium or smaller creatures. Opponents pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

Swallow Whole (Ex) If a frog begins its turn with an opponent grappled in its mouth, it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. The opponent can be up to one size category smaller than the frog. Being swallowed causes a creature to take damage each round (see above). A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (by dealing the creature 2 hit points of damage), or it can just try to escape the grapple. The frog's interior Armor Class is 10. If a swallowed creature cuts its way out, the frog cannot use swallow whole again until the

damage is healed. If the swallowed creature escapes the grapple, success puts it back in the frog mouth, where it may be bitten or swallowed again.

Treasure: Stuffed into the nest at the end of the chamber is the mostly devoured corpse of a human man, one of the tomb robbers that looted this place 3 months ago. He ran from the risen Asar, got lost, and was killed by the frogs. The body is easily found with a cursory inspection of the nests. A DC 20 Heal check reveals how long ago the man died. On the man's right hand is a *ring of swimming*, made of gold and set with a single aquamarine. Tied to his belt is a pouch that contains 24 gp in coins, identical to those found on the corpse beside the Gray Lake (see The Unfortunate Bandit on page 6).

15. AZURE FUNGUS (CR 2, 600 XP)

A strange blue fungus covers the walls, ceiling, and pillars of this waterlogged chamber. Its wispy strands stretch out from the wall like roots dangling in the air, twitching and swaying in an unseen breeze.

Floating in the water are four decaying corpses—three large rats and one giant frog—with strange burn marks all over their bodies.

The water in this chamber is a little over a foot deep, making each square difficult terrain for Small or smaller creatures. Medium and larger creatures are unaffected. Regardless of a creature's size, the water hinders any action requiring an Acrobatics check (increase the DC by +2).

Hazard: The fungus growing on the walls of this chamber is a rather dangerous hazard known as azure fungus. As a byproduct of its growth, the fungus builds up a charge of electricity that it releases in bursts into its surroundings. Normally this can be detected by a faint sizzling noise coming from the fungus. In this chamber,

however, it is a bit more deadly: the water that fills the room conducts the current.

The azure fungus is sensitive to touch and discharges its electricity if contacted. If anyone tries to move through the water at a speed greater than 5 feet per round, the fungus discharges from the impact of waves and splashes. Otherwise, the fungus discharges randomly once every 1d10 rounds. When the fungus discharges, all creatures in this room or adjacent to a square in this room take 3d6 points of electricity damage; a DC 14 Fortitude save halves the damage. Creatures that are not touching the water are immune. After a discharge, the fungus cannot discharge again for 1d6 rounds. Scraping it from the wall kills it and takes 1 round per 5-foot-square patch. Azure fungus is immune to electricity and fire, but any amount of cold damage causes one 5-foot patch to become inert for 1 hour. This room is not safe to traverse unless the patches on every wall adjacent to the water are destroyed first.

The basic abilities of this fungus can be determined with a DC 17 Knowledge (nature) check. Exceeding this check by 5 or more reveals the fungus's weakness.

16. WHEEL AND WOE (CR 4, 1,080 XP)

This large chamber is partially flooded, with the south end just barely rising out of the stagnant water. A large wheel is set into the floor of the dry area, attached to chains that rise up into the ceiling. A thick layer of slick, black mold covers the carvings on the walls of this chamber.

The wheel set into the floor on the far side of the room is part of a complex mechanism that raises the heavy iron portcullis that separates areas 19 and 20. To raise the portcullis, the wheel must be turned clockwise three times, each turn requiring a DC 10 Strength check.

Hazard: Other than in the pit, the water in this chamber is a little over a foot deep, making each square difficult terrain for Small or smaller creatures. Regardless of a creature's size, the water hinders any action requiring an Acrobatics check (increase the DC by +2).

Unfortunately, this chamber is much more dangerous than it appears. There is a 20-foot-deep pit in the center of this room, with a narrow stone bridge that crosses it in the middle. Since the pit is filled with stagnant water, it is quite difficult to spot. PCs that move across the chamber may attempt a DC 20 Perception check to spot the drop-off before they step into it. Creatures that step into the pit must make a DC 10 Swim check or immediately begin to sink into the dark water. Characters carrying a medium or light load sink 10 feet per failed check, while characters carrying a heavy load sink 20 feet per failed check.



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Creatures: A group of skeletons are hiding in this chamber. Six of them lie in wait just below the surface of the water, while two are trapped at the bottom of the pit and unable to get out. When the PCs enter the room, those hiding below the surface rise up to attack while the ones at the bottom of the pit must wait until a PC sinks to the bottom before they can fight.

HUMAN SKELETONS (8) **CR 1/3**

XP 135

hp 4 (1d8); see page 9

17. CHAMBER OF REST

The short passageway takes a bend before ending in a small chamber dominated on the far side by a silver fountain quietly burbling perfectly clear water. An inscription above the fountain reads “Kassen’s legacy lives on with his people. Drink and be refreshed.”

The fountain in this chamber is magical and is one of the few things that has not be corrupted in this crypt. Anyone who drinks from the fountain receives the effects of a *cure moderate wounds* spell, healing 2d8+10 points of damage. In addition, drinking from the fountain removes the fatigued, sickened, and shaken conditions, and heals the character of 1d4 points of ability damage from one ability score. A character cannot gain the benefits of drinking from this fountain more than once per day (additional drinks have no magical effect).

18. FIRST CATACOMB (CR 3, 800 XP)

The corridor opens up into a winding catacomb. The walls are skillfully carved with deep recesses where bodies might have once lain. All that remains now are cobwebs, dust, and the tattered remains of ancient clothing. The stench of rotting flesh is overpowering here, but the source is not evident.

When Asar rose from his crypt, powerful negative energy washed through it, animating all of the bodies that lay in this catacomb. These skeletons, along with some of the others from the second catacomb (area 20), are the ones who murdered the townsfolk and the horses outside.

Creatures: The tomb robbers that caused this chaos months ago did not escape unscathed (see areas 14 and 24). While a few escaped with their loot, several others ended up here, where they too were turned into horrible undead. These plague zombies wander the area and attack any living thing that enters their domain. Once the PCs enter this room, the zombies move out of hiding to attack.

Deadly Disease

The plague zombies in area 18 can infect PCs with a terrible contagion. If hit, a PC must immediately make a Fortitude save to avoid contracting zombie rot. If the saving throw fails, the disease begins to take effect in 1d4 days (the onset time) and then affects them once per day (the frequency). Each day, the infected PC gets another Fortitude save to avoid the effects of the disease. Any failed save causes 1d2 points of Constitution damage (the effect). This Constitution damage cannot be healed while the disease is still affecting the creature. Zombie rot can be cured by any number of magical means or by succeeding at two consecutive saving throws (the cure).

PCs who return to Kassen with zombie rot can attempt to have it cured by Father Prasst, who has two *scrolls of remove disease* (CL 5th). Each one of these scrolls costs 375 gp and they are not guaranteed to remove the disease. The caster must make a DC 11 caster level check to remove the zombie rot. Characters can also use the Heal skill to improve their chances of making their daily save against the disease.

Once the zombies are defeated, a DC 10 Heal check reveals that they are probably only a few months old and their tattered clothing is similar to that worn by the bandit near Gray Lake and the body in area 14.

HUMAN PLAGUE ZOMBIES (4) **CR 1/2**

XP 200

NE Medium undead

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

DEFENSE

AC 12, touch 10, flat-footed 12; (+2 natural)

hp 12 (2d8+3)

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

Immune undead traits

OFFENSE

Spd 30 ft.

Melee slam +4 (1d6+4 plus disease)

Special Attacks death burst

STATISTICS

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness^B

Special Qualities staggered

SPECIAL ABILITIES

Death Burst (Ex) When a plague zombie dies, it explodes in a burst of rotting, infected flesh. All creatures adjacent to the plague zombie are exposed to its plague (just as if they had been struck by its slam attack) and must make a Fortitude save or contract zombie rot.

Disease (Su) A plague zombie’s slam attack carries the zombie rot disease. *Zombie rot*: slam; *save* Fort DC 11; *onset* 1d4

Kassen's Curse

Those who steal from Kassen's sarcophagus or the sarcophagi of the villagers are subject to Kassen's curse. Unlike other curses, this one cannot easily be removed; treat the DC of the curse as 5 higher when casting *remove curse*. The curse is automatically lifted if the target returns the stolen items to Kassen's final resting place.

KASSEN'S CURSE

Type curse; **Save** Will DC 15 negates

Frequency 1/day

Effect All of the target's gear and equipment corrodes and ages, taking 1d4 points of damage, ignoring hardness.

days; *frequency* 1/day; *effect* 1d2 Con, this damage cannot be healed while the creature is infected; *cure* 2 consecutive saves. Anyone who dies while infected with the rotting plague rises as a plague zombie in 2d6 hours.

Staggered (Ex) Plague zombies have poor reflexes and can only perform a single move action or standard action each round (so they could move or attack but not both). As a charge action, a zombie can move up to its speed and still make an attack in the same round.

Treasure: Although the zombie bandits carry nothing of value, a recess in the southeast corner of the room contains one of their packs. Sitting atop a large bloodstain, this pack holds some rotten rations, a map (detailing the area and pointing out the entrance to the crypt), a *potion of cure moderate wounds*, a pouch with 13 gp, and a small handbill (of a type typically found posted in taverns). Although faded, the handbill clearly reads as a notice of employment, telling all those interested to meet at "The Ranger's Lament." A DC 25 Knowledge (local) check reveals this to be a popular bar in Tamran, the capital of Nirmathas. The handbill does not mention a time, date, or who the employer might be.

19. REFLECTIONS OF TERROR (CR 1, 400 XP)

A shallow reflecting pool divides this long chamber, running from one end to the other. The water looks cloudy and stagnant. What must have once been marvelous murals covering both walls are now scorched and ruined, the original subject lost in the destruction.

When Asar awoke from his slumber, he saw this room and gazed upon the mural chronicling his battle with Kassen. His lament turned to rage, and he ruined this room to the best of his ability. Using lingering necromantic energy from his unnatural resurrection, he polluted the pool, turning it into a dangerous trap.

The passageway leading out of this chamber to the south is blocked by a heavy iron portcullis. The gate is locked in place and can only be raised by turning the wheel in area 16. Small characters can squeeze between the bars with a DC 25 Escape Artist check, allowing them to open the gate manually using the lever in area 20. The portcullis can also be destroyed (hardness 10, 60 hp), but doing so alerts Asar to the presence of the PCs, allowing him to fully prepare for their arrival. Finally, the bars of the portcullis can be bent to allow passage with two DC 24 Strength checks.

Trap: Anyone entering this room cannot help but catch a glimpse of himself in the reflecting pool. Those who gaze into the pool see a horrid, rotting reflection that slowly turns to murder the others in the room. Those who make their saving throws against this trap are immune to its effects for 24 hours. Those who fail their save flee, screaming, toward the entrance of the dungeon. The sounds of their screams are sure to draw the bat swarms from area 20.

POOL OF FEAR

CR 1

XP 400

Type magical; **Perception** DC 26; **Disable Device** DC 26

EFFECTS

Trigger proximity (within 5 ft. of the pool); **Reset** automatic

Effect spell effect (*cause fear*, frightened for 1d4 rounds, Will DC 11 negates)

20. SECOND CATACOMB (CR 4, 1,200 XP)

This chamber has a number of recesses carved into the walls and a fissure in the ceiling.

This chamber is occupied by hundreds of bats hanging from the ceiling around the fissure. This room was used to inter the bodies of some of those who were slain in the battle that took place here nearly 200 years ago. When Asar awoke, the blast of necromantic energy rocked the crypt, opening up a hole in the ceiling of the room.

Creatures: The fissure in this room has allowed hundreds of bats to move into this chamber from the valley above. If disturbed in any way, these bats form a pair of bat swarms and attack anyone in the room.

BAT SWARMS (2)

CR 2

XP 600

N Diminutive animal (swarm)

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

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)

hp 13 (3d8)

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

Defensive Abilities swarm traits

OFFENSE

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

Melee swarm (1d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 11), wounding

STATISTICS

Str 3, **Dex** 15, **Con** 10, **Int** 2, **Wis** 14, **Cha** 4

Base Atk +2; **CMB** -6; **CMD** 6

Feats Lightning Reflexes, Skill Focus (Perception)

Skills Perception +15; **Racial Modifiers** +4 on Perception when using blindsense

SQ swarm traits

SPECIAL ABILITIES

Distraction (Ex) Any living creature that takes damage from a bat swarm is nauseated for 1 round; a Fortitude save (DC 11) negates the effect.

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

21. GUARDIAN STATUES (CR 2, 600 XP)

The vaulted ceiling of this vast chamber shows significant signs of damage, with numerous cracks along its surface. In the center of the room, a 10-foot-wide bridge crosses a deep chasm. On the other side, a pair of stone statues watch over the end of the bridge in front of a set of grand brass double doors. The statues depict villagers holding shields and spears.

This chamber contains the last obstacle before reaching Kassen's crypt. The two statues are designed to slide across the bridge, knocking characters backward—or worse, into the pits.

Trap: While the first 5 feet of the bridge is safe, the remaining 10 feet is rigged with a pressure plate. When activated, the statues suddenly move on hidden wheels, slamming forward all the way to the north side of the bridge (bull rushing anyone on the bridge) before returning to their starting position a few seconds later.

BULL RUSH STATUES **GUARDIAN STATUES** **CR 2**
XP 600

Type mechanical; **Perception** DC 20; **Disable Device** DC 15

EFFECTS

Trigger location; **Reset** automatic

Effect Bull rush all creatures on the bridge (+10 CMB). If the check exceeds the target's CMD by 10 or more, the creature is knocked into the pit, taking 4d6 damage from the 40-foot fall. If the check succeeds by 9 or less, the statues

push the creature back to the north side of the room. If the check fails, the target is not pushed and can move off the bridge before the statues activate again.

22. KASSEN'S TOMB (CR 5, 1,740 XP)

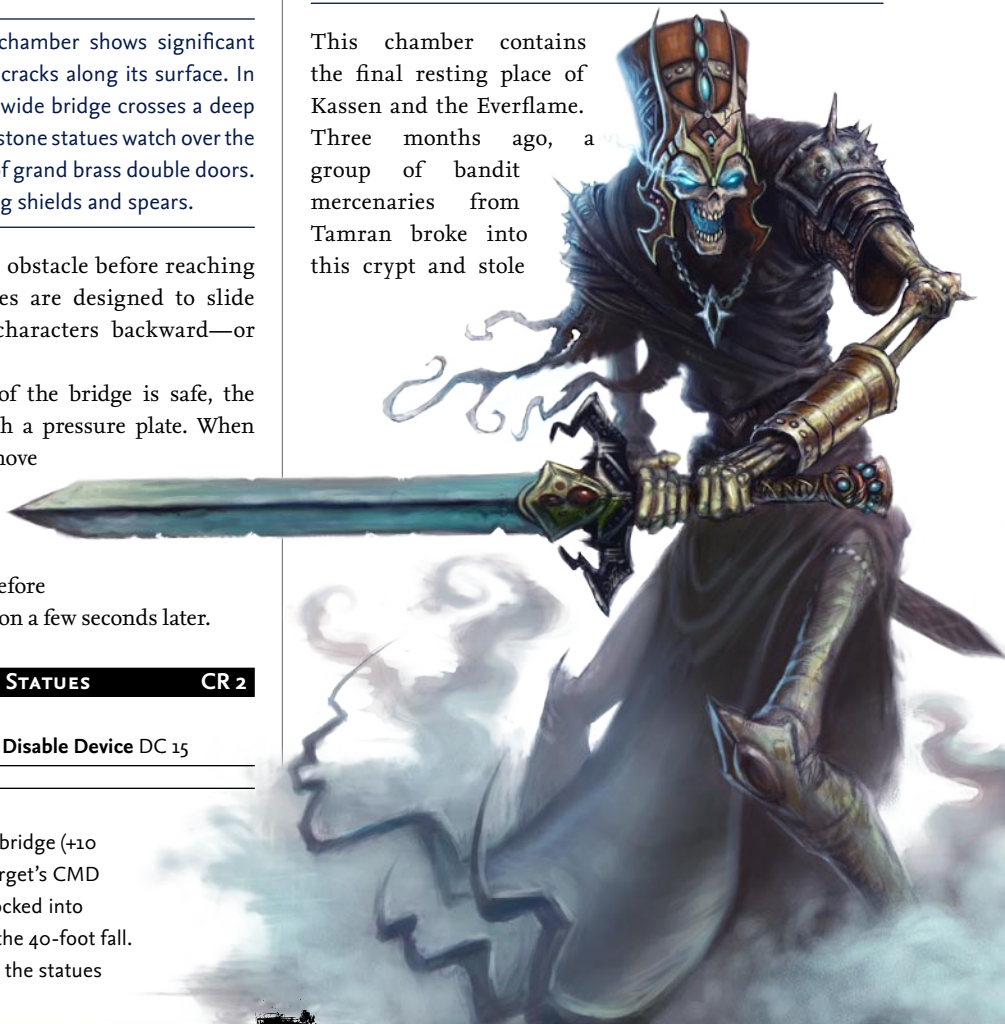
The wide brass doors swing open on silent hinges to reveal a vast crypt. The only light emanates from a torch mounted above the crypt, flickering with a pale golden fire. Tall pillars march across the chamber, ending at a dais on the far side, on which is set a large stone sarcophagus.

A single form rests beside the coffin, that of a comely woman in tattered clothing. She appears to be asleep or unconscious.

As the first PC enters the chamber, a dry, mirthless laugh can be heard from the dark recesses of the tomb.

"So, Kassen's heroes have come to fight me again. You will make fine minions in my army of the dead. Come and meet your fate." With that, a wicked-looking skeleton strides into view wearing polished mail and brandishing a cruel sword in both hands. A cold blue flame burns in its empty eye sockets.

This chamber contains the final resting place of Kassen and the Everflame. Three months ago, a group of bandit mercenaries from Tamran broke into this crypt and stole



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MODULE

KASSEN'S BOON

Aura moderate abjuration; **CL** 10th

Slot amulet; **Price** —; **Weight** —

This small silver scale is warm to the touch and inscribed with the sigil of Kassen, hero of the Fangwood. You can use this scale to call upon Kassen's favor, allowing you to reroll any one attack roll, saving throw, or skill check after the roll is made but before the results are revealed. You must take the result of the second roll, even if it is worse. Once this power has been used, the scale crumbles to dust.

POWER ATTACK AND COMBAT EXPERTISE

Asar has the Power Attack and Combat Expertise feats. The function of these feats has changed slightly from previous incarnations.

Power Attack now allows a creature to reduce his chance to hit by an amount equal to 1/4 his base attack bonus to add twice that amount on all damage rolls (triple that amount if using a weapon two-handed). For the creatures in this adventure, this means trading +1 to hit for +2 or +3 to damage.

Combat Expertise works similarly to Power Attack. A creature can reduce its chances to hit by an amount equal to 1/4 its base attack bonus to add that amount to its Armor Class as a Dodge bonus. This also increases the creature's CMD.

In both cases, the amount reduced is set by a creature's base attack bonus and cannot be changed from round to round. A creature decides to make his attacks either using his full base attack bonus or at the reduced total, gaining a bonus to damage or AC.

a pair of amulets. One was interred with Kassen while the other was buried with his enemy, Asar. This violation caused both spirits to rise out of their slumber, but where Kassen has returned as a benevolent ghost, Asar has risen as a terrible skeletal champion.

Kassen's sarcophagus is open, and the lid is lying next to it. His body is intact, save for the broken links of a chain that lie around his neck—the medallion it once held is missing. Asar has not defiled his enemy's body, for he hopes to animate it later and force it to do his bidding. Kassen is dressed in resplendent +2 *full plate* with a +1 *flaming longsword* resting on his chest. Anyone taking these items, or defiling any of the crypts in this part of the dungeon, are subject to Kassen's curse (see the sidebar on page 22).



Creatures: Asar lurks in this chamber, plotting his next move against the fools that defeated him so long ago. He does not know details about the tomb robbers, but he assumes that they were sent from the town of Kassen to plunder his crypt. When the townsfolk arrived, he sent his skeletal minions out to slay them at once. He led these attacks personally and decided to take **Dimira** as a hostage to learn about what has happened in the past 200 years. Since then he has been brooding in this chamber, waiting for the arrival of the heroes that Dimira has told him would be following soon.

When the PCs enter this chamber, Asar is on the far side of the room, hiding in the shadows.

ASAR

CR 4

XP 1,200

Skeletal champion fighter 2

NE Medium undead

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

DEFENSE

AC 20, touch 12, flat-footed 18; (+6 armor, +2 Dex, +2 natural)

hp 39 (3d8+2d10+15)

Fort +6, **Ref** +3, **Will** +2; channel resistance +4

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Spd 20 ft.

Melee +1 *longsword* +9 (1d8+5/19–20) or

Melee 2 *claws* +7 (1d4+3)

TACTICS

During Combat Asar marches out to meet them just as his minions move in to attack them from both sides. He moves to flank if possible, disarms PCs using blunt weapons, and uses Power Attack against others.

Morale Asar fights until he is destroyed.

Feats Combat Expertise, Improved Disarm, Improved Initiative^B

STATISTICS

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

Base Atk +4; **CMB** +7 (+9 disarm); **CMD** 17

Feats Combat Expertise, Improved Disarm, Improved Initiative^B, Power Attack, Toughness, Weapon Focus (*longsword*)

Skills Intimidate +10, Perception +7, Stealth +6

Gear +1 *chainmail*, +1 *longsword*

HUMAN SKELETONS (4)

CR 1/3

XP 135

hp 4 (1d8); see page 9

Developments: After Asar has been destroyed, the PCs can check on Dimira, who is alive but unconscious (stable at –1 hp). If the PCs revive her, she tells them about

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everything that happened here, from the moment Asar kidnapped her, through his questioning, and up until she fell unconscious. She knows nothing about the bandits, but did hear some of the others mention that it appeared someone else had been here before. Dimira is very relieved when she learns her brother is still alive and she wants to go speak with him as soon as possible.

When the PCs go to light the lantern with the Everflame (a permanent magical fire like a *continual flame* spell that gives off heat), the spirit of Kassen stirs from its rest and rises up to thank them for putting an end to Asar. He can tell them all about Asar and his relationship with the mercenary captain. Although he does so reluctantly, he even reveals that the two of them were once adventuring companions, and that they split ways after acquiring a great deal of treasure. Kassen is sure that Asar felt cheated after their last quest and that is why he came to attack the town. Kassen knows nothing about the bandits, but notes they only stole the amulets with which he and Asar were buried. These amulets are part of a key that opens up the great treasure vault they plundered so long ago. Kassen remembers little about the vault itself, but he does remember that the amulet points the way to the vault if it is reassembled from its three component parts. The last part was given to Iramine, an elven sorceress that was part of their group.

After giving his thanks, Kassen reaches into his sarcophagus and produces several items, giving them to the PCs with his thanks. After handing out the gifts, he slowly fades from view, returning to his eternal rest.

Treasure: Kassen gives the PCs a *bag of holding* (type I), a *+1 bashing shield*, an *elemental gem* (water), and one scale from his armor for each PC. Kassen explains that these scales will grant them his boon in their hour of need.

23. VILLAGERS' CRYPT

This crypt is the resting place for a number of villagers, each one entombed inside a stone sarcophagus. Unlike Kassen, none of them appear to be disturbed.

This side crypt was used by the villagers to inter the prominent folk from the village who died in the battle here. None of these crypts have been disturbed. Anyone robbing these crypts is subject to Kassen's curse.

24. RAIDERS' CRYPT

This crypt contains the resting place for some of the raiders that attacked Kassen so many years ago. The central sarcophagus has been disturbed, its lid lying broken on the ground in front of it. The corpse of a masked man lies beside it.

Asar and a few of his raiders were entombed here. When the tomb robbers plundered this place a few months ago, they opened up Asar's crypt to steal the amulet around his neck. This caused him to rise as an undead skeletal champion, and his first act was to choke the life from the leader of the tomb robbers. The other tomb robbers escaped, taking the amulet with them.

The dead man is wearing gray robes and an iron mask that covers his face. The stench of rot hangs heavy around him. A DC 15 Heal check indicates that he died about 3 months ago from strangulation. A DC 15 Knowledge (religion) check reveals that this man is a follower of Razmir, the living god whose cults have sprung up all around the Lake Encarthan region. A DC 20 Knowledge (local) check also informs the PCs that there are rumors of a cult opening up a headquarters in Tamran, the capital of Nirmathas.

Treasure: The dead man has a few items of interest on his person. Anyone searching his decayed body finds a map leading to the crypt (along with a note that reads, "The amulets are entombed with Kassen and Asar"), a *wand of magic missile* (CL 3rd, 22 charges), *bracers of armor +1*, a *horn of fog*, 354 gp in newly minted coins, and a spellbook that contains the following spells: *cause fear*, *enlarge person*, *expeditious retreat*, *false life*, *levitate*, *mage armor*, *magic missile*, *ray of enfeeblement*, and all wizard cantrips.

CONCLUSION

The journey back to Kassen is somber and uneventful. Roldare is thrilled to see Dimira again and seems to most (but not all) of his sanity.

When the PCs finally return to Kassen, they find a celebration underway in their honor. Mayor Uptal is there to greet them at the gates, but his joy at their return quickly turns to horror when he finds out what has happened. The news quickly spreads throughout town and the harvest celebration turns melancholy. The folk do not blame the PCs for what happened, and most are rather grateful that this new menace is ended. The grand feast is still held in their honor, but it is not the same as it was in previous years. This year, many are drinking to help forget that they have lost friends and loved ones. Plans are made to return to the crypt and bury the slain townsfolk.

During this celebration, Cygar stops to talk with the characters for a few moments. He formally introduces himself to them as a Pathfinder and mentions he might have some work for them if they are interested. Cygar has taken an interest in the recent events, and he is sure his organization would like to see the tomb robbers that caused this mess called to account for their actions. He then asks if they might be interested in getting to the bottom of this puzzle and, if they agree, he blends back into the crowd, saying only that he will be in touch (see the sequel to this adventure, *Masks of the Living God*, for more information).

PATHFINDER MODULE



appendix: the town of kassen

Kassen is a small town ruled by Mayor Uptal, a fair, but mildly grim man. While most of the “townsfolk” actually live in small homes or camps in the woods and fields surrounding Kassen proper, the town is quite tight-knit. As with most of the folk in Nirmathas, they stand up for one another and refuse to be pushed around. The following lists some of the most interesting buildings and people residing in or around Kassen.

KASSEN

Hamlet conventional (mayor); AL CG

Base Value 500 gp

DEMOGRAPHICS

Population 750

Type isolated (human 93%, halfling 3%, half-orc 2%, elf 1%, half-elf 1%)

AUTHORITY FIGURES

Jonark Uptal (NG male human aristocrat 3), elected mayor

of Kassen; **Colbin Vetnar** (LN male human expert 3/rogue 2), woodcutter guildmaster; **Gregor Wisslo** (LG male human fighter 4), fighter mentor and captain of the guard; **Holgast** (N male human wizard 6), town sage; **Rantal Prasst** (NG male human cleric of Erastil 2), priest.

places in kassen

The following are some of the more important buildings in Kassen. If the PCs grew up in this town, they should have a home, located somewhere near the town’s edge.

1. Seven Silvers: Most visitors to Kassen end up at this comfortable two-story inn and tavern. Run by Trelvar Silvers, this inn features modest prices (4 sp/night), decent food (3 sp/day), and a lively taproom. Trelvar is assisted by his daughter, Asina, and the overly friendly Jimes “Short Change” Iggin, who is known for giving himself generous tips.

the town of kassen

2. Greathall: Typically used for meetings, weddings, and other celebrations, the Greathall is a tall, three-story wooden structure near the center of town. Inside is one grand space with a number of smaller rooms on each floor. The celebration for the successful heroes occurs here upon their return.

3. Woodcutter's Guildhall: Kassen's primary export is lumber taken from the surrounding Fangwood. While many of these logs are taken right down the Tourondel River to Lake Encarthan, the woodcutters require that all logs bear the stamp of the guildhall, which of course requires a small fee. As a result, the woodcutter's guild is one of the more powerful groups in town, under the firm hand of the ever-opportunistic Colbin Vetnar.

4. Temple of Erastil: The only stone building in town is home to Kassen's only temple. While the church is officially dedicated to Erastil, there are a number of faiths practiced here, including Gozreh, Gorum, Shelyn, and Torag. Father Prasst is the only priest, but most in town refer to him as the "High Priest."

5. Town Watch Headquarters: Guard Captain Wisslo spends most of his time in this building or patrolling the streets of Kassen. While the guardsmen are mostly relaxed in their duties, they become an effective force if there is trouble in town.

6. Renet's Steel: While Renet's shop services much of the town's needs when it comes to metalworks, his quality is nowhere near that of Braggar's. Most metal items can be found here for the standard prices, but there are no masterwork items to be found at Renet's Steel.

7. Arnama's Home: This is the home of Arnama Lastrid, one of the few rangers who lives in Kassen. Mayor Uptal, who trusts the ranger's instincts implicitly, frequently calls Arnama to the town council to report and advise.

8. Sir Dramott's Home: This is the home of Sir Dramott, a knight from Lastwall who keeps watch on the town.

9. Braggar's Shop: This is the workshop and home of Braggar Ironhame, a dwarven blacksmith. Braggar's works exceed those of Renet's Steel, but he works much slower and charges a higher price. Braggar can forge nearly any masterwork metal tool, weapon, or armor.

10. Vargidan Estate: This is the home of the eccentric Vargidan family, and has a bit of a spooky reputation in town.

11. Holgast's Tower: Holgast's slightly crooked tower stands at the edge of town.

12. Mayor Uptal's Home: This modest building along the water is the home of Mayor Uptal, who can frequently be found in the Greathall holding meetings or on his small boat in the river, fishing.

13. Ilimara's Home: This is the home of Ilimara Oniri, the mysterious woman from Qadira.



PATHFINDER

MODULE

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people of kassen

The following list of individuals and families encompasses many of the notable people who live in Kassen. This list also includes an appropriate mentor or teacher for each of the 11 base classes. Starting characters are encouraged to have a connection to one of these individuals, even if their background or training does not directly involve the town.

Cygar Anravis (CN male human rogue 4/fighter 2): The folk of Kassen are naturally wary of outsiders, and Cygar does nothing to allay their fears. He dresses in dark colors and keeps to himself, having rented a room in the Seven Silvers for the past 4 months. He can sometimes be seen wandering around town, watching the townsfolk, but otherwise he keeps mostly to his room and the taproom at the Silvers. In reality, Cygar is a Pathfinder, one of a vast group of international treasure hunters and adventurers. He is here in town because the Pathfinder Society is looking to set up a post in northern Nirmathas that they can use to organize expeditions into Belkzen. Cygar is keeping a lookout for anyone in town who he might get to join his cause, but they need to prove themselves competent first.

Sir Dramott (LG male human paladin 3, paladin mentor): The people of Lastwall, the militaristic nation to the north, take it as their responsibility to keep the orcs of Belkzen in check. Unfortunately, their forces are spread thin, so they rely on a number of scouts close to the border of Belkzen to keep watch. Sir Dramott is one such scout. Although he has no authority here in town, he regularly reports to his commanders in Lastwall, informing them of any orc activity. Mayor Uptal is grateful for Sir Dramott's assistance whenever trouble is brewing, but he is concerned about a military officer from a foreign land stationed in his town. The people of Kassen respect Sir Dramott, but they would rather he go home and leave them to their own devices. As a mentor, Sir Dramott is capable and wise, if a bit harsh. Unfortunately, all of his lessons deal with service to Lastwall, and his pupils are taught to think of such service as a high honor.

Jocyn Elmaran (CG male half-elf bard 5, bard mentor): Jocyn is the only real entertainer in the town, having settled here 4 years ago after a fight with orcs up near the Belkzen border left him with a crippled leg. Despite his injury, Jocyn is a capable performer, working with a variety of instruments and performance styles. He lives in one of the rooms above the Seven Silvers Tavern, where he performs nightly. Jocyn is a perfect mentor for bard characters. His loose style and relatively carefree nature make him a rather lax teacher, however, and his occasional drunken ramblings hint of a terror in his past that he refuses to speak of any other time.

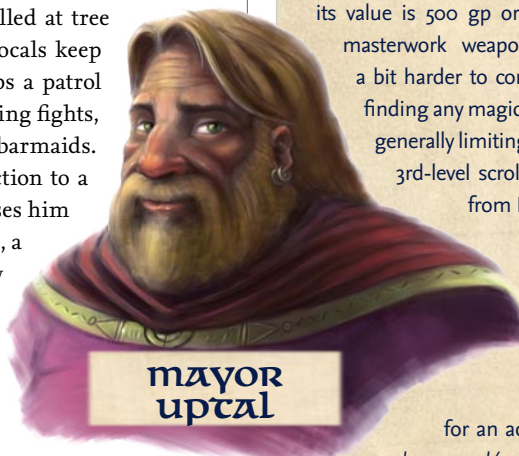
Grimscar (NE male half-orc expert 1/warrior 3): The forestry guild employs a wide variety of workers to help fell

the town of kassen

trees in the surrounding woods; some of them are far from polite and caring toward the people of Kassen. Grimscar is one such worker. This half-orc would have been fired long ago if he was not so skilled at tree cutting. When he is in town, the locals keep their distance and the militia keeps a patrol nearby. Grimscar is known for picking fights, getting drunk, and pawing at barmaids. Fortunately, he has an allergic reaction to a local vintage of whiskey (which causes him to pass out shortly after drinking it), a weakness that is often exploited by the local tavern owners.

Holgast (N male human wizard 6, wizard mentor): On the eastern edge of town is a single tower, leaning slightly to the south, made of bricks and timber. This is the home of Holgast, the town's local sage and mystic. Although Holgast is very knowledgeable, he is old and quite forgetful, meaning that the townsfolk (the mayor in particular) only consult him if the need is truly great. Holgast spends most of his days wandering about his tower, reading books, smoking his pipe, and taking naps. Once a week, he wanders into town to purchase supplies and provisions with his seemingly inexhaustible reserve of perfect golden coins, which he claims came from an immense hoard some years ago. Holgast makes for a frustrating mentor. His lessons are erratic and old fashioned. His apprentices are required to do all manner of chores for the privilege of learning from him, while he sleeps the day away and teaches very little. Those who have learned anything from him have done so by sneaking into the wizard's spellbooks while he is napping.

James "Short Change" Iggins (CN male halfling rogue 3, rogue mentor): Those who frequent the Seven Silvers tavern know to count their coins before they leave the table, especially if they have been served by "Short Change," the halfling waiter who has a propensity for giving less change than is due (although he insists the name is due to his short stature). Although James is genuinely kind and helpful to all the locals, he just can't help but end up with some of their possessions at the end of the night, be it a few coins or a loose dagger. Most of the townsfolk are quite aware of this and do not take too much offense if something goes missing. After all, they know where the missing goods went. Anyone who works with James at the Seven Silvers is sure to get a host of tips and tricks from this good-natured thief, who thinks that a little petty theft is all in good fun.



mayor
uptal



CYGAR

Buying Goods in Kassen

Characters wishing to buy goods and provisions in Kassen have no trouble finding most standard gear, so long as its value is 500 gp or less (including most armor and masterwork weapons). Magic items, however, are a bit harder to come by. There is a 75% chance of finding any magic item with a value of 500 gp or less, generally limiting the town to 2nd-level potions and 3rd-level scrolls. These items can be purchased from Holgast and Father Prasst.

In addition, the following items can be found for sale in the town. Braggar has a suit of half-plate for sale, sized for a Medium creature (that he can adjust to fit a Small creature for an additional 20 gp). He also has a +1 *longsword* (2,315 gp) and a +1 *light wooden shield* (1,153 gp) for sale. Father Prasst has a *wand of cure light wounds* with 22 charges remaining that he would sell for 300 gp. Holgast has a number of items for sale, including a *hand of the mage* (900 gp), a *ring of feather falling* (2,200 gp), a *ring of counterspells* (4,000 gp), a *wand of burning hands* (CL 2nd, 50 charges, 1,500 gp), and a *decanter of endless water* (9,000 gp).

Braggar Ironhame (CN male dwarf expert 3/barbarian 2, barbarian mentor): Braggar is one of the two blacksmiths that service Kassen. This dour dwarf runs a small business on the south side of town. Although he is outpaced by his competitor (Renet's Steel, near the town square), Braggar's goods are of higher quality. Braggar is a surly mentor, capable of incredible fits of anger if one of his pieces is not turning out as planned. As such, he often has to spend time repairing his workshop, which only further slows down his work. Braggar's teaching style focuses on craft and artifice, but he can also teach pupils about controlling their anger and unleashing it when the time is right.

Guardsman Golfond Kir (LG male human warrior 2): Although a bit simple, Golfond Kir is a dedicated guardsman, manning the town's only watchtower every day. When he is not on duty, he can often be found running errands around town for his elderly mother, or playing with the local children. When Kir was young, a horse kicked him in the head and knocked the sense out of him. Since then, he has been the victim of cruel pranks and japes, all of which he takes with a smile and a simple laugh. Kir can be counted on to tell the truth, regardless of whether or not

doing so might land him in trouble. Kir respects Captain Wisslo to a fault and (unlike the other guards) refuses to make fun of him. The captain, in return, treats Kir like any other soldier, despite his many mistakes.

Arnama Lastrid (NG female human ranger 4, ranger mentor): Nirmathas is known for its rangers, valiant woodsmen who have spent years carving out a nation and protecting it from foreign and domestic threats. Arnama is one such ranger. She is tough, quiet, and more than willing to risk her life to protect the people of Kassen and the country she has grown to love. Arnama was orphaned during the early wars with Molthune, growing up in a band of adopted parents. These rangers taught her everything she knows. When Arnama came of age, she left the band to find out where her parents came from. That trek led her to Kassen, where she has remained ever since, living in their old house just outside town. Arnama is a skilled ranger but not the best teacher. Those who have tried to learn from her find her impatient and without discipline. She does, however, excel at teaching by example, leading her charges on far-ranging patrols and hunts.

Ilimara Oniri (LN female human monk 2, monk mentor): While most of the people in Kassen were born and raised within 10 miles of town, Ilimara was born in Qadira in a town with a name most of the humble folk of Kassen could not even pronounce. Not surprisingly, this beautiful and exotic woman keeps to herself. She has lived on the outskirts of town for almost 8 years now, claiming that she is trying to find peace in her heart. Ilimara has had a number of acolytes over the years, each hoping to learn the secrets of Irori that Ilimara claims to practice, but so far, all have abandoned her tutelage for a simpler road. Anyone who learns from her, however, quickly uncovers that there is a darkness hiding in Ilimara, and only those with an iron will can bear to be around it.

Father Rantal Prasst (NG male human cleric 2 of Erastil, cleric mentor): The small town of Kassen has only one temple and it is devoted primarily to Erastil, but Father Prasst allows those who worship other friendly gods to pray at the temple as well. While Father Prasst does not offer services in the names of these deities, there are small shrines to other gods set up in some of the alcoves, including Gozreh, Gorum, Shelyn, and Torag. Father Prasst is a kind and understanding man, but he is hard when it comes to the defense of the community. He is quite young, only 24, and many in the community do not put too much faith in his council, except in spiritual matters. He was trained as a soldier in Tamran, but he left after his first battle to become a priest, and refuses to say why.

Asina Silvers (CG female human commoner 1): Asina looks almost identical to her beautiful mother, a fact that causes her father Trelvar some pain since his wife's

unfortunate passing a year ago. This young girl helps her father run the Seven Silvers inn and tavern near the center of town. Asina is only 13 years old, but she is already known as the preeminent town gossip, collecting all sorts of rumors and tales to spread to those who stop by the inn for a pint. Asina works hard and has a pleasant smile, but she is secretly worried for her father. She wants to make him proud by taking over the inn, but this gets in the way of her true dream to move to the city (Tamran) and make a life for herself there.

Trelvar Silvers (NG male human commoner 3): Trelvar, along with his daughter, Asina, run the only tavern and inn located in Kassen, the Seven Silvers. Trelvar is middle-aged and inherited the bar from his father over 10 years ago. Although Trelvar is a good man and honest with his customers (even if Jimes is not), he has fallen into a deep depression over the past year. His wife died giving birth to his only son, and the son did not last the winter. As a result, Trelvar is left without a wife or heir. While Asina has tried to brighten his mood and insists that she will take over the bar, Trelvar is unsure and would be just as likely to give the place over to a respectable employee after seeing to it that Asina was properly married. It seems like the only time Trelvar seems to cheer up is when a wealthy or affluent stranger rolls into town.

Olmira Treesong (N female human druid 2, druid mentor): Druids are not an uncommon sight in Nirmathas, but Olmira draws stares even in the streets of Kassen. This middle-aged woman only wears clothing made from natural materials (such as bark, leaves, and grass) and is always accompanied by a host of small woodland creatures. She talks to herself and her retinue constantly, having full conversations despite the fact that no one seems to answer her. Over the years, Olmira has had a number of apprentices who have gone on to become successful druids. Those who learn from her are sent on all manner of esoteric missions, such as listening to the wind for a week, planting new seeds throughout town, and mimicking local animals.

Mayor Jonark Uptal (NG male human aristocrat 3): Every 4 years the town of Kassen holds an election to decide the next mayor, a position that Uptal has held for over 11 years. With another election coming up in just a few months, Uptal wants to ensure that this year's Quest for the Everflame happens without a problem. Mayor Uptal is a fair man when it comes to his office, settling land disputes and other quibbles among the townsfolk on a regular basis. When it comes to outsiders, he is a bit more cautious, siding with the locals unless faced with irrefutable evidence.

Moltus Vargidan (sorcerer mentor): If you ask a dozen folk in Kassen who the strangest family in town is, you would get the same answer 12 times: the Vargidans.

the town of kassen

This old family has a touch of magic in its blood, with each one of the children showing some sorcerous talent. Where this magic comes from is a mystery, and the family refuses to speak of such things in mixed company. Lording over the family is the wealthy and eccentric patriarch, Moltus Vargidan. This aging man has white hair that trails down to his knees, and he can often be found wandering the halls of the estate, muttering to himself. Living with him are almost a dozen children (each from a different wife) and a pair of lifelong servants. Sorcerers who come from this house have been forced to learn things for themselves, because the old man shares few of his secrets, and many of the children are starting to believe that his grip on reality is slowly slipping.

Colbin Vetnar (LN male human expert 3/rogue 2): As the guildmaster for the woodcutter's guild, Colbin Vetnar holds a fair amount of power in the city of Kassen, second only to Mayor Uptal. Unfortunately, where the mayor uses his power to help the people of Kassen, Colbin is only interested in lining his own pockets. Colbin makes it a habit to follow the rules to the letter, but where

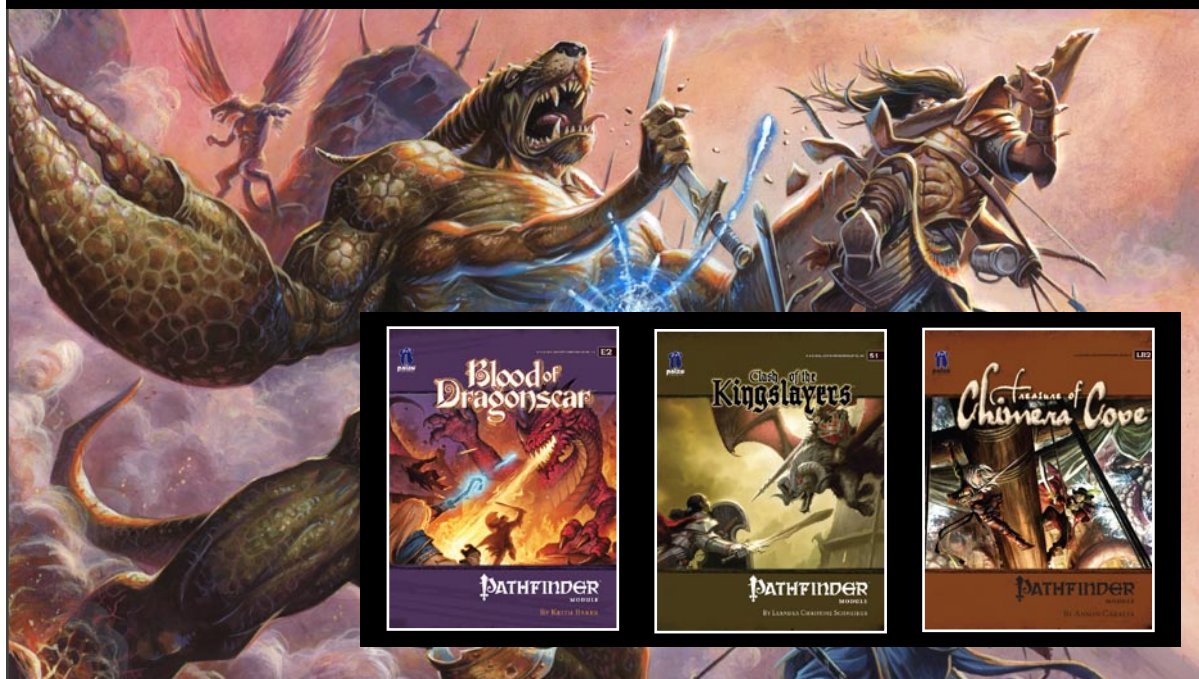
there is any uncertainty, Colbin makes sure that the interpretation favors himself and the woodcutter's guild. When the weapon makers in town protested about the guild making wooden weapons, Colbin relented, but only if the weapon makers agreed to purchase any wooden components from the guild (leading many in the town to make jokes about the quality of "Colbin's arrows" and "Colbin's staves").


Guard Captain Gregor Wisslo (LG male human fighter 4, fighter mentor): The town of Kassen has never truly known the horrors of the war with Molthune, but occasional raiding parties from Belkzen do sometimes pose a threat. As such, the town has been watched over for many years by Wisslo, who serves as guard captain. Gregor is a staunch man who believes in schedules and regiment over ingenuity and spontaneity, much to the chagrin of the town's residents. As an aging fighter, Gregor is a qualified teacher, but his lessons are rigid and his discipline harsh. The guards he has trained are quite skilled, but they secretly detest the old man, calling him names behind his back (Captain Is-Slow is the current favorite).

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Valeros
MALE HUMAN FIGHTER 1

ALIGN NG INIT +6 SPEED 20 ft.


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

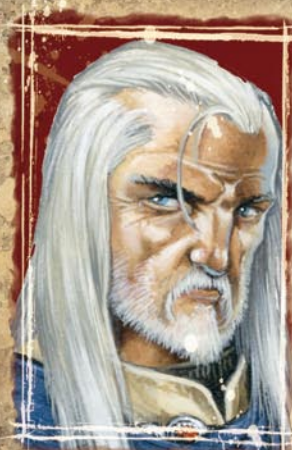
DEFENSE	
HP 12	
AC 18	
touch 12, flat-footed 16	
Fort +3, Ref +2, Will -1	

OFFENSE
Melee longsword +3 (1d8+3/19-20) and short sword +2 (1d6+1/19-20)
Ranged short bow +3 (1d6/x3)
Base Atk +1; CMB +4; CMD 16

SKILLS
Climb +2
Intimidate +4
Perception -1
Ride +1
Swim +2

FEATS
Improved Initiative, Two-Weapon Fighting, Weapon Focus (longsword)

 **Combat Gear** alchemist's fire, chainmail, longsword, short sword, shortbow, arrows (20); **Other Gear** backpack, silk rope, 1 gp



Ezren
MALE HUMAN WIZARD 1

ALIGN NG INIT -1 SPEED 30 ft.

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

DEFENSE	
HP 7	
AC 9	
touch 9, flat-footed 9	
Fort +3, Ref +1, Will +4	

FAMILIAR
Sneak (weasel)

SPELLS
Spells Prepared (CL 1st):
1st—mage armor, sleep
o—daze, detect magic, light
Spellbook: all PFRPG cantrips plus alarm, cause fear, detect undead, mage armor, magic missile, shield, sleep


SPECIAL ABILITIES
Hand of the Apprentice: +4 attack bonus, 7/day, 30-ft. range

FEATS
Combat Casting, Great Fortitude, Scribe Scroll

OFFENSE
Melee cane +0 (1d6)
Ranged light crossbow -1 (1d8/19-20)
Base Atk +0; CMB +0; CMD 9

SKILLS
Appraise +8
Diplomacy +0
Knowledge (arcana) +8
Knowledge (geography) +8
Knowledge (history) +8
Knowledge (local) +8
Perception +3
Spellcraft +8

 **Combat Gear** scroll of burning hands, alchemist's fire (2), cane (as club), dagger, light crossbow, bolts (20); **Other Gear** backpack, scroll case, spell component pouch, spellbook, 35 gp



Merisiel
FEMALE ELF ROGUE 1

ALIGN CN INIT +3 SPEED 30 ft.

ABILITIES	
12	STR
17	DEX
12	CON
10	INT
13	WIS
10	CHA


DEFENSE	
HP 10	
AC 16	
touch 14, flat-footed 12	
Fort +1, Ref +5, Will +1 (+2 bonus vs. enchantment)	


SPECIAL QUALITIES
immune to sleep, low-light vision, trapfinding

OFFENSE
Melee rapier +1 (1d6+1/18-20)
Ranged dagger +3 (1d4+1/19-20)
Base Atk +0; CMB +1; CMD 15
Special Attacks: sneak attack +1d6

SKILLS
Acrobatics +7
Bluff +4
Climb +5
Disable Device +7
Intimidate +4
Perception +7
Sleight of Hand +7
Stealth +7

FEATS
Dodge

 **Combat Gear** acid, alchemist's fire (2), thunderstone, rapier, daggers (6); **Other Gear** backpack, leather armor, grappling hook, hooded lantern, oil (5), silk rope, thieves' tools, 25 gp



Kyra
FEMALE HUMAN CLERIC OF SARENRAE 1

ALIGN NG INIT +0 SPEED 30 ft.

ABILITIES	
13	STR
8	DEX
14	CON
10	INT
17	WIS
12	CHA

DEFENSE	
HP 10	
AC 15	
touch 9, flat-footed 15	
Fort +4, Ref -1, Will +7	

SPECIAL ATTACKS:
channel energy (positive, 1d6, DC 11, 4/day), spontaneous cure

SPELLS
Spells Prepared (CL 1st):
1st—cure light wounds^o, divine favor, magic stone
o—guidance, light, virtue
D domain spell; Domains Healing, Sun

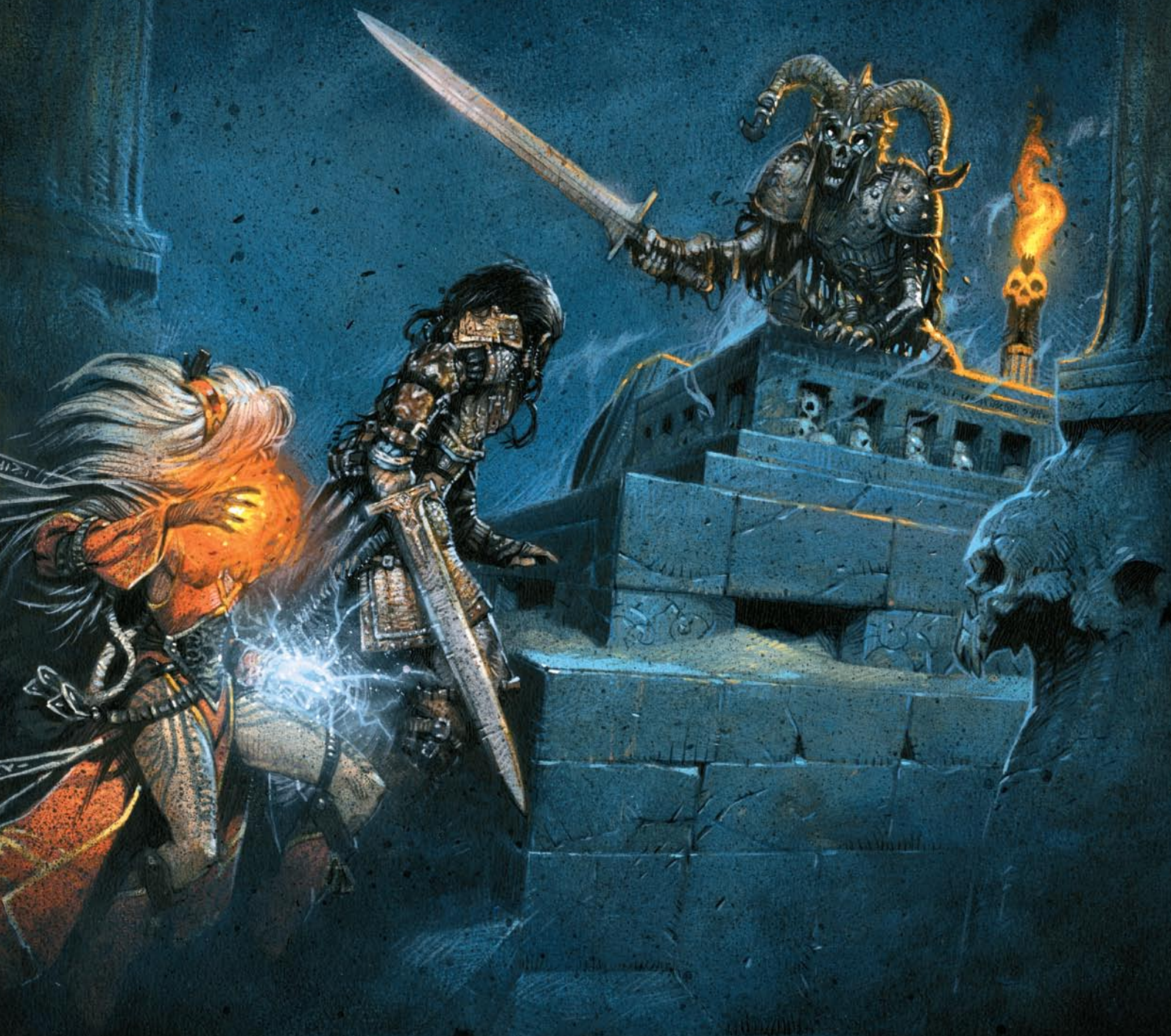
DOMAIN GRANTED POWERS
Rebuke Death (Sp) heal touched creature 1d4+1 hp, only works on targets below 0 hit points, 6/day.
Sun's Blessing (Su) Add +1 to channel energy damage against undead, bypass channel resistance.

FEATS
Channel Smite, Iron Will

OFFENSE
Melee scimitar +1 (1d6+1/18-20)
Ranged light crossbow -1 (1d8/19-20)
Base Atk +0; CMB +1; CMD 10

SKILLS
Diplomacy +5
Heal +7
Knowledge (religion) +4
Perception +4

 **Combat Gear** scimitar, light crossbow, bolts (10); **Other Gear** chain shirt, heavy wooden shield, backpack, silver holy symbol, 12 gp



AN AWAKENED EVIL

Pathfinder Module

CRYPT OF THE EVERFLAME

The young heroes of the town of Kassen are ready for their coming-of-age ceremony, an old tradition in which they retrieve a piece of the eternal flame burning in the tomb of the town's founder. Yet when they arrive there, they find only the corpses of their fellow townsfolk, dead bandits, and mysterious animated skeletons. The novice heroes must brave the traps and perils of the Crypt of the Everflame, discover the source of the corruption that has awakened an ancient evil, and defeat a menace that seeks vengeance against Kassen and its people.

Crypt of the Everflame is a dungeon adventure for 1st-level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. The adventure map uses the same layout as the 2009 edition of Paizo's *Flip-Mat: Dungeon*.

This adventure is set in the forested land of Nirmathas in the Pathfinder Chronicles campaign setting, but can easily be set in any game world. It can be used on its own or combined with its sequel, *Masks of the Living God*, to create an even greater campaign arc.

paizo.com/pathfinder

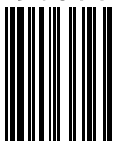


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