



# HALL OF THE FLESH EATERS

By Tom Philips





# Hall of the Flesh Eaters

## Pathfinder Society Scenario #6–06

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*Pathfinder Society Scenario #6–06: Hall of the Flesh Eaters* is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1–5; Subtiers 1–2 and 4–5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

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# HALL OF THE FLESH EATERS

By TOM PHILIPS



**W**est of the Eye of Abendego, dozens of imposing stone columns known as the Gloomspires rise directly from the ocean. For ages they have remained shrouded in fog that stubbornly resists the strongest winds and magic that causes the columns to shift at random, defying every attempt to count or map them. For Sempet Sevenfingers, a powerful wizard and pirate captain at large in the Shackles 300 years ago, the infamous Gloomspires presented the perfect site to hide his ill-gotten wealth. Over many trips he secreted his loot in the halls of one particular Gloomspire, and when his career approached its end, he began renovating the site to become his tomb. His towering mausoleum now contains traps and guardians of his own design. Rumors of Old Sevenfingers's spirit guarding his tomb's lowest levels have kept his greatest treasures safe.

Such rumors were never enough to discourage Calisro Bennary, the venture-captain of her Pathfinder "lodge," a ship named the *Grinning Pixie*. Years before she joined the Pathfinders, Bennary sponsored several private expeditions to the site. Though only one of these missions managed to return, the haggard survivors brought Bennary a veritable trove of information. After studying the various wall rubbings, sketches, and minor treasures the expedition had collected, Bennary learned that mysterious beings called the Makers had constructed the Gloomspires well before the rise of the ancient Ghol-Gan Empire. Though Bennary was able to learn very little of the Makers' origins, she discovered that they were a humanoid race of gifted sorcerers who had fled to Golarion after a long period of enslavement. Bennary also theorized that special cosmological alignments might negate the strange reality-warping magic of the Gloomspires, yet it was not until she joined the Society and pored through its extensive archives that she finally determined the proper conditions: the summer and winter solstices. Her research also revealed that the Saoc Brethren, the late order of Lirgeni astronomers, had created a powerful tool called the *Orb of Stars* capable of simulating particular stellar alignments; however, the

## WHERE ON GOLARION?

This adventure takes place in the Gloomspires, specifically the uppermost level of Sevenfingers's tomb. The Gloomspires are an array of stone pillars located roughly 100 miles due west of the western edge of the Eye of Abendego and approximately halfway between Mediogalti Island and the westernmost isles of the Shackles. For more information regarding the regions bordering the Gloomspires, see *Pathfinder Campaign Setting: Isles of the Shackles*, *Pathfinder Campaign Setting: The Inner Sea World Guide*, and *Pathfinder Campaign Setting: Lost Kingdoms*, available at bookstores and game stores, and online at [paizo.com](http://paizo.com).



orb had disappeared several years before Lirgen sank beneath the waves.

Bennary has found it frustrating to study the Gloomspires for only brief windows each year, yet clues in the recently recovered logbook of the pirate scholar Mazzer Thrennt have given her hope. Several passages in Thrennt's log detailed his exploration of one of the Gloomspires' most notorious sites: Sevenfingers's tomb. Though the wily Thrennt left out useful details—such as an actual description of the tomb's interior and the dangers he and his crew encountered—he did describe the treasures he plundered from the site. His accounts

## PATHFINDER SOCIETY SCENARIO

### GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 3* (B3), *Pathfinder RPG Advanced Players Guide* (APG), *Pathfinder RPG Advanced Race Guide* (ARG), *Pathfinder RPG Ultimate Combat* (UC), *Pathfinder RPG Ultimate Magic* (UM), and *Pathfinder RPG Ultimate Equipment* (UE). These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at [paizo.com/prd](http://paizo.com/prd).

were mostly tedious inventories of coins and various minor treasures, yet one item caught Benarry's eye: a "copper sphere with patterns of rubies, blue sapphires, and moonstones that shimmered like the stars in the night." The hand-drawn illustration of the sphere that accompanied the passage clinched Benarry's interest, for it depicted what could only be the long-lost *Orb of Stars*. A brief note in Thrennt's log revealed that he had been forced to hide the orb in a side chamber adjacent to the "Hall of the Flesh Eaters", which has long been identified as the uppermost level of Sevenfingers's tomb. With the solstice approaching, this is Venture-Captain Benarry's best chance to recover the orb.

### ADVENTURE SUMMARY

Having convinced the Decemvirate to sponsor an expedition to the Gloomspires, Calisro Benarry meets with the PCs aboard the *Grinning Pixie*. She assigns the task of exploring the uppermost level of the tomb to the PCs, with the primary goal of retrieving the *Orb of Stars*. Benarry lets the PCs borrow her *folding boat* to reach the Gloomspires, and the scenario's action begins on the top of the Gloomspire containing Sevenfingers's tomb. There, the PCs encounter a band of starving kuru cannibals, who are marooned on the column and enthralled by an evil outsider. After defeating or perhaps negotiating with the kuru, the PCs descend into Sevenfingers's tomb.

While navigating the Hall of the Flesh Eaters, the PCs face devious traps, blood-hungry leeches, and the undead minions of an ancient ghast who was in life a member of Sevenfingers's crew. They will encounter the Necrotic Polyp, a mass of necromancy-infused flesh cultivated by Sevenfingers centuries ago to nourish his ghoulish guardians and spawn additional ones. The PCs must also contend with the Ancient One, a powerful ghast that rules over the Hall of the Flesh Eaters from his throne of human bones, but may be willing to parley—for a terrible price! With luck, the PCs defeat the undead and unearth the long-buried *Orb of Stars*.

### GETTING STARTED

The scenario begins with a briefing from Calisro Benarry.

As the *Grinning Pixie* lurches and sways in the storm, Venture-Captain Calisro Benarry of the Arcadian Mariner's Lodge grins widely as she slides a clay jug of strong Sargavan rum across her table. Though broad-shouldered and half a head taller than most humans, the intimidating half-orc speaks with an almost childlike excitement in her husky voice. "My apologies for all the secrecy," she says. "I had to make sure some pirate rascal didn't catch wind of our mission. Now that Drenchport's a week behind us and we're hugging the Eye of Abendego, it's time to give you lubbers the full run-down."

Benarry waits for the jug to make its way back to her, then takes a long swig. "I mentioned in Drenchport that the Society wants you to explore a recently discovered ruin somewhere north of the Shackles. Well, that was partly true, but it wasn't exactly the whole story." Benarry's eyes narrow and her grin becomes unsettlingly sharklike. "We're actually sending you to the Gloomspires, to Old Sevenfingers's tomb." Chuckling softly, she slides the jug back across the table. "Here, have another nip. Looks like you need it."

The Gloomspires and Sempet Sevenfingers are well-known legends in the region. Before continuing the read aloud text, allow the PCs a chance to remember some facts about these topics.

### Knowledge (arcana or history)

The PCs might know about the Gloomspires.

**15+** The Gloomspires are an ancient field of massive stone columns that rise from the Arcadian Ocean. Most sages say they were already old when the Ghol-Gan Empire was young. The Gloomspires are hollow and contain many chambers and passages, all of which are believed to be cursed, monster-infested, or both.

**20+** Since the time of Ghol-Gan, many of the Gloomspires have been explored, and some have even been claimed and repurposed by other beings. Of these, Sevenfingers's tomb is the most well known.

**25+** The Gloomspires are inundated with strange, reality-warping effects. The columns occasionally shift their positions, and many explorers report feeling a sense of wrongness and foreboding just from being in the area. This bizarre magic also makes teleportation and plane-traveling magic very difficult, though summoning spells tend to function normally.

**30+** The Gloomspires were constructed during the Age of Serpents by a humanoid race of powerful sorcerers called the Makers, who are believed to have escaped enslavement from some nightmarish realm and fled to Golarion.



## HALL OF THE FLESH EATERS

### Knowledge (arcana, history, or local)

The PCs might know about Sempet Sevenfingers.

**15+** Sempet Sevenfingers was a legendary pirate who was active in the region 300 years ago.

**20+** From his dreaded flagship, the *Voracious*, Sevenfingers commanded a small fleet of pirate ships. He was feared and despised for using cannibals and madmen to augment his boarding parties.

**25+** Sevenfingers was a powerful wizard who dabbled in necromancy and communed with evil outsiders, entities from the Dark Tapestry, and other beings from unspeakable realms beyond Golarion.

**30+** Sevenfingers had dealings with the denizens of Leng. His flagship, the *Voracious*, was actually a black ship of Leng, gifted to Sevenfingers by his dreadful allies.

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"I've been researching the Gloomspires for a very long time. Before I sailed to Absalom and joined the Society, I was a Free Captain here in the Shackles. Back then I learned about the Gloomspires, Old Sevenfingers, and all the treasure and secrets the old devil took with him when he sealed himself in his tomb."

A long, rumbling growl of thunder makes Benarry pause, and she takes the opportunity to wet her lips with another swig of rum before she continues. "Since joining the Society, I've been able to learn even more about the Gloomspires. Most importantly, I've discovered that they're tied to certain alignments of the stars, and that twice each year—beginning on the nights of the summer and winter solstices—the columns cease moving for exactly three days.

"So, tomorrow's the summer solstice. Now that you know the 'where' and the 'when' of this little caper, you need to know why the Society's sending you." Benarry pauses before continuing in a more conspiratorial voice.

"I recently came into the possession of a logbook once owned by the pirate captain, Mazzer Thrennt. Before Thrennt ended up as lusca-bait seven years back, he was a moderately successful pirate who shared my obsession with the Gloomspires. It turns out his log contains an inventory of the plunder he liberated over the years, including the loot he found in Sevenfingers's tomb. One item on Thrennt's list immediately got my attention: His log described with perfect accuracy a relic from lost Lirgen called the *Orb of Stars*. I'm certain that this device can manipulate the alignments of the stars—or at least how we perceive them—and historical accounts suggest we could also use it to trick the Gloomspires into thinking that the solstice lasts more than just a day. The Society and I both want that orb, and it's going to look really good to the folks back home if you're able to secure it. Here," she says, passing a sheet of parchment across the table, "I've written down some of the particulars."

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Give the PCs the **Player Handout**. The PCs might have questions for Benarry, and her answers to likely questions appear below. If the PCs need any gear, the

*Grinning Pixie's* quartermaster can sell them nearly any mundane or alchemical gear in addition to magic items worth 2,500 gp or less (so long as the PC has enough Fame to purchase such an item). Benarry provides any digging tools the PCs need (miner's picks, shovels, etc.) at no cost. She also supplies each PC with 50 gold pieces of credit for renting equipment from the quartermaster, though she expects the PCs to return any surviving equipment at the end of the adventure.

**What are the Gloomspires?** "They are a cluster of columns that rise out of the sea, about a hundred miles west of the Eye of Abendego. The columns are evenly spaced, rise about 500 feet high, and are virtually identical on the outside. On the inside, they're hollow and riddled with chambers and passages, which are said to be home to monsters, traps, and worse. Some say there are twenty columns, others have counted fifty. The fog in the region never blows away, so it's surprisingly difficult to count them properly."

**Who built the Gloomspires?** "An ancient race of powerful sorcerers called the Makers built the place. Supposedly they fled to our world in prehistoric times, having escaped enslavement to someone even more powerful. I believe the Makers either died out or moved on before Ghol-Gan rose to power thousands of years ago."

**What is the Orb of Stars?** "The Saoc Brethren of Lirgen made the orb, and it seems like it can lock the Gloomspires in place long enough for us to study the site properly."

**Who was Sevenfingers?** "He was a powerful wizard and pirate active in the Shackles three centuries ago. After a very long and successful career full of killing, looting, and assorted depravity, he entombed himself alive in one of the Gloomspires. His legendary tomb has lured pirates, explorers, and treasure-hunters to their doom ever since."

**Who was Mazzer Thrennt?** "Mazzer Thrennt was a pirate active in the Shackles until seven years ago, when a pair of luscas tore his ship, the *Unspeakable*, into pieces near Firegrass Island. Thrennt was a Pathfinder in his younger years, but he left the Society to take up piracy. He never lost his love for exploration, and I didn't realize he had visited Sevenfingers's tomb until I came across his personal log a few months ago."

**What did Thrennt reveal in his log?** "He mentioned his exploration of Sevenfingers's tomb and a few of the other Gloomspires, but the old goat was careful not to map or describe the Gloomspires' interiors or describe any of the monsters or traps he and his crew encountered. His log contained an inventory of the treasures he found, which included a description of what I believe is the Orb of Stars. Thrennt claimed to have left the Orb in a side chamber connected to the 'great Hall of the Flesh Eaters'—a name long associated with the uppermost level

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of Sevenfingers's tomb. He also claimed that he collapsed the tunnel leading to the chamber with the intention of returning later with digging tools to retrieve it."

**Are you coming with us?** "I'll be in the general area studying another section of the ruins, so you don't have to worry about me constantly looking over your shoulder. The window of opportunity is too short for me to work on just one project."

### THE GLOOMSPIRES

The Gloomspires have long influenced the mythology of the Shackles region, and the site has spawned countless tavern tales, though the spine-chilling legends concerning Old Sevenfingers remain the most popular.

#### The Makers

The Gloomspires were created during the Age of Serpents by a race of humanoids called the Makers. It is commonly accepted that the Makers fled to the region after having been held in thrall by an even more powerful group, yet scholars cannot agree whether these builders originated from another continent, another planet, or another plane altogether. The Makers wielded powerful magic (as evidenced by the overwhelming enchantments that continue to influence the ruins), and each column served as the personal demesne for one of the creatures.

Though exceptionally long-lived, the Makers were not immortal, and if any of their descendants survived into later ages, there is no evidence as to what or where those creatures might be. What does seem clear is that by the time the Ghol-Gani began worshipping nature spirits and constructing their first primitive settlements, the Makers were no more, and the Gloomspires stood abandoned.

#### Inhabitants

Following the Makers' disappearance, the Gloomspires became a favorite destination for explorers, treasure-hunters, and colonists of all kinds. The earliest to arrive were the ancient Ghol-Gani, whose great cities of Garkotar and Tzaarban stood within a few hundred miles of the site. Though most cyclopes shunned the Gloomspires and considered them cursed, a few of the more adventurous giants were able to access the columns safely and turned them into laboratories, prisons, temples, and tombs. Other races, such as the serpentfolk and urdefhan, discovered the Gloomspires via subterranean passages connecting a few of the columns' lowest levels with the caverns of Nar-Voth.

In the past 600 years, visitors from Garund and Avistan—mostly pirates—also explored the site, though the majority of these explorers stumbled upon the Gloomspires by accident or were marooned there. A few enterprising and powerful individuals have converted

the columns into temporary lairs, treasure vaults, or permanent abodes over the years. Of these residents, Sempet Sevenfingers remains the most notorious.

### Features of the Gloomspires

The following special features are present inside and around the Gloomspires.

**Alien Architecture and Atmosphere:** At first glance, the clean, rectangular design of the Gloomspires seems rather plain. However, this apparent simplicity belies the structures' complex alien architecture, which is beyond most creatures' ability to properly comprehend, and which manifests in peculiar ways. Explorers within a column will occasionally see the walls, ceilings, and floors appear to shift and quiver in their peripheral vision. Another, more subtle effect of this strange geometry is the slight distortion of the column's dimensions; despite countless attempts to reconcile the numbers, explorers find the straight-sided columns are a uniform 120 feet across, yet the summits often measure as much as 180 feet to a side.

Additionally, a palpable sense of wrongness saturates the Gloomspires. Shadows flicker and move in unnatural directions, strange sounds and unidentifiable scents tease the senses, and alternating sensations of claustrophobia and agoraphobia periodically assail visitors. Though these alien features and sensations have no actual game effects, clever GMs might use them to nurture an ambiance of danger and foreboding.

**Doors:** Unless otherwise noted, the doors in the Gloomspires are 8-foot-tall, 4-foot-wide slabs of seamless dark gray stone (hardness 8, 90 hit points, Break DC 40). Each door has a stone handle and opens fairly easily, requiring a move action and a successful DC 8 Strength check. The doors are 10 inches thick and provide excellent sound insulation; increase the DC of Perception checks made to listen through a door by 10 rather than 5.

**Floors, Walls, and Ceilings:** The passages and chambers within the Gloomspires are constructed of huge blocks of dark gray stone. Most passages are 12 feet high, and most chambers have ceilings that are 20 feet high.

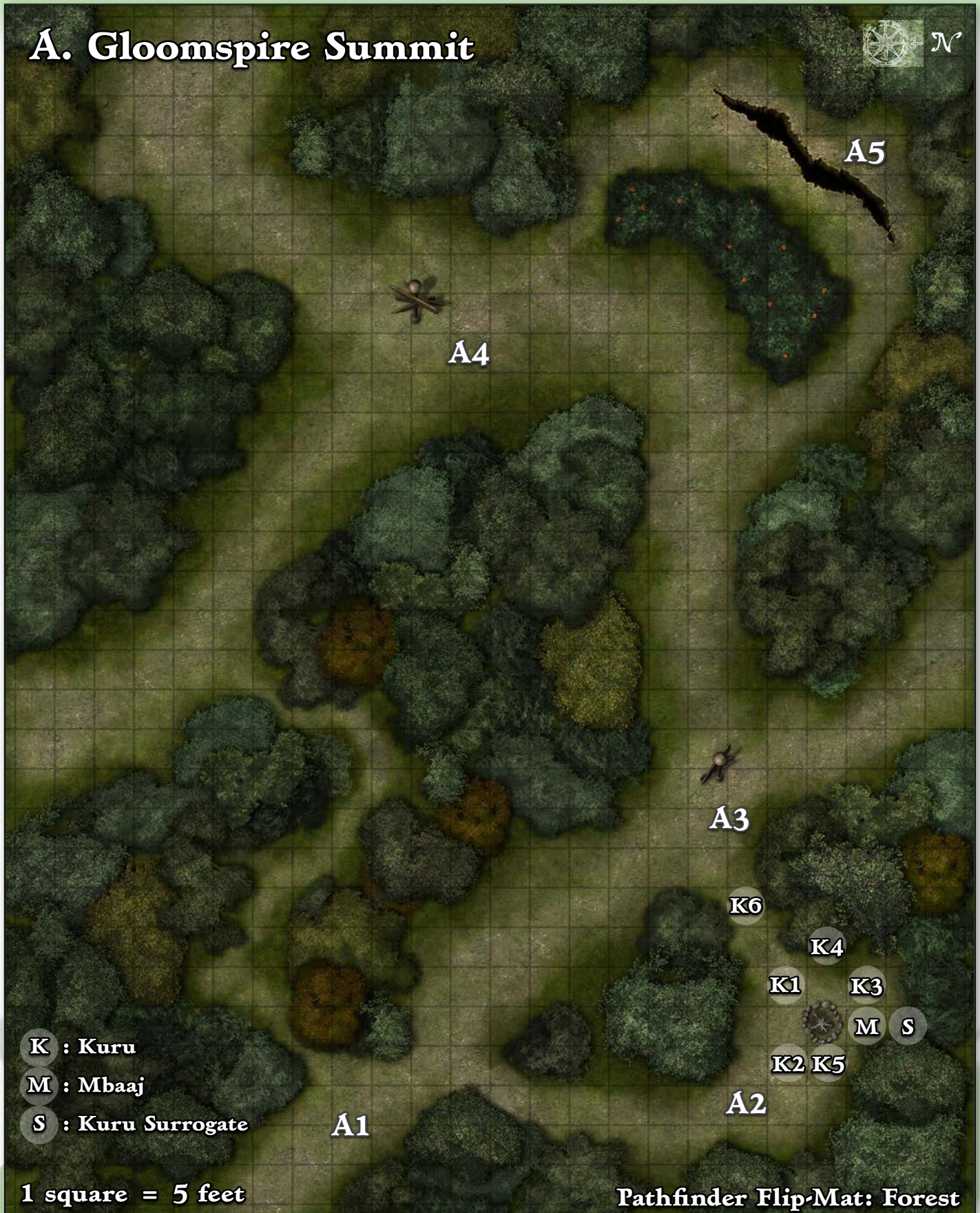
**Skylights:** Some of the chambers within the Gloomspires contain skylights—these small windows are only about a foot wide at their terminal end. During the daylight hours they provide dim light for the chambers into which they are set.

**Twisted Magic and Dangerous Geometry:** A powerful, variant form of the *forbiddance* spell (CL 20) radiates from the Gloomspires out to a distance of 1 mile. This effectively seals the Gloomspires against all interplanar travel and teleportation into or within the site. Such effects automatically fail, and if a creature attempts such



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## A. Gloomspire Summit



- K : Kuru
- M : Mbaaj
- S : Kuru Surrogate

1 square = 5 feet

Pathfinder Flip-Mat: Forest



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magic while within 10 feet of a spire, the stone attempts to siphon away the caster's life energy, dealing 1d6 points of damage per spell level (Fortitude DC 20 half). A creature killed by this effect vanishes entirely, utterly consumed by the site's strange geometry. Only a *miracle* or *wish* can restore such a creature.

Summoning spells are unaffected and function normally.

**Visibility:** Strange, wind-resistant fog permanently envelops the Gloomspires. This behaves in many ways like *fog cloud* with the following exceptions. Creatures within 15–20 feet from an observer have concealment, and creatures farther away have total concealment. The Gloomspires are massive enough that a creature can discern their vague outlines from up to 500 feet away. Spells and effects that manipulate the wind and weather (like *control weather*) and spells with the air descriptor (like *gust of wind* and *wind wall*) disperse the fog within the spell's area of effect for the duration of the effect. *Wish* and *miracle* disperse all of the fog covering the Gloomspires, though it returns after 1d6 hours. The interior of Sevenfingers's tomb does not contain any substantial amount of fog.

### A. GLOOMSPIRE SUMMIT

The trip from the western edge of the Eye of Abendego takes about 2 days, and the PCs experience minimal difficulty navigating the waters and reaching the base of Sevenfingers's Tomb.

It took nearly two hours to climb the narrow, winding steps to the summit of the great stone column containing Sevenfingers's tomb. Although the swirling chaos of the Eye of Abendego lies only a hundred miles away to the east, the violent storms it constantly hurls across the seas seem to have forgotten this eerily quiet place. Surrounding the monolith are dozens of nearly identical columns, their ominous outlines stretching down into the mist. And here, atop Sevenfingers's tomb, is a small clearing surrounded by a thick and utterly silent veil of tropical trees, hanging vines, and thick undergrowth, all shrouded in fog.

The summit of Sevenfingers's tomb is covered with thick tropical foliage. Most of the trees here stand 30 to 40 feet tall and consist of various types of banyan trees, corkwoods, mangroves, palms, and strangler figs. The areas on the flip-map marked as trees represent this thick foliage—these areas are difficult terrain. Due to the ever-present mists, visibility atop Sevenfingers's tomb is limited to 20 feet (as described in the Features of the Gloomspires entry above). There is very little natural wildlife here beyond insects and the occasional lost, miserable sea bird.

### A1. Arrival Point

A lush canopy of tropical trees, flowering vines, and thick undergrowth forms a dark green wall around this small clearing. A broad trail cuts through the foliage and vanishes into the mists to the northwest. To the south and east is the edge of the column, and a sheer five hundred-foot drop. The ground here is a soggy carpet of thick green moss and black soil.

The winding stairs lead to this small clearing near the southeastern edge of the column. At first glance, the clearing appears empty; however, observant PCs can find signs of recent activity. With a successful DC 12 Knowledge (nature) or Survival check, a PC can determine that the plants growing here seem to be stripped of all edible fruit and seeds. By succeeding at a DC 10 Perception or Survival check, a PC also finds the remains of a week-old campfire that contains the charred skull and bone fragments of a humanoid. All of the bones show signs of gnawing. Exceeding this DC by 7 or more allows the PC to find humanoid tracks leading along a thin path to the north. The kuru in area A2 made most of these tracks, but some are from the ghouls in area B.

### A2. Cannibal Castaways (CR 3 or CR 8)

This clearing is shrouded in shadows thanks to the thick jungle canopy overhead. A dozen makeshift beds of leaves and palm fronds surround a sickly campfire that barely manages to keep smoldering in the humid air.

Due to the thick foliage and the smoldering campfire, the entire clearing contains only dim light even during the day. A few splintered bones and cloven skulls litter the clearing, and all show signs of being gnawed upon.

**Creatures:** Hundreds of years ago, the proliferation of piracy in the Shackles gradually pushed the native population farther and farther west, eventually forcing them to inhabit islands long avoided due to ancient taboos. This migration brought the indigenous people now known as the kuru close to a powerful outsider called the Blood Queen, who has since warped the kuru into brutal cannibals that worship her as a god—one that speaks to her flock through nearly comatose kuru known as surrogates.

Interested in expanding her territory, the Blood Queen recently began ordering her kuru thralls to build seaworthy canoes and set off in all directions with surrogates in tow. Just over a month ago, one group came across the Gloomspires just as a powerful storm struck. Though all of their canoes and many of their comrades were dashed against the rocks and lost, a few of the kuru managed to climb to the top of Sevenfingers's tomb.



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Marooned, the kuru explored the upper level of the tomb but were forced to withdraw after losing several of their comrades to the ghouls. Having stripped the vegetation atop the column of all sustaining fruit and consumed their weakest members, the remaining kuru are suffering the effects of starvation and fatigue (a fact obvious to any PC who succeeds at a DC 15 Heal check). The kuru spend most of their time sprawled on their leaf-beds gnawing away on old bones. A kuru surrogate sits motionless, vacant-eyed and drooling, among his starving brethren.

In Subtier 4–5, a savage holy man named Mbaaj leads these kuru. Unlike his followers, Mbaaj has claimed enough food to keep him from suffering the effects of starvation. A cruel and fanatical leader, Mbaaj preaches that the Blood Queen has sent the kuru here as a test of devotion, and that by embracing starvation, the kuru will soon be rewarded with a bountiful feast.

When first encountered, the kuru perceive the PCs as prey and attack, urged onward by the psychic commands of the Blood Queen. If the PCs manage to kill the surrogate and Mbaaj (if present), it is possible to parley with the survivors (see Development below).

### Subtier 1–2 (CR 3)

#### KURU BARBARIANS (5)

CR 1/2

Male or female barbarian 1 (*Pathfinder Campaign Setting: Isles of the Shackles* 51)

CE Medium humanoid (kuru)

**Init** +0; **Senses** low-light vision; Perception +6

#### DEFENSE

**AC** 14, touch 10, flat-footed 14 (+4 armor)

**hp** 16 (1d12+4)

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

**Immune** mind-affecting effects

**Weaknesses** light sensitivity

#### OFFENSE

**Speed** 30 ft.

**Melee** club +4 (1d6+4), bite –1 (1d6+1 plus cannibalistic vitality) or

bite +4 (1d6+4 plus cannibalistic vitality)

#### TACTICS

**Before Combat** As soon as the kuru are aware of the PCs, they rise and attack.

**During Combat** The kuru move immediately into melee.

Due to overwhelming hunger, if a kuru is able to make only a single attack, he will bite.

**Morale** Facing slow starvation, the kuru normally fight to the death. However, parleying with the kuru is possible, as detailed in the Development section.

**Base Statistics** When not affected by the kuru surrogate's blood link ability, a kuru's statistics are **hp** 11; **Fort** +3; **Melee** club +2 (1d6+1), bite –3

(1d6 plus cannibalistic vitality); **Str** 13, **Con** 12; **CMB** +2, **CMD** 11; **Climb** +2.

#### STATISTICS

**Str** 17, **Dex** 8, **Con** 16, **Int** 10, **Wis** 14, **Cha** 13

**Base Atk** +1; **CMB** +4; **CMD** 13

**Feats** Lightning Reflexes

**Skills** Climb +4, Intimidate +5, Perception +6, Survival +6

**Languages** Kuru

**SQ** blood courage, fast movement, starving

**Gear** club, hide armor

#### SPECIAL ABILITIES

**Blood Courage (Ex)** Once per day when a kuru makes a saving throw against a fear effect, he can roll the saving throw twice and take the better result. He must decide to use this ability before the saving throw is attempted.

**Cannibalistic Vitality (Ex)** When a kuru hits a living creature with its bite attack, he gains 1 temporary hit point by ingesting the target's blood. This ability has no effect against creatures that do not have blood.



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### SCALING ENCOUNTER A2

Make the following changes to accommodate a group of four PCs.

**Subtier 1–2:** Remove two kuru barbarians from the encounter.

**Subtier 4–5:** Remove three kuru barbarians from the encounter.

**Starving (Ex)** The kuru have gone without food for many days and are starving. Each is fatigued and has taken 5 points of nonlethal damage. While fatigued, a kuru cannot use its barbarian rage ability.

#### KURU SURROGATE

CR 1/2

Use the statistics for the kuru barbarian on page 9.

#### TACTICS

**During Combat** The Blood Queen uses her blood link ability on all of the kuru during the first round of combat. When the kuru surrogate channels the Blood Queen's power to his comrades, he unleashes a savage, inhuman shriek, and his eyes weep rivulets of fresh blood.

#### SPECIAL ABILITIES

**Blood Link (Ex)** Three times per day as a standard action, the Blood Queen can psychically link to up to 23 Hit Dice of kuru within 100 feet of a kuru surrogate. Any kuru linked to in this way must succeed at a DC 28 Will save or be forced to carry out the Blood Queen's telepathic commands to the best of its ability. In addition, a linked kuru gains a +4 morale bonus to Strength and Constitution and is immune to mind-affecting effects. The blood link lasts for 1 minute, until the Blood Queen ends the effect (a free action), or the kuru surrogate is killed. When the blood link is broken, an affected kuru takes 1 point of Intelligence damage and cannot be linked to again for 24 hours. The save DC is Charisma-based.

**Kuru Surrogate (Su)** The kuru surrogate is mindless, takes no actions, and cannot move on his own.

### Subtier 4–5 (CR 6)

#### KURU BARBARIANS (6)

CR 1/2

hp 16 each (use the statistics from Subtier 1–2)

#### KURU SURROGATE

CR 1/2

hp 16 each (use the statistics from Subtier 1–2)

#### MBAAJ

CR 5

Kuru oracle of the Dark Tapestry 6 (*Pathfinder Campaign Setting: Isles of the Shackles* 51, *Pathfinder RPG Advanced Player's Guide* 42, *Pathfinder RPG Ultimate Magic* 54)  
CE Medium humanoid (kuru)

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception +6

#### DEFENSE

**AC** 16, touch 11, flat-footed 16 (+4 armor, +1 deflection, +1 natural)

**hp** 60 (6d8+30)

**Fort** +7, **Ref** +4, **Will** +5

**Weaknesses** light sensitivity

#### OFFENSE

**Speed** 20 ft.

**Melee** mwk club +9 (1d6+6), bite +4 (1d6+2 plus cannibalistic vitality)

**Oracle Spells Known** (CL 6th; concentration +8)

3rd (3/day)—*inflict serious wounds*, *searing light*, *tongues*  
2nd (6/day)—*death knell* (DC 14), *dust of twilight*<sup>APG</sup>, *inflict moderate wounds*, *spiritual weapon*

1st (7/day)—*command* (DC 13), *doom* (DC 13), *entropic shield* (DC 13), *inflict light wounds*, *murderous command*<sup>UM</sup> (DC 13), *ray of sickening*<sup>UM</sup> (DC 13)

0 (at will)—*bleed* (DC 12), *create water*, *detect magic*, *guidance*, *purify food and drink*, *resistance*, *spark*<sup>APG</sup>

**Mystery** Dark Tapestry<sup>UM</sup>

#### TACTICS

**Before Combat** Mbaaj casts *entropic shield*.

**During Combat** Mbaaj relies on his followers to engage the PCs in melee so he can hang back and use his ranged spells and special abilities on foes. He focuses his attacks on suspected spellcasters first before drawing his club and charging the PCs. If he sees a PC drop to below 0 hit points, he gleefully casts *death knell*.

**Morale** If Mbaaj is reduced to fewer than 20 hit points, he retreats and drinks his *potions of cure light wounds*. Once out of healing potions, he fights to the death to honor the Blood Queen.

**Base Statistics** When not affected by the kuru surrogate's blood link ability, Mbaaj's statistics are **hp** 45; **Fort** +5;

**Melee** club +7 (1d6+3), bite +2 (1d6+1 plus cannibalistic vitality); **Str** 15, **Con** 16; **CMB** +6, **CMD** 17.

#### STATISTICS

**Str** 19, **Dex** 10, **Con** 20, **Int** 10, **Wis** 10, **Cha** 14

**Base Atk** +4; **CMB** +8; **CMD** 19

**Feats** Combat Casting, Lightning Reflexes, Weapon Focus (bite)

**Skills** Heal +6, Intimidate +8, Knowledge (planes) +4, Knowledge (religion) +4, Linguistics +1, Perception +6, Sense Motive +8, Spellcraft +4, Stealth +4

**Languages** Common, Kuru

**SQ** blood courage, oracle's curse (clouded vision), revelations (gift of madness, interstellar void)

**Combat Gear** *potions of cure light wounds* (3); **Other**

**Gear**, mwk hide armor, mwk club, *amulet of natural armor* +1, *ring of protection* +1, wooden unholy symbol (worth 1 gp), 10 gp

#### SPECIAL ABILITIES

See the kuru barbarian from Subtier 1–2.



## HALL OF THE FLESH EATERS

**Treasure:** In their search for food, the kuru collected half a dozen trinkets from deeper in Sevenfingers's tomb that slipped from an explorer's pack years ago. Each bauble is a fanciful hand-sized shape of twisted precious metal worth 75 gp to a collector.

**Development:** If the PCs kill the surrogate (and Mbaaj, if present), the remaining kuru hesitate to continue fighting. A PC who succeeds at a DC 15 Sense Motive check can determine that they are willing to parley—especially if offered food. This stand-off lasts long enough for the PCs to attempt a Diplomacy check, but the kuru ruthlessly resume fighting if the PCs use intimidation, threats, or attempts at overt aggression. With a successful DC 20 Diplomacy check, the PCs can secure a truce with the kuru lasting up to three days. If the PCs offer food as part of the negotiation, they receive a cumulative +1 circumstance bonus for every day's worth of rations they provide and a +5 circumstance bonus for each Small or larger creature's carcass they offer. A PC who is unable to speak Kuru is still able to attempt this Diplomacy check, but takes a –8 penalty to do so.

**Rewards:** If the PCs fail to defeat or parley with the kuru, reduce each PC's gold earned as follows.

*Subtier 1–2:* Reduce each PC's gold earned by 84 gp.

*Out of Subtier:* Reduce each PC's gold earned by 240 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 397 gp.

### A3. Effigy

Skewered here by a crudely carved post is a gruesome scarecrow constructed of tree branches, jungle vines, and bloodstained human bones. The skull-headed effigy accusingly points a bony arm down the trail leading west.

The kuru in area **A2** built this effigy from the bones of their cannibalized companions. It's meant to ward off the ghouls who live in the tomb below, though the figure has no special effect on the undead.

### A4. Ghol-Gani Stone

In the center of this clearing stands a large standing stone, about five feet in diameter and twelve feet tall. Carved into the dark stone are dozens of leering one-eyed humanoid faces, their mouths agape as if preparing to appease some unspeakable hunger.

Ancient visitors from Ghol-Gan erected this standing stone shortly before the empire's fall. The stone served as a religious monument intended to appease the cyclopes' dark gods, and it once siphoned energy from Sevenfingers's tomb to generate powerful necromantic effects. Since the fall of Ghol-Gan, the magic has

diminished, though the stone still radiates a faint aura of necromancy and evil. Creatures approaching within 10 feet of the stone must succeed at a DC 12 Will save or become shaken for 1d6 rounds. This is a mind-affecting fear effect.

### A5. Tomb Entrance

A crack in the earth splits the ground here, most of it covered by thick weeds and the roots of a huge strangler fig tree. There are several gaps between the roots through which an adventurer might squeeze. Below the tangled roots is a deep shaft that descends into the gloom.

This is the entrance to Sevenfingers's tomb. Though mostly shrouded by the strangler fig's entangling roots, a Medium creature can easily squeeze past them as a full-round action, and a Small creature simply treats the opening as difficult terrain. A Large creature must hack away at some of the roots (hardness 5, 50 hit points, Break DC 26) to create a large enough opening. A Huge or larger creature cannot fit through the crack. With a successful DC 25 Escape Artist check, a creature can move through the roots as though it were one size category smaller.

The descent into the tomb has other dangers. See area **B1** for additional details.

## B. THE HALL OF THE FLESH EATERS

The uppermost level of Sevenfingers's tomb is known as the Hall of the Flesh Eaters, for it has long been the lair of an ancient ghast and his flesh-eating undead minions. See the Features of the Gloomspires entry on page 6 for features common to this area.

The PCs are expected to document their findings for the Pathfinder Society, so over the course of their exploration, one or more of the Pathfinders are likely drawing a map, writing down descriptions, or chronicling the group's actions. These contribute to the adventure's secondary success condition as hinted at by **Player Handout**, so it is not necessary to prompt the players to take these steps.

### B1. Falling Idols (CR 3 or CR 6)

The thirty-foot-long, root-covered crack extends deep into the Gloomspire. Numerous gnarled tree roots creep down the sides of the shaft, a few of them hanging almost to the muddy floor. Dozens of shallow niches are set at irregular intervals down each of the four walls of the shaft. Though some are empty, most of the recesses hold squat, four-foot-tall stone idols of leering, horned fiends.

The shaft extends 30 feet down before reaching the 10-foot ceiling of the room below. The floor is covered

## PATHFINDER SOCIETY SCENARIO

### B. Hall of the Flesh Eaters





## HALL OF THE FLESH EATERS

with a 6-inch layer of mud, rainwater, and a few shards of broken statuary, making it difficult terrain. The strangler fig roots that drop down into the shaft extend only a negligible distance past the ceiling, ending 10 feet from the floor. Though saturated with rainwater, the roots are scalable with a successful DC 15 Climb check.

There are 36 niches along the shaft walls, each measuring 4-1/2 feet tall, 2-1/2 feet wide, and 6 inches deep. One-third of these are empty; their idols now lie shattered in the mud below. The niches provide good footholds for climbers, making the descent easier than scrambling down the roots (Climb DC 10). Furthermore, touching any of the stone idols in the lower 15 feet of the shaft automatically sets off the trap. With a successful DC 30 Perception check, sharp-eyed PCs might notice that all of the idols in the upper half of the shaft are actually fused to the wall and cannot be removed.

**Trap:** This trap was among the earliest installed by Sevenfingers, and over the years various inhabitants have modified it to suit their specific purposes. Touching one of the idols in the lower half of the shaft causes pivots to upset several of the idols that might strike the creature and anyone else below. The Necrotic Polyp in area **B4** has also gradually sent out translucent filaments through the masonry like miniature roots, and the lower part of this entrance has many such tiny whiskers that extend as far as three feet from the walls. These filaments are particularly sensitive to the touch of living flesh, and any Small or larger creature that descends through the tunnel brushes up against them. The first time the polyp senses a living creature in this way it does not respond, but the second time it senses a living creature within 10 minutes, it triggers the trap. Any PCs in the shaft below the halfway point, including PCs on the ground, are targeted by one or more falling idols, as described below.

### Subtier 1–2 (CR 3)

TUMBLING IDOLS TRAP	CR 3
<b>Type</b> mechanical; <b>Perception</b> DC 20; <b>Disable Device</b> DC 20	
<b>EFFECTS</b>	

**Trigger** manual; **Reset** manual

**Effect** 1d4+2 idols fall, each targeting a random PC in the shaft or on the ground below (maximum of 2 idols per PC); +10 melee (1d6 damage); PCs hit while climbing must succeed at a DC 20 Reflex save or fall and take falling damage

### Subtier 4–5 (CR 6)

TUMBLING IDOLS TRAP	CR 6
<b>Type</b> mechanical; <b>Perception</b> DC 25; <b>Disable Device</b> DC 25	
<b>EFFECTS</b>	

**Trigger** manual; **Reset** none

**Effect** 1d4+2 idols fall, each targeting a random PC in the shaft or on the ground below (maximum of 2 idols per PC); +15 melee (3d6 damage); PCs hit while climbing must succeed at a DC 20 Reflex save or fall and take falling damage

### B2. Hunger Pains (CR 3 or CR 6)

The sickly sweet smell of rotting meat fills this perfectly square, low-ceilinged chamber. The east wall features a large bas-relief carving portraying a wide-eyed hag devouring her own hands.

The ceiling here is only 8 feet high. The first PC to enter the chamber and look at the bas-relief sees the hag's eyes suddenly lock on to his or her eyes with an icy glare. This is an illusion effect (*silent image*, CL 5th). The first PC to move within 10 feet of the bas-relief triggers the trap.

The Ancient One (area **B7**) is well aware of this trap, and has ordered his ghoul minions to store an uneaten kuru corpse here. The bloated, wormy corpse—now missing its left arm and bearing several horrific bite wounds on the torso and neck—now sits propped up in the room's southwest corner. This kuru died only recently after abandoning his companions to find food, and he recently died but resisted transforming into a ghoul. Anyone that eats of the rotting corpse (most likely due to the *ghoul hunger* spell's compulsion effect) must succeed at a DC 12 Fortitude save or become sickened for 1d6 hours.

**Trap:** Sevenfingers created this magic trap as a reminder to his traitorous first mate, the ghastr Rajhan-Vol that now rules from area **B7**. Those who trigger the trap develop an uncontrollable urge to feed on humanoid flesh.

### Subtier 1–2 (CR 3)

GHOULISH HUNGER TRAP	CR 3
<b>Type</b> magic; <b>Perception</b> DC 27; <b>Disable Device</b> DC 27	
<b>EFFECTS</b>	

**Trigger** location; **Reset** automatic (24 hours)

**Effect** The creature that triggers the trap is compelled to fall upon a nearby helpless or dead humanoid creature and begin eating its flesh for 5 rounds, during which time it defends itself normally but takes no other actions (Will DC 13 negates). Each round after the first, the target can attempt another saving throw to end the effect. The trap also targets any other creatures in the room with *sleep* (Will DC 13 negates).

### Subtier 4–5 (CR 6)

GHASTRY HUNGER TRAP	CR 6
<b>Type</b> magic; <b>Perception</b> DC 28; <b>Disable Device</b> DC 28	
<b>EFFECTS</b>	

**Trigger** location; **Reset** automatic (24 hours)

## PATHFINDER SOCIETY SCENARIO

## SCALING ENCOUNTER B3

Make the following adjustments to accommodate a group of four PCs.

**Subtier 1–2:** Remove the giant leech's advanced simple template.

**Subtier 4–5:** Remove one giant leech from the encounter.

**Effect** The creature that triggers the trap is compelled to fall upon a nearby helpless or dead humanoid creature and begin eating its flesh for 8 rounds, during which time it defends itself normally but takes no other actions (Will DC 17 negates). Each round after the first, the target can attempt another saving throw to end the effect. The trap also targets any other creatures in the room with *deep slumber* (Will DC 17 negates).

## B3. Flooded Hall (CR 3 or CR 6)

This long, high-ceilinged hall is partially flooded with murky, stagnant water, and the sound of slowly dripping water echoes ominously throughout. A massive banyan tree has breached a large section of the south wall, and the tree's enormous invasive roots now extend several feet into the hall. Long sheets of thick moss and other detritus cling to the twisted tree roots, forming a curtainlike barrier.

The western half of the room is flooded with about 3 feet of dirty standing water, and where the room narrows, the floor gradually slopes up from west to east, leaving the eastern half dry. Over the centuries, several trees have gradually sent roots through the masonry, and a banyan tree has broken through part of the south wall to access the water here. Its roots cover roughly a 40-foot-by-15-foot patch of wall, and stretch up to 15 feet across the room. The roots are slick but sturdy enough to climb (Climb DC 15).

**Creatures:** Numerous leeches inhabit this water, preying on the rare creature that wanders through or crawling out of the water to feed on the ghouls' scraps. In Subtier 1–2, an advanced giant leech hides in the water, which is deep and murky enough to count as a marsh for the purposes of the leech's racial bonus on Stealth checks. In Subtier 4–5, two giant leeches inhabit the area, and having fed on a fresh kuru weeks ago, they have mated and produced a swarm of ravenously hungry young. These newborn leeches are slow to gather in large enough numbers to threaten the PCs, and it takes two full turns of combat for them to congregate into a true swarm. During this time, the water froths and churns with their moving bodies, and a PC can identify the collective creature with a successful DC 14 Knowledge (nature) check.

## Subtier 1–2 (CR 3)

## ADVANCED GIANT LEECH

CR 3

**hp** 25 (*Pathfinder RPG Bestiary* 187, 294)

## TACTICS

**During Combat** The leech attacks a nearby target in or near the water. If damaged on land, the leech typically retreats back into the water, where it is more mobile.

**Morale** While in the water, the leech fights until slain. If it leaves the water and is not attached to a creature, it typically retreats to the water if it takes 12 or more points of damage in 1 round.

## Subtier 4–5 (CR 6)

## LEECH SWARM

CR 4

**hp** 39 (*Pathfinder RPG Bestiary* 187)

## TACTICS

**During Combat** As soon as it forms, the leech swarm moves to consume the closest creature. It follows creatures out of the water only if it can reach a target in 1 turn.

**Morale** The mindless leech swarm fights to the death.

## GIANT LEECHES (2)

CR 2

**hp** 19 each (*Pathfinder RPG Bestiary* 187)

## TACTICS

Use the tactics for the advanced giant leech in Subtier 1–2.

**Treasure:** A scum-covered leather satchel is crammed among the banyan's roots. A PC can spot the bag with a successful DC 20 Perception check, though this DC is 5 lower if the PC actually climbs the roots. Within is a watertight scroll tube made of horn containing a scrap of parchment with a hastily scrawled note: "We lost Gavreth, Kehm, and Nars in the Hall of the Flesh Eaters. Before he died, the wizard claimed the horror is a work of necromancy. I know it at least responded to holy water, so that means we should be able to—" The rest of the note is smeared and illegible. The note refers to the Necrotic Polyp in area B4, providing the PCs a hint as to how to defeat it.

In Subtier 1–2, the satchel also contains a pair of *sandals of quick reaction* (*Pathfinder RPG Ultimate Equipment* 232) made of wyvern leather; in Subtier 4–5, it instead contains an *amulet of hidden strength* (*Pathfinder RPG Ultimate Equipment* 254).

**Rewards:** If the PCs fail to defeat the leeches and retrieve the satchel, reduce each PC's gold earned as follows. If the PCs kill or subdue the leeches without finding the satchel, reduce their gold earned by only half the listed amount.

**Subtier 1–2:** Reduce each PC's gold earned by 33 gp.

**Out of Subtier:** Reduce each PC's gold earned by 208 gp.

**Subtier 4–5:** Reduce each PC's gold earned by 333 gp.



## HALL OF THE FLESH EATERS

### B4. The Polyp Hall (CR 4 or CR 7)

This cathedral-like hall has a vaulted ceiling supported by eight square pillars. Dominating the middle of the hall is a huge mound of undulating gray-green flesh covered with weeping scarlet boils. The entire mass stinks of a weeks-old corpse.

The ceiling is 20 feet high near the walls and rises to 30 feet at the apex. The patch of rotting gray-green flesh is the Necrotic Polyp (see the sidebar for more details), an enormous necromancy-infused tumor planted here and cultivated centuries ago by Sempet Sevenfingers. The mass is roughly 20 feet in diameter and 10 feet tall, and it bears hundreds of jagged, poorly-healed scars from the local ghouls' relentless feeding.

The passage leading to area **B5** is completely choked with rubble and small boulders, requiring extensive work to excavate (see area **B5**). In Subtier 1–2, the western wall also bears a series of scratched symbols around the secret door leading to area **B6**, reminders left by the Ancient One to help him find the passage. A PC who takes the time to search the room can find the door with a successful DC 15 Perception check. In Subtier 4–5, the scratch marks are absent, and the DC to find the door increases to 20.

**Creatures:** Several ghouls and festrogs guard the Necrotic Polyp. When the PCs first enter this chamber, all of the ghouls and festrogs are clustered around the polyp, gluttonously feeding on its putrid flesh. The ghouls and festrogs are completely engrossed with their meal and take a –10 penalty on Perception checks to notice intruders and have an effective Initiative score of 1. Additionally, the ghouls and festrogs do not act in either a surprise round or in the first round of combat. On the second round of combat the ghouls and festrogs are staggered. On the third round of combat and thereafter they fight normally. The creatures' distracted, lethargic state reduces the effective challenge rating of this encounter.

### Subtier 1–2 (CR 4)

#### GHOULS (4)

CR 1

hp 13 each (*Pathfinder RPG Bestiary* 146)

**Special Defenses** channel resistance +6 (from Necrotic Polyp)

#### TACTICS

**During Combat** Each ghoul attacks a separate PC, hoping to infect as many of them as possible with ghoul fever. If the PCs try to fight the undead at a choke point (or other clearly disadvantageous position), the undead withdraw once reduced to half their starting number and try to lure the PCs into the room.

**Morale** The ghouls fight until destroyed.

### THE NECROTIC POLYP

This ancient work of necromancy and flesh-warping was originally seeded by Sevenfingers. It radiates a strong aura of evil and necromancy. The ghouls and festrogs feed on the Necrotic Polyp each day, and it continuously heals any lost tissue. If the PCs cut away pieces of the polyp, the foul greasy substance dissolves into a vile-smelling, watery gruel over the course of several seconds. The Necrotic Polyp creates the following effects:

- Living creatures that touch the Necrotic Polyp take 1d6 points of negative energy damage.
- Undead within 30 feet of the Necrotic Polyp gain channel resistance +6.
- Humanoids that die on the upper level of Sevenfingers's tomb or on the summit above rise as ghouls (70% chance) or festrogs (30% chance) at midnight 1d4 days after dying if the body remains within 1 mile of the Necrotic Polyp (a successful DC 25 Will save negates this chance, though a new save is required the following midnight if the corpse remains in the area of effect). Creatures that rise as undead in this fashion are mentally bound to the polyp, and protect it with their lives, never moving more than 1 mile away.
- Creatures that contract ghoul fever on the upper level of Sevenfingers's tomb or on the column above must roll two Fortitude saves each time a new save is required to resist the disease and take the lower of the two rolls.
- If the Necrotic Polyp is destroyed, all of the undead creatures currently bound to it (the ghouls, festrogs, and the Ancient One) are stunned for 1d6 rounds, after which they become free-willed undead.

**Destroying the Necrotic Polyp:** The Necrotic Polyp has a hardness of 2, 300 hit points, and fast healing 5. If reduced to 0 or fewer hit points the polyp is destroyed. The polyp takes double damage from acid and fire effects, and it is immune to cold and sonic damage. Furthermore, it takes damage from positive energy as though it were undead, and any undead creature that has consumed a piece of the polyp in the past 10 minutes is dazzled for one round as the fleshy mass emits an empathic scream of pain.

#### FESTROGS (2)

CR 1

hp 9 each (*Pathfinder RPG Bestiary* 3 115)

**Special Defenses** channel resistance +6 (from Necrotic Polyp)

#### TACTICS

**During Combat** The festrogs attack in pairs and attempt to flank their foes whenever possible. If the PCs try to fight the undead at a choke point (or other clearly disadvantageous position), the undead withdraw once reduced to half their starting number and try to lure the PCs into the room.

**Morale** The festrogs fight until destroyed.

## PATHFINDER SOCIETY SCENARIO

### SCALING ENCOUNTER B4

Make the following adjustments to accommodate a group of four PC.

**Subtier 1–2:** Remove two ghouls from the encounter.

**Subtier 4–5:** Remove two ghouls and one advanced festrog from the encounter.

### Subtier 4–5 (CR 7)

#### GHOULS (8)

CR 1

hp 13 each (*Pathfinder RPG Bestiary* 146)

**Special Defenses** channel resistance +6 (from Necrotic Polyp)

#### TACTICS

Use the tactics from Subtier 1–2.

#### ADVANCED FESTROGS (5)

CR 2

hp 13 each (*Pathfinder RPG Bestiary* 3 115, 290)

**Special Defenses** channel resistance +6 (from Necrotic Polyp)

#### TACTICS

Use the tactics from Subtier 1–2.

### B5. Collapsed Side Chamber (CR 1)

When the explorer Mazzer Thrennt fled the Gloomspires years ago, he was unable to carry all of his treasure and instead buried it in a side chamber. Large chunks of masonry and rubble block the entrance to the room. The PCs can excavate the passage over the course of six hours using the digging equipment provided by Calisro Bennary, a process that requires each participating PC to succeed at a DC 10 Constitution check to avoid becoming fatigued. If fewer than half of the PCs participate in the excavation, the DC for those digging increases by 5.

The process is loud and attracts the attention of the Ancient One in area B7. He cracks open the door to his throne room to spy on the PCs and waits for them to finish their work and become fatigued before accosting them (see area B7 for more details). A PC who succeeds at a DC 15 Profession (miner) check not only limits the amount of noise the PCs make (preventing the Ancient One from hearing them) but also grants all of the

digging creatures a +5 circumstance bonus on their Constitution checks to avoid becoming fatigued. If a PC has the stonemasonry racial trait or a burrow speed, he can attempt the Profession check untrained with a +2 competence bonus.

After the PCs remove the rubble and enter the chamber, read or paraphrase the following.

This small chamber reeks of filth and rotten meat. A heap of coins and other valuables lies piled in the middle of the room. The largest item in the pile is a gem-studded copper sphere. Though completely motionless, the light on the sphere seems to flicker and fade like a desert mirage.

**Creature:** When Mazzer Thrennt gave the order to collapse the entrance to this chamber and leave the treasure behind, one of his crew, a greedy pirate named Baelen, objected violently. A brief fight ensued, resulting in Baelen's death. Thrennt left the pirate's corpse here to rot, and a few days later Baelen rose as a ghoul. In the 10 years he's been trapped here, Baelen's only sustenance has been the leather backpacks, a few inedible pieces of which still lie scattered about the floor. He is unimaginably voracious, and immediately attacks any trespassers, thinking of escape from his prison only once all foes have been devoured.

#### BAELEN

CR 1

Ghoul (*Pathfinder RPG Bestiary* 146)

hp 13

#### TACTICS

**Before Combat** Baelen attempts to hide near the entrance to surprise the first living creature that enters the room.

**During Combat** Baelen focuses all his attacks on the first PC who enters the chamber. Even if he manages to paralyze or kill his foe, Baelen's hunger drives him to feed instead of attacking another PC.

**Morale** Baelen fights until he's destroyed.

**Treasure:** Thrennt left a heap of treasure here ten years ago, including the *Orb of Stars* and piles of gold, silver, and copper coins



Festrog



## HALL OF THE FLESH EATERS

dating back to the Age of Enthronement. Three large leather backpacks once held all of the loot, but Baelen tore them apart in his hunger. In Subtier 1–2, there is also a *horn of fog* in the shape of a curled linnorm.

**Rewards:** if the PCs fail to recover the *Orb of Stars*, reduce each PC's gold earned as follows.

*Subtier 1–2:* Reduce each PC's gold earned by 174 gp.

*Out of Subtier:* Reduce each PC's gold earned by 325 gp.

*Subtier 4–5:* Reduce each PC's gold earned by 477 gp.

### B6. Stairs and the Scowling Door

Beyond the secret door is a narrow set of steep stairs descending into darkness. After several dozen feet, the stairs end in a solid stone door carved to resemble an immense scowling face.

The door is secured with a superior lock enchanted with *arcane lock* (Disable Device DC 50); beyond is the second level of Sevenfingers's tomb—the Labyrinth of Hungry Ghosts—which is beyond the scope of this scenario.

### B7. The Ancient One (CR 4 or CR 7)

This large chamber has a relatively low ceiling. The far southwest wall is set at an angle, and against the center of the wall sits a heap of bones and skulls resembling a large makeshift throne. To the left of the throne sits an oak and brass sea chest, carved with images of sea serpents chasing their own tails.

The ceiling here is only 10 feet high. The only furniture in the room are the throne made of bones and skulls and the sea chest.

**Creatures:** The Ancient One was once a Vudran pirate named Rajhan-Vol who briefly served as Sempet Sevenfingers's bosun. After Sevenfingers and his crew finished a particularly lucrative raid, Rajhan-Vol attempted to organize a mutiny. Unfortunately, Sevenfingers caught wind of the plot and had Rajhan-Vol and his cohorts put in irons and strung from the yardarm. For weeks the unsuccessful mutineers dangled in chains, until all but Rajhan-Vol had perished of exposure or starvation. Sevenfingers then bore the delirious and

dying Vudran to the uppermost level of this Gloomspire, slew the treacherous bosun, and unceremoniously draped his corpse over the newly planted Necrotic Polyp, which animated Rajhan-Vol as a ghastr that has ruled this level of the tomb ever since.

When Mazzer Thrennt explored the tomb a decade ago, he and his crew happened upon a secret entrance to the tomb hidden behind an illusory wall about halfway up the column, granting them access to a much lower level. At great cost, Thrennt and his crew worked their way up to the Hall of the Flesh Eaters, where dozens of ghouls ambushed them. After losing most of his crew and baggage-handlers, Thrennt realized he couldn't transport all of his booty, so he decided to collapse the side chamber entrance to area B5 to hide his loot. Shortly after triggering the collapse, he encountered Rajhan-Vol and more ghouls. Instead of fighting the undead, Thrennt offered several of his wounded crew members to Rajhan-Vol as tribute and thus secured a promise of safe passage out of the tomb. The ghastr remains susceptible to such bribes.

In the hundreds of years since his reanimation, Rajhan-Vol has grown bored with his existence yet retains strong survival instincts, a desire to be recognized for his greatness, and an insatiable hunger. He is no match for the denizens that dwell below, so he instead spends most of his time lazing on his throne punctuated by periodic bouts of commanding the ghouls and festrogs in area B4 to prostrate themselves before him in obeisance. Even when the PCs enter this area, the ghastr sits on his throne with several undead minions kneeling before him.

Unless the PCs attack immediately, Rajhan-Vol remains cordial and non-threatening.

Though his undead minions slaver and glare at the PCs hungrily, Rajhan-

Vol invites the PCs to approach and introduce themselves.

Then, he demands to know why they have come to the tomb and slaughtered his servants. In truth, Rajhan-Vol cares nothing about the PCs or their motives for visiting Sevenfingers's tomb. He is much more interested in surviving and profiting from the encounter.

So long as the PCs are not particularly disrespectful, they can attempt Diplomacy checks to improve the ghastr's attitude.

He begins the encounter



## PATHFINDER SOCIETY SCENARIO

### SCALING ENCOUNTER B7

Make the following adjustments to accommodate a group of four PCs.

**Subtier 1–2:** Remove one festrog from the encounter.

**Subtier 4–5:** Remove the two ghouls from the encounter.

unfriendly, but if the PCs shift his attitude to indifferent, Rajhan-Vol allows the PCs to depart unharmed if they do so immediately and leave one of their number behind as a sacrifice; this is the same deal he gave Mazzer Thrennt, so he believes it is entirely reasonable. If the PCs improve his attitude to friendly, he is willing to leave them alone for 24 hours so long as they do not linger. While friendly, he is also willing to share how to find the secret door to area **B6**. Improving Rajhan-Vol's attitude to indifferent or better also allows the PCs to negotiate safe passage for future expeditions, which counts as requesting dangerous aid because it would deny the ghast the fresh meat he craves. Offering Rajhan-Vol at least five pounds of animal or humanoid flesh grants the PCs a +3 circumstance bonus on all

Diplomacy checks made to influence him, and providing him a living captive to consume increases this bonus to +6. Depending on the circumstances, offering him a live humanoid sacrifice—even if it just involves tricking one or more of the kuru to enter this part of the tomb—is likely an evil act for the purpose of some characters' code of conduct.

If Rajhan-Vol's attitude becomes hostile, or the PCs are insulting or try to use intimidation to bully him, he grows angry and orders his minions to attack them. If the PCs mention the *Orb of Stars* or claim to have it in their possession, Rajhan-Vol becomes greedy and tries to trick the PCs into believing that he will allow them to leave in peace in exchange for giving him the orb. However, as soon as the PCs lower their guard, he and his minions attack.

### Subtier 1–2 (CR 4)

#### RAJHAN-VOL

CR 2

Ghast (*Pathfinder RPG Bestiary* 146, 294)

hp 17

#### TACTICS

**During Combat** After ordering his minions into battle, Rajhan-Vol moves in to support them and tries to flank his enemies whenever possible.

**Morale** Rajhan-Vol has nowhere to run. He fights until destroyed.

#### FESTROGS (2)

CR 1

hp 9 each (*Pathfinder RPG Bestiary* 3 115)

#### TACTICS

**During Combat** The festrogs each charge a different PC.

**Morale** The festrogs fight until destroyed.

### Subtier 4–5 (CR 7)

#### RAJHAN-VOL

CR 5

Ghast rogue 4

CE Medium undead

**Init** +11; **Senses** darkvision 60 ft.; Perception +12

**Aura** stench (DC 16, 1d6+4 minutes)

#### DEFENSE

**AC** 22, touch 18, flat-footed 14 (+7 Dex, +1 dodge, +4 natural)

**hp** 57 (6d8+30)

**Fort** +6, **Ref** +11, **Will** +7

**Defensive Abilities** evasion, trap sense +1, uncanny dodge;

**Immune** undead traits

#### OFFENSE

**Speed** 30 ft.

**Melee** bite +11 (1d6+5 plus disease and paralysis), 2 claws +11 (1d6+5 plus paralysis)

**Special Attacks** paralysis (1d4+1 rounds, DC 16), sneak attack +2d6



Rajhan-Vol



## HALL OF THE FLESH EATERS

### TACTICS

Use the tactics from Subtier 1–2.

### STATISTICS

**Str** 21, **Dex** 24, **Con** —, **Int** 17, **Wis** 16, **Cha** 20

**Base Atk** +4; **CMB** +9; **CMD** 27

**Feats** Dodge, Improved Initiative, Mobility, Weapon Finesse

**Skills** Acrobatics +16, Bluff +14, Climb +14, Diplomacy +14, Disable Device +18, Escape Artist +16, Intimidate +14, Knowledge (history) +4, Perception +12, Sense Motive +12, Stealth +16, Swim +13

**Languages** Aklo, Common, Necril, Vudrani

**SQ** rogue talents (bleeding attack +2, finesse rogue), trapfinding +2

**Gear** aquatic cummerbund, belt of incredible dexterity +2

### GHOULS (2)

CR 1

**hp** 13 each (*Pathfinder RPG Bestiary* 146)

### TACTICS

Use the tactics for the festrogs from Subtier 1–2.

### FESTROGS (2)

CR 1

**hp** 9 each (*Pathfinder RPG Bestiary* 3 115)

### TACTICS

Use the tactics from Subtier 1–2.

**Treasure:** The sea chest next to the throne bears a coarse inscription that reads “I leave you this as wages for your loyal service from now to eternity, my ambitious traitor—S.E.” Within are 10,000 silver pieces—a tiny fraction of Sevenfingers’s wealth.

**Rewards:** if the PCs fail to defeat Rajhan-Vol, reduce each PC’s gold earned as follows. Improving the ghastr’s attitude to friendly and successfully negotiating safe passage for future expeditions counts as a victory and earns the PCs the full reward.

*Subtier 1–2:* Reduce each PC’s gold earned by 166 gp.

*Out of Subtier:* Reduce each PC’s gold earned by 410 gp.

*Subtier 4–5:* Reduce each PC’s gold earned by 654 gp.

## CONCLUSION

If the PCs managed to secure the *Orb of Stars* and leave the Gloomspires within 3 days, they can safely reach the *Grinning Pixie* and report to Calisro Benarry. Before ordering the *Pixie* to return to Drenchport, she addresses the PCs once more: “Pathfinders, you have done a great service for me and the Society. The recovery of the *Orb of Stars* paves the way for future expeditions. Soon, perhaps, we’ll learn more about the Gloomspires’ mysterious creators, unravel their arcane secrets, and perhaps even delve deeper into old Sevenfingers’s tomb to liberate his ill-gotten wealth. Considering what you’ve seen, you’re all now among the foremost authorities on the Gloomspires. I hope that I may call

upon all of you again should the Society decide to fund another expedition.”

If the PCs fail to leave Sevenfingers’s tomb within 3 days, they find the *Grinning Pixie* has already departed for less dangerous waters. If a PC succeeds at a DC 15 Profession (sailor) check, she can sail Bennary’s *folding boat* to Drenchport without too much difficulty. Failing this check (or being unable to attempt it in the first place) results in the PCs reaching a safe port only after several weeks of meandering and unfortunate events that leave the *folding boat* damaged. When the venture-captain finally tracks down the PCs, she insists on their covering some of the cost of repairing the vessel. This amounts to 50 gp per PC in Subtier 1–2, or 150 gp per PC in Subtier 4–5.

## Reporting Notes

If the PCs successfully parleyed with the kuru in area A2 (and the kuru survived until the end of the scenario), check box A on the reporting sheet. If the PCs destroyed the Necrotic Polyp, check box B. If the PCs destroyed Rajhan-Vol, check box C. If the PCs did not destroy Rajhan-Vol but negotiated safe passage for future expeditions, check box D.

## Primary Success Condition

The PCs complete their primary success condition if they retrieve the *Orb of Stars* and bring it to Venture-Captain Calisro Bennary. Doing so earns each PC 1 Prestige Point.

## Secondary Success Condition

The PCs complete their secondary success condition if they successfully document their findings and ensure that future expeditions to the site can easily access the second level of the tomb. Doing so requires the PCs accomplish at least three of the following goals, many of which depend on the players’ actions, not those of the PCs. Of course, the players might not be accomplished cartographers or practiced writers, so the GM is encouraged to judge whether or not the group fulfilled these goals based more on the players’ having made a legitimate effort rather than for having created an artistic or literary masterpiece.

First, the PCs should provide a map of the Hall of the Flesh Eaters, which they fulfill so long as at least one player draws a representative map of the site. One PC can also attempt a DC 15 Knowledge (engineering) or relevant Craft or Profession check to have created an especially accurate map, treating it as having fulfilled two objectives rather than just one; if the PCs made clever use of equipment to ensure precise measurements, reduce the DC of this check by 5.

## PATHFINDER SOCIETY SCENARIO

Second, the players should have written notes (or, at the GM's discretion, give the venture-captain a spoken report) that describe at least five important features of Sevenfingers's tomb. These might include a description of a trap, the means to bypass a hazard, or even a note about the skylights. Third, the PCs should discover the secret door that leads to the second level of the tomb. Fourth, the PCs should either destroy Rajhan-Vol or successfully negotiate safe passage for future expeditions (any report should include notes on the terms of such an

arrangement, if made). Finally, the GM can award one additional success at her discretion if the PCs or players went above and beyond in creating an excellent account of their exploration or performed an exceptionally clever task that could assist future expeditions.

Completing three or more of these six tasks earns the PCs 1 additional Prestige Point each. Completing four or more of these tasks also earns each PC the Gloomspire Explorer boon on his Chronicle sheet.

### PLAYER HANDOUT

Reefs surround the Gloomspires, so big boats like the *Pixie* can't get close. You'll need to use my magical folding rowboat.

At dusk, when the columns cease moving, make your way to the column containing Sevenfingers's tomb—it's the one with the shipwreck wrapped around its base. Climb aboard the wreck, and you'll see a set of narrow stone steps that wind their way to the top of the column. Once up top, find a way inside the tomb and then find the *Orb of Stars*.

Thrennt's log claims he hid the *Orb* in a side chamber connected to what he called the 'hall of the flesh eaters' and then collapsed the entrance to keep it safe. So, I'm giving you some picks and shovels since you might need to do some digging.

I'm certain there are multiple levels to this tomb, so keep good notes, and document anything you find that might help future expeditions. Check around the top level, but don't go any deeper than you have to to find the *Orb*. Remember, you only have three days to do this before the columns start moving again.

The *Orb of Stars* is a solid sphere made of a dull copper-colored metal inlaid with dozens of star-shaped moonstones, rubies, and blue sapphires that mimic the stars of the Cosmic Caravan.



## HALL OF THE FLESH EATERS

## Pathfinder Society Scenario #6-06: Hall of the Flesh Eaters

Event	Date
GM # _____	GM Character # _____
GM Name _____	GM Prestige Earned _____
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D	
Character # _____	<div style="border: 1px solid black; width: 60px; height: 60px; margin: 0 auto;"></div> Prestige Points
Character Name _____	
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	
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Character Name _____	
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Character # _____	<div style="border: 1px solid black; width: 60px; height: 60px; margin: 0 auto;"></div> Prestige Points

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# Pathfinder Society Scenario #6-06: Hall of the Flesh Eaters

Character Chronicle #

Player Name

A.K.A.

Character Name

Pathfinder Society #

Faction

**This Chronicle sheet grants access to the following:**

☐ **Gloomspire Explorer:** Despite having studied only a small portion of Sevenfingers's tomb, you are now one of the Society's foremost authorities on the enigmatic Gloomspires. While adventuring in the Gloomspires, you receive a +2 bonus on all Perception checks made to find hidden objects such as traps, treasure, and secret doors. If you check the box included with this boon, you gain the benefits of this boon for the duration of one scenario set anywhere other than the Gloomspires.

All Subtiers

Subtier 4-5

*horn of fog* (2,000 gp)  
*sandals of quick reaction* (4,000 gp; *Pathfinder RPG*  
*Ultimate Equipment* 232)

*amulet of hidden strength* (9,000 gp; *Pathfinder RPG*  
*Ultimate Equipment* 254)  
*amulet of natural armor +1* (2,000 gp)  
*aquatic cummerbund* (2,600 gp; *Pathfinder RPG*  
*Ultimate Equipment* 208)  
*belt of incredible dexterity +2* (4,000 gp)  
*ring of protection +1* (2,000 gp)

Notes

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	1-2	254	507	
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	Out of Subtier	592	1,184	
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
MAX GOLD	4-5	931	1,861	
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	—	—	—	
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	—	—	—	
EXPERIENCE	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal	
	—	—	—	
	Starting XP			
	+		GM's Initials	
	XP Gained (GM ONLY)			
	=			
	Final XP Total			
	FAME	Initial Prestige	Initial Fame	
		+		GM's Initials
Prestige Gained (GM ONLY)				
—				
Prestige Spent				
Current Prestige		Final Fame		
GOLD	Starting GP			
	+		GM's Initials	
	GP Gained (GM ONLY)			
	+		GM's Initials	
	Day Job (GM ONLY)			
	—			
	Gold Spent			
=				
Total				

**For GM Only**

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #