Pathfinder® Adventure Path™

Tyrant's Grasp

Last Watch

By Larry Wilhelm

The Gravelands
GALLOWSPIRE
Virlych
RENCHURCH
CASNORIVA
Ustalav
VAISHAU
GARDEN OF LEAD
VIGIL
HALLEIN TOWN
CALIPHAS
CASTLE FIRRINE
HAMMER ROCK
DORTROT RANCH
CASTLE EVERSTAND
Lastwall
Northern Fangwood
The Isle of Terror
VELLUMIS
THE WIZARD-KING'S PIT
FORT LANDING
SARENITE TEMPLE
ROSLAR'S COFFER
THREE PINES FORD
0
60 MILES

Development Leads · Crystal Frasier and Ron Lundeen, with Eleanor Ferron and Luis Loza
Authors · Larry Wilhelm, with Alexander Augunas, Mike Headley, Isabelle Lee, Meagan Maricle, Patchen Mortimer, Kendra Leigh Speedling, and Greg A. Vaughan
Cover Artist · Igor Grechanyi
Interior Artists · Yanis Cardin, Hai Hoang, Joel Holtzman, Oksana Kerro, Valeria Lutfullina, Dave Melvin, and Firat Solhan
Page Border Design · Firat Solhan
Cartographer · Matthias Rothenaicher

Creative Directors · James Jacobs, Robert G. McCreary, and Sarah E. Robinson
Director of Game Design · Jason Bulmahn
Managing Developers · Adam Daigle and Amanda Hamon Kunz
Organized Play Lead Developer · John Compton
Developers · Eleanor Ferron, Jason Keeley, Luis Loza, Ron Lundeen, Joe Pasini, Patrick Renie, Michael Sayre, Chris S. Sims, and Linda Zayas-Palmer
Starfinder Design Lead · Owen K.C. Stephens
Starfinder Society Developer · Thurston Hillman
Senior Designer · Stephen Radney-MacFarland
Designers · Logan Bonner and Mark Seifter
Managing Editor · Judy Bauer
Senior Editor · Christopher Carey
Editors · James Case, Leo Glass, Lyz Liddell, Adrian Ng, Lacy Pellazar, and Jason Tondro
Art Director · Sonja Morris
Senior Graphic Designers · Emily Crowell and Adam Vick
Production Artist · Tony Barnett
Franchise Manager · Mark Moreland
Project Manager · Gabriel Waluconis

Publisher · Erik Mona
Paizo CEO · Lisa Stevens
Chief Operations Officer · Jeffrey Alvarez
Chief Financial Officer · John Parrish
Chief Technical Officer · Vic Wertz
Director of Sales · Pierce Watters
Sales Associate · Cosmo Eisele
Vice President of Marketing & Licensing · Jim Butler
Marketing Manager · Dan Tharp
Licensing Manager · Glenn Elliott
Public Relations Manager · Aaron Shanks
Organized Play Manager · Tonya Woldridge
Human Resources Generalist · Angi Hodgson
Accountant · Christopher Caldwell
Data Entry Clerk · B. Scott Keim
Director of Technology · Raimi Kong
Web Production Manager · Chris Lambertz
Senior Software Developer · Gary Teter
Webstore Coordinator · Rick Kunz

Customer Service Team · Katina Davis, Virginia Jordan, Sara Marie, Samantha Phelan, and Diego Valdez
Warehouse Team · Laura Wilkes Carey, Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood
Website Team · Brian Bauman, Robert Brandenburg, Whitney Chatterjee, Erik Keith, Josh Thornton, and Andrew White

ON THE COVER

Artist Igor Grechanyi shows off the grim antipaladin Yosiduin, leader of the Seal-Breakers in Vigil. In the background, the sneaky gnome poisoner Kilibrandt ambushes Yoon and Imrijka.

ADVENTURE PATH 3 OF 6

Last Watch

Last Watch 2
by Larry Wilhelm

NPC Gallery 54
by Larry Wilhelm

Into the Void 60
by Patchen Mortimer

Relics of the Shining Crusade 66
by Alexander Augunas

Seal-Breakers 72
by Greg A.Vaughan

Bestiary 78
by Mike Headley, Isabelle Lee, Meagan Maricle, Kendra Leigh Speedling, and Larry Wilhelm

REFERENCE

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at **pfrd.info**.

Advanced Class Guide	ACG	*Bestiary 5*	B5
Advanced Player's Guide	APG	*Bestiary 6*	B6
Bestiary 2	B2	*Occult Adventures*	OA
Bestiary 3	B3	*Ultimate Combat*	UC
Bestiary 4	B4	*Ultimate Equipment*	UE

Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, plots, storylines, and trade dress. (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration.)

Open Game Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Pathfinder Adventure Path #141: Last Watch © 2019, Paizo Inc. All Rights Reserved. Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, the Pathfinder logo, Pathfinder Society, Starfinder, and the Starfinder logo are registered trademarks of Paizo Inc.; Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Adventures, Pathfinder Battles, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Combat Pad, Pathfinder Flip-Mat, Pathfinder Legends, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, Pathfinder Tales, Starfinder Adventure Path, Starfinder Combat Pad, Starfinder Flip-Mat, Starfinder Pawns, Starfinder Roleplaying Game, Starfinder Society, and Tyrant's Grasp are trademarks of Paizo Inc.

Printed in China.

Last Watch

PART 1: EXPLOSIVE TIDINGS 4

During a festival in the city of Vigil, the heroes search for evidence to rally the city's dignitaries against the mysterious force that destroyed Roslar's Coffer. All leads point to a group of thieves called the Six Wise Crows, but these thieves have been murdered by a group operating beneath Vigil's streets.

PART 2: INTO THE UNDERCITY 19

The heroes navigate Vigil's sewers and discover a sinister sect of antipaladins operating out of a subterranean temple complex. These antipaladins have been working toward Vigil's destruction from their redoubt far beneath the city.

PART 3: A GRIM DAWN 39

The next phase in the Whispering Tyrant's plan is at hand: the *Radiant Fire* devastates Vigil. The heroes return to the surface to find that Lastwall's capital is no more. Chaos grips the ruins, and the heroes must outlast undead hordes to save the survivors.

Advancement Track

"Last Watch" is designed for four characters and uses the medium XP track.

8 The PCs begin this adventure at 8th level.

9 The PCs should reach 9th level by the time they enter the Redoubt of the Red Crusader.

10 The PCs should be 10th level before they encounter the antipaladin Yosiduin.

The PCs should reach 11th level by the adventure's conclusion.

ADVENTURE BACKGROUND

The *Shield of Aroden* that General Arnisant of Taldor carried against the Whispering Tyrant served him well. But when it blunted the lich's magical attack against the general, the shield broke into a dozen pieces. A fragment of the broken shield lodged in the lich's palm, weakening him with its holy fire. Although the Whispering Tyrant has borne the pain and indignity of the artifact's presence in his hand for centuries, he only recently learned to use the fragment as a weapon. The piece in his hand retains a connection to the other shield fragments, collectively known as the *Shattered Shield of Arnisant* and enshrined by the Knights of Ozem in the city of Vigil. By establishing a necromantic resonance between the shard in his hand and another piece of the shield, the Whispering Tyrant can cause an explosive blast capable of leveling a city. He has named this weapon the *Radiant Fire*, but while it is powerful, it is limited: each use of the *Radiant Fire* consumes one of the 11 remaining fragments of the *Shattered Shield of Arnisant*.

Tar-Baphon could have used the *Radiant Fire* to destroy Vigil years ago, but he didn't want to destroy all of the shield fragments at once. He instead prompted one of his minions, the winterwight Gildais, to steal all but one of the fragments of the *Shattered Shield of Arnisant* and replace them with fakes. At the time, Gildais was confused and believed that the shards would somehow help him reclaim his lost humanity, but he was actually acting at Tar-Baphon's mental prompting.

THE SIX WISE CROWS

Gildais realized that he didn't have the expertise to perform this delicate heist himself, so he formed a gang called the Six Wise Crows. To lead the Six Wise Crows, Gildais selected a gnome thief and poisoner named Kilibrandt Erstwhile (see page 56), who took to the task with eager glee. Kilibrandt had three trusted friends—Barrush, Jasaxi, and Velien—she insisted on adding to the group; they handled information gathering, logistics, and distractions for the heist. Furthermore, Kilibrandt offered her family's clothing and dye factory as a base of operations, even murdering her brother to give the Six Wise Crows freedom to plan unobserved. Gildais also found a wizard named Dondun Daradun to provide arcane support for the Six Wise Crows. Although the group assumed Gildais would be its sixth member, Gildais instead introduced a death priest named Usundra to the group to serve as his proxy. Usundra wasn't from Vigil, and the other members didn't like or trust her—she was part of the heist, but she wasn't ever at the Erstwhile Dyeworks.

The heist went off without a hitch. Kilibrandt and Dondun hired a smith named Brunna Sootbeard to make the replacement shield fragments, then Dondun enchanted them to be indistinguishable from the originals. Kilibrandt obtained access to the actual shield by duping a guard named Ranton Gandry, although Ranton's subordinate, a paladin named Doeswen Aubry, suspected something was amiss. Kilibrandt successfully made the switch and delivered the stolen shards into Gildais's care. Kilibrandt never knew why Gildais wanted her to leave one of the genuine shards behind, but the payment for the job was too good for her to ask questions.

The Six Wise Crows thereafter turned to occasional, lesser thefts. Five of them still use the Erstwhile Dyeworks as their hideout. They keep tabs on Usundra, but by now they've realized that she's connected with the Whispering Way and that, by performing their job for Gildais, they've somehow aided the Whispering Tyrant.

THE CROWS' LOOSE ENDS

Two years later, when the player characters come to Vigil and ask around about Gildais or the Whispering Way, the Six Wise Crows hear about it and quickly attempt to tie up loose ends that could implicate them in Gildais's heist. The PCs might find clues about some or all of these loose ends in the course of their investigation.

Doeswen Aubry: The Six Wise Crows don't think Ranton Gandry knows anything about the theft; besides, he has too high a profile in the city to attack directly. But Ranton's subordinate at the time of the theft, a paladin named Doeswen Aubry, now commands a way station outside of Vigil. The Six Wise Crows kidnap Doeswen Aubry and take her to the Erstwhile Dyeworks (area **E**) to find out what she or Ranton may suspect. Usundra remains behind to make Doeswen's kidnapping look like an orc attack (see area **B**).

Brunna Sootbeard: Dondun attempts to burn down Brunna's smithy (area **C**) to eliminate evidence there. He doesn't catch Brunna in the blaze, but he catches her nephew Rolf, whom the PCs might save, earning Brunna's gratitude in the process.

The PCs: Once the PCs are on the trail, Kilibrandt decides to assassinate them personally, using a few hired thugs. This attack is described in area **D**.

THE SEAL-BREAKERS

The Six Wise Crows aren't the only villainous organization in Vigil, and they aren't the only ones seeking to tie up loose ends. An organization of violent nihilists called the Seal-Breakers has been working to free the Whispering Tyrant from his imprisonment in Gallowspire for many years. To do this, they aim to destroy the magical seals that keep him locked away. By the time this adventure begins,

LAST WATCH
Part 1: Explosive Tidings
Part 2: Into the Undercity
Part 3: A Grim Dawn
NPC Gallery
Into the Void
Relics of the Shining Crusade
Seal-Breakers
Bestiary

only one of these seals remains, kept in Vigil where the Knights of Ozem watch over it. Until recently, few Seal-Breakers have dared to operate openly in Vigil; however, the bitter elf antipaladin Yosiduin harbors such a hatred that he volunteered to search Vigil for the hidden seal.

Yosiduin and his Seal-Breaker cell discovered an abandoned temple complex beneath the city and occupied it a few years ago. From there, the Seal-Breakers have been very careful to mask their presence as they seek out the hidden seal. Although their search has met with failure so far, Yosiduin has taken the long view common to many elves; he believes that as long as the Seal-Breakers are careful and thorough, success is only a matter of time.

Unknown to the Six Wise Crows, Gildais also met with the Seal-Breakers when he came to Vigil 2 years ago. He asked the Seal-Breakers to keep an eye on the thieves, in case the heist went awry. The Seal-Breakers have kept tabs on the Six Wise Crows ever since and are aware of their comings and goings at the Erstwhile Dyeworks. The thieves know nothing of the Seal-Breakers or their goals.

A few weeks ago, Gildais returned to Vigil to meet with Yosiduin. Now a thrall to the mental prompting of the Whispering Tyrant, Gildais told Yosiduin that his careful search was moot. The shard of the *Shattered Shield of Arnisant* that the Six Wise Crows left behind 2 years ago would act as the focal point for the *Radiant Fire*. The weapon's test in Roslar's Coffer was a resounding success, and soon all of Vigil would be consumed in a vast explosion. The seal hidden in Vigil—the final seal keeping Tar-Baphon imprisoned—would be destroyed along with the rest of the city very soon.

Pleased at this turn of events and secure in his underground refuge, Yosiduin directed his Seal-Breakers to finally eliminate the Six Wise Crows. Soon after the PCs arrive in Vigil, the Seal-Breakers storm the Erstwhile Dyeworks to butcher the Six Wise Crows but, in their haste, leave clues leading back to their stronghold.

PART 1: EXPLOSIVE TIDINGS

The adventure begins after the PCs escape the miasma surrounding the wasteland once known as Roslar's Coffer. Armed only with the name "Gildais" and instructions from a mysterious stranger to travel north and warn the Knights of Ozem about the village's destruction, the PCs journey to Vigil. This adventure begins as the PCs enter Vigil, although if the PCs want to buy or sell equipment on the way, several caravans and merchants on the road are happy to take their business.

At your discretion, the PCs might meet people on the road who have heard rumors of some sort of plague or disaster in Roslar's Coffer. That community is so small and remote, however, that the PCs are the only ones with firsthand knowledge about the catastrophe there. When the PCs approach Vigil, read or paraphrase the following.

The city of Vigil is in the grip of a festive celebration. Colored streamers adorn freshly painted buildings, blooming flowers line the streets, and residents are dressed in colorful clothing. Even the grim ballista towers along the city's thick defensive wall bear large banners showing a white sword.

The PCs arrive in Vigil at the start of the 3-day Whiteblade Festival. The celebration is a remembrance of one of the city's bloodiest periods of civil unrest. In 4619 AR, a revolutionary Iomedaean priest named Jesca Malvaney attempted a coup, leading to armed conflict among the church's faithful and devastating fires that ravaged the city. Called the Whiteblade War, this event is commemorated every 10 years as a time to renew bonds, remember fallen friends, and vow to keep grudges from exploding into conflict. Over the years, the Whiteblade Festival has become more of a celebration than a grim remembrance, and much of the city turns out to hear speeches and honor veterans over the 3 days. This is also a time when the city's leaders and aristocrats, including the Knights of Ozem, set aside their normal duties to hear grievances from the common people. The Whiteblade Festival therefore presents an excellent opportunity for the PCs to speak to the Knights of Ozem and other dignitaries in the city. Any resident of Vigil can tell the PCs about the Whiteblade Festival, and a PC who succeeds at a DC 15 Knowledge (local) check knows of the celebration.

Some disaffected citizens idolize Jesca's zeal and see the Whiteblade Festival as an opportunity to replicate the bloodshed of the Whiteblade War. The city's guards—the Watchknights—are particularly worried that the current festival, occurring on the centennial of the Whiteblade War, is likely to see more violence than usual. As a result, the Watchknights have taken the unusual step of suspending the weapon restrictions in the city. Normally, only those bearing a shield-shaped *mark of justice* on the right palm are permitted to carry weapons openly; all other weapons are confiscated by the Watchknights. However, during this year's Whiteblade Festival, the Watchknights instead issue warnings for attendees to keep an eye out for troublemakers, and they allow visitors to keep their weapons to defend themselves. This means the PCs can travel armed around the city—but so can their enemies!

A. THE WHITEBLADE FESTIVAL

The 3-day festival takes place throughout the city of Vigil, but the main gatherings and speeches occur at the base of Watcher's Tor, beneath the gleaming towers of Castle

Overwatch and the Crusader War College. Several stages surround the main festival area, and pavilion tents are set aside for audiences with city officials, celebrities, and members of the Knights of Ozem. Unfortunately for attendees who want to meet Lastwall's handsome and eligible ruler, Watcher-Lord Ulthun II is on business elsewhere in the nation and isn't in attendance.

Although there are any number of lower-ranking knights and officials at the festival, the PCs quickly learn about the five most influential and popular speakers. Gaining access to any of these dignitaries is a simple matter of listening to their speeches and mingling for a brief word afterward. As the dignitaries want to share their time with many citizens and visitors, a PC can effectively interact with each dignitary only once each day. Such meetings are too well-attended to be wholly private; the PCs can't ensure their conversations won't be overheard.

Aylunna Varvatos

These five dignitaries are presented below, along with their titles, descriptions, and ways that some PCs might gain bonuses while talking with them. Each individual also has an Initial Meeting entry detailing how the dignitary responds when first interacting with the PCs to discuss Roslar's Coffer, the danger to Vigil, or a person named Gildais. The PCs don't need to attempt any checks to get the information from this entry.

The PCs might return once they have evidence about wrongdoings within the city, such as Doeswen's research (from area **B3**), Brunna's shield order (from area **C4**), and Kilibrandt's notes (from area **E2**)—though certainly other evidence could be brought to bear, depending on the PCs' efforts. Taken together, these clues suggest a successful theft of the *Shattered Shield of Arnisant* 2 years ago. The PCs might instead bring allied nonplayer characters (such as Brunna or Doeswen) to tell their stories to the dignitaries, but the PCs can't drag captured prisoners like Kilibrandt or Usundra through the festival—Watchknights insist on taking such prisoners into custody to keep the peace. Most dignitaries dismiss evidence unless a PC succeeds at a Diplomacy check when presenting it, but success earns the PCs favors as indicated in the entries below.

Although the PCs don't know it, their evidence also causes these dignitaries to be alert for future trouble. During Vigil's inevitable catastrophe, many more lives can be saved—though the PCs won't learn just how many until the conclusion of this adventure. The impacts of the PCs' interactions are set forth in the After the Catastrophe entry of each dignitary.

If the PCs' investigations take longer than the 3 days of the Whiteblade Festival, they can still talk to these dignitaries, but only through the usual process of scheduling appointments, waiting for invitations to meet, and so on. At the GM's discretion, setting up (or expediting) these meetings might require a DC 18 Diplomacy check each time.

AYLUNNA VARVATOS

Title Second Sword Knight Aylunna Varvatos (LG female human cleric of Iomedae 9) is the highest-ranking priest of Iomedae in Vigil. She has presided over worship at the Cathedral of Sancta Iomedaea for more than a decade. Her speeches focus upon the importance of faith in daily life and upon relying on the clergy to mediate disputes.

Description Aylunna is a short woman with soft eyes that peer from well-earned crow's-feet. She is dressed in her priestly finery.

Bonuses Aylunna appreciates religious scholars of any faith. Divine spellcasters with at least 5 ranks in Knowledge (religion) have a +4 circumstance bonus on Diplomacy checks when interacting with her.

Initial Meeting When the PCs present Aylunna with their account of the events that unfolded at Roslar's Coffer, she looks amused at first, but she quickly regains her composure when she realizes the PCs are serious. If the PCs mention the name Gildais to her, she recalls Ranton Gandry mentioning the name. She suggests the PCs talk to him.

Evidence Aylunna takes any piece of evidence seriously if a PC presents it with a successful DC 15 Diplomacy check.

Favor For each piece of evidence the PCs successfully present, Aylunna encourages them to investigate further and offers a *potion of cure serious wounds* and a *potion of lesser restoration*. On the third piece of evidence they successfully present, she instead gives them a *wand of cure moderate wounds* and a *wand of lesser restoration*.

After the Catastrophe Aylunna recommends vigilance from the faithful, and they are therefore well prepared to heal survivors of the catastrophe. The PCs save an additional 200 residents for each piece of evidence they successfully present to Aylunna (up to three pieces of evidence).

CETO MALDERRA

Title Hero of the Belkzen Front and Marshal of the Flood Road, Ceto Malderra (see page 54) is the highest-ranking Knight of Ozem at the festival. She is one of the most popular celebrities in the city and her speeches about vigilance and duty command the largest crowds.

Description Ceto is powerfully built, and while she has dressed finely for the occasion, her sword-calloused hands

and weather-beaten face mark her as a person of action. Ceto outwardly acts as if the current ceremony is a waste of time, but a PC who succeeds at a DC 15 Sense Motive check realizes that her vanity appreciates the attention.

Bonuses Ceto doesn't consider the PCs worth her time; no PCs gain bonuses when interacting with Ceto.

Initial Meeting When the PCs warn Ceto about danger to Vigil or the destruction of Roslar's Coffer, she is angry, assuming that some rival sent the PCs to undercut her accolades. She publicly dismisses the PCs' tales as those of frontier yokels.

Evidence Ceto dismisses any evidence the PCs present, loudly claiming they are blown out of proportion or outright falsified. Only if the PCs present at least three clues to Ceto and succeed at a DC 25 Diplomacy check does she start to suspect there might have been some genuine wrongdoing.

Favor If the PCs convince Ceto of wrongdoing in Vigil, she agrees to investigate the theft. She doesn't do much more than ask a few knights to review records from that time, as she intends to conduct a more thorough investigation later.

After the Catastrophe The knights Ceto sent to investigate are near Vigil's outskirts and can more easily save others. The PCs save an additional 100 residents.

EVNI ZONGNOSS

Title Venture-Captain Evni Zongnoss (NG female gnome cleric of Desna 5/harrower[ISWG] 3) leads the Pathfinder Society's lodge in Vigil. She speaks about acknowledging and learning from mistakes of the past, timely topics for the Whiteblade Festival.

Description A friendly and motherly gnome woman, Evni looks like a fortune-teller. She wears an elaborate turban that matches her oversized robe, and both are decorated with crescent moons and butterflies.

Bonuses Evni respects those who value lore. A PC with at least 5 ranks in a Knowledge skill has a +4 circumstance bonus on Diplomacy checks when interacting with her.

Initial Meeting Evni is initially skeptical of the PCs' reports, but she cryptically states that dire happenings in remote places sometimes herald future trouble. She encourages the PCs to investigate further. If the PCs mention the name Gildais to her, she states that Count Jomah Gildais was an Ustalavic count whom the Whispering Tyrant hurled into the Negative Energy Plane. Gildais eventually returned as some sort of powerful undead creature and served as Tar-Baphon's seneschal. He was sealed in Gallowspire along with the Whispering Tyrant, but rumors claim that he somehow got free. He's likely an agent for the Whispering Tyrant and not someone to be trifled with; if he's active around Vigil, Evni encourages caution. She once overheard Ranton saying the name "Gildais" when talking about his mother. She suspects it's a coincidence, but asks the PCs to check with him.

Evidence Evni takes evidence seriously if a PC presents it to her with a successful DC 14 Diplomacy check.

Favor Evni becomes increasingly worried that Gildais is active in the city. The first time the PCs successfully present a piece of evidence to her, she gives them a *wand of detect undead*. If they successfully present a second piece of evidence, she gives them a *scroll of death ward*. On a third piece of evidence, she gives them a *scroll of undeath to death*.

After the Catastrophe Evni mobilizes the Pathfinders in the area to be on the lookout for trouble and react quickly. The PCs save an additional 100 residents for each piece of evidence they successfully present to Evni (up to three pieces of evidence).

Evni Zongnoss

RANTON GANDRY

Title Retired Reliquary Guard Ranton Gandry (LG male middle-aged human fighter 8) retired with honors from a long career at the Belkzen front and, after a war injury, served for several years as a reliquary guard in the Crusader War College. Ranton is being honored at the festival as a wounded military veteran and he speaks about the importance of service.

Description Ranton is a tall, rail-thin man who walks with a stout cane. He wears the spotless white uniform of a reliquary guard and carries a well-polished halberd.

Bonuses Ranton is trusting and eager to talk to people; he automatically believes anything plausible that the PCs say.

Initial Meeting Ranton listens sympathetically if the PCs talk about the destruction of Roslar's Coffer and asks to hear the whole story. If the PCs mention Gildais, Ranton's face falls as he remembers an embarrassing incident from 2 years ago. At that time, his mother became very ill, and a gnome named Kilibrandt appeared on their doorstep offering a cure. She said that it would be expensive but that her patron Gildais would "see to it that all the costs were covered." Sure enough, Ranton's mother improved almost immediately. In exchange, Kilibrandt wanted to privately examine the *Shattered Shield of Arnisant* in the Crusader War College. Ranton felt he owed Kilibrandt for saving his mother, so he agreed. Ranton's subordinate, a woman named Doeswen Aubry, insisted that she spotted Kilibrandt stealing the artifact, but since the artifact was still there after Kilibrandt left, it clearly hadn't been stolen. To keep the matter quiet and to silence Doeswen's protests that something unusual had happened, Ranton pulled some strings to get Doeswen reassigned to the Northgate Road way station outside of town. Ranton feels increasingly guilty about this and worries that Doeswen may have been right in thinking that something was amiss about Kilibrandt's visit. Ranton suggests the PCs go talk to Doeswen and provides directions to the way station.

Evidence Ranton is increasingly despondent if the PCs present evidence to him, as it shows his lapse in judgment 2 years ago enabled a serious crime. He feels particularly guilty if he learns that Doeswen is in danger. If the PCs present three pieces of evidence to Ranton, he turns himself in to the Watchknights and insists he be arrested.

Favor If the PCs show Doeswen's file to Ranton and explain the danger she's in, he gives them his *+2 halberd* in the hopes that it is useful to rescue her (or out of gratitude, if the PCs already freed Doeswen).

After the Catastrophe If the PCs present Ranton with even a single piece of evidence, he sends word to other veterans about pending danger. Their quick reactions allow them to escape the city and help others do so. The PCs save an additional 400 residents.

VEENA HELIU

Title Precentor Martial of Magic Veena Heliu (CG female half-elf sorcerer 8) leads the Battlemage Academy at the Crusader War College and speaks about the value of impromptu and unexpected tactics on the battlefield—a subject that disturbs traditionalist audience members.

Description Tall and lanky, Veena eschews the military uniforms and armor common among Vigil's leaders in favor of ornate robes with faint dragon-scale patterns that accent her fiery red hair. She wears several wands on a sash around her waist.

Bonuses Veena takes great pride in her position as leader of the Battlemage Academy and favors admirers. PCs who flatter Veena and have at least 5 ranks in Bluff or Diplomacy gain a +4 circumstance bonus on Diplomacy checks when interacting with her.

Initial Meeting Veena doesn't believe that magical devastation on the scale the PCs describe could occur without any warning or other sign. She patiently—and a bit pedantically—explains that illusion magic is an often-overlooked school, and perhaps the PCs didn't see what they thought they saw.

Evidence Veena takes evidence seriously if a PC presents it to her with a successful DC 20 Diplomacy check; otherwise, she insists it's probably taken out of context or the PCs have made some mistake.

Favor If the PCs successfully present at least two pieces of evidence to Veena, she takes the possibility of danger to Vigil very seriously. She gives the PCs a *wand of magic missile* (CL 5th) and asks them to investigate the matter.

After the Catastrophe If the PCs successfully present at least two pieces of evidence to Veena, she recommends her students prepare for trouble. The PCs save an additional 100 residents.

Story Award: Each time the PCs earn a favor from one of the dignitaries, award them 4,800 XP. They can earn this award only once per dignitary.

B. DOESWEN'S EXILE

Many fortified way stations guard the highways and waterways of Lastwall, beacons of civilization that bring order to the wilderness. Ranton Gandry directs the PCs to one such fortification, the Northgate Road way station, situated at a natural choke point within a series of winding canyons. The station consists of a watch tower constructed atop a bluff and a 30-foot-high fortified wall built across the road. The wall includes a large gate with a lowered portcullis, where guards question travelers.

Veena Heliu

The PCs aren't the only group who believes that Doeswen witnessed the theft of the *Shattered Shield of Arnisant*: the Six Wise Crows also suspect she knows something, so they kidnapped her only hours ago and killed everyone else at the way station. One of the Six Wise Crows, the death priest Usundra, stayed behind with her mortic compatriot Okagu and a few undead lackeys to make the kidnapping look like an orc raid.

The way station is constructed of thick stone. Interior ceiling heights average 8 feet, and rooms are unlit. Doors are of good wooden construction (hardness 5, hp 15, break DC 18), but their locks have all been smashed.

Use the map on page 12 for way station encounters.

B1. Death's Gate

An imposing brick wall 30 feet tall blocks passage through this canyon. Three corpses hang from ropes tied to the wall's crenellations, twisting slowly and staining the wall a gruesome red. Beneath the dangling corpses, a portcullis gate 20 feet high and 15 feet wide stands closed. A whitewashed stone building looms on a bluff to the east.

Usundra staged this gory scene as part of her efforts to make the attack on the way station look to be the work of orcs. The hanging corpses are all guards under Doeswen's command and still bear the tabards of low-ranking Knights of Ozem.

The iron portcullis is closed (hardness 10, hp 60, lift DC 25), preventing easy access to the burnt yard visible beyond it (area **B2**). The fortified wall is smooth and difficult to climb (Climb DC 25). The cliff walls on either side are slightly easier to scale (Climb DC 22), but any attempt to climb the cliffs creates a clatter of falling rocks, allowing everyone in the way station to attempt a DC 15 Perception check to detect intruders.

Creature: A PC who succeeds at a DC 20 Heal check or a DC 25 Perception check realizes that the central corpse isn't actually dead, as his feeble kicks barely distinguish him from the swaying of the two genuine corpses on either side. The guard, a junior Knight of Ozem named **Hernan Entietor** (LG male human fighter 4; hp currently 1), dies in 2d6 minutes from slow strangulation if he isn't rescued. As Hernan hangs 20 feet above the ground, the PCs might have trouble reaching him without ascending to the top of the wall (area **B5**) and contending with the wights there. If the PCs cut him down and he falls to the ground before he's been healed, the fall proves fatal.

If the PCs rescue Hernan, he provides details on the recent attack. He says that several assailants dressed in crow masks and feathered coats assaulted the way station a few hours ago. They overwhelmed the guards here, who weren't expecting an attack coming from the direction of Vigil, and these intruders set fire to the barracks and its adjacent wooden wall. The group kidnapped the way station's commander, Doeswen Aubry, and most of them left. The leader of the attackers—a female gnome with purple hair—told a red-robed woman staying behind to make the attack look like an orc raid. Shortly afterward, a brawny orc and three shambling undead creatures arrived. The five of them started rearranging the bodies, setting additional fires, and so on. Hernan pretended to be dead until he could slip away, but the orc tied a noose around his neck and hung him from the wall.

B2. Burnt Yard

The scorched ruins of a building and a wall still smolder to the north of the gate. Only charred wood and blackened foundation posts remain. To the east, a stone staircase ascends to a steep ramp up to a whitewashed stone building above the high wall between the cliffs.

The wooden building that once stood to the northwest of this yard was a barracks and guard post for the knights

stationed here. A wooden wall once protected this yard and prevented easy access to the stairs, but the wooden wall and the barracks have been burned to the ground. The stairway and ramp lead to the way station office (area **B3**). Although the Knights of Ozem set aside funds to replace the wooden barracks with a stone fortification many years ago, this way station's proximity to Vigil meant it functioned as a glorified tollgate. As a result, Ceto Malderra diverted the funds to her personal projects.

B3. Way Station Office

A shattered double door leading north hangs open, revealing a room illuminated by a faint glow from a neglected fireplace. An overturned desk stands among a sea of paper, splintered wood, and some kind of slick substance covering the stone floor. A damaged armoire stands against the west wall, its clothes heaped nearby. A narrow wooden door leads east.

The goo covering the floor here is exceptionally slippery; it counts as difficult terrain and increases the DC for Acrobatics checks made in this room by 5. This mixture of water, lard, and lye—essentially a thin soap—covering the floor was once contained in a barrel that Okagu (see area **B4**) smashed open, hoping it was oil he could use to start a fire here, but the goo doesn't burn. In fact, it was here as part of the way station defenses; it could be dumped down the ramp outside the double door to make the ramp too slippery to ascend.

The reams of disorganized paper detail the way station's business in the past year: fees collected, contraband seized, troops deployed, and so on. The clothes near the armoire are suitable for a range of weather conditions and are all sized for an average female human. A badly scorched leather cloak hangs on a hook at the back of the armoire. Although this cloak appears damaged, it is a magic item (see Treasure below) and conceals a small panel in the back of the armoire. PCs who move the leather cloak automatically spot the panel; otherwise, a successful DC 20 Perception check reveals the panel. The niche behind it contains a dossier labeled "Six Wise Crows" in bold ink, and its details are described in the sidebar on this page.

The double door leads to the ramp and stairs down to the yard (area **B2**). The east door leads to a short hall with stairs at either end. The south stairs lead up to Doeswen's quarters (area **B4**). The north stairs lead up to the walk atop the stone wall (area **B5**).

Treasure: The tan leather cloak is a *cloak of fiery vanishing*[UE]. The niche also contains some contraband Doeswen put here: an ornate counterfeit seal worth 75 gp and depicting a roaring lion, and 3 doses of terinav root.

Development: If the PCs are particularly noisy here, Usundra and Okagu come from area **B4** to investigate.

Doeswen's Research

Ever since Doeswen's shameful transfer from her post as a reliquary guard in the Crusader War College, she has obsessed over the *Shattered Shield of Arnisant*. She correctly suspects it was stolen and replaced with a forgery. The bulk of her research on this subject is in a file hidden in her office. Doeswen has hidden this file, as it's technically not in her jurisdiction, and she's been warned against pursuing the matter.

Doeswen's notes describe the Six Wise Crows as a nefarious gang working within Vigil that is responsible for several unsolved acts of larceny. This gang is led by a female gnome named Kilibrandt and includes a death priest named Usundra, an old male human wizard, and three other members whom Doeswen hasn't been able to identify. The notes posit that the Six Wise Crows were responsible for creating the forged shield shards and swapping them for the originals. Included is a map of Vigil with a large red ink mark highlighting an establishment called "Brunna's Quality Shields, Smithy, and Sundries." Above this ink mark, a question reads, "Replica forged here?" This file is comprehensive enough to serve as evidence when speaking with various dignitaries in Vigil.

Story Award: If the PCs discover the dossier hidden in the armoire, award them 3,200 XP.

B4. Officer's Quarters (CR 10)

This functional sleeping room includes a bed covered in wool blankets, an armor stand holding a suit of polished full plate armor, a footlocker, and a cold fireplace. Thick curtains tied off with leather cords hang above the entrance to a privy and stairs that descend to the east.

This chamber is the commander's private residence.

Creatures: Usundra, the only member of the Six Wise Crows remaining at the way station, has retreated to this room with Okagu. They believe their work here to be nearly done and have begun comparing notes about their recent necromantic endeavors.

Usundra is a grim, dark-haired woman wearing a red cloak adorned with crow feathers. Born into a struggling Druman merchant family, Usundra found herself attracted to death and carrion. Although her family sent her to an Abadaran academy as a teenager to quell her macabre tendencies, the academy burned to the ground shortly thereafter and Usundra struck out on her own. She came to adore the teachings of Urgathoa and joined the Whispering Way, although her abrasive personality earned her few friends even in that wicked society. Usundra came to Gildais's attention, and he insisted she

LAST WATCH
Part 1: Explosive Tidings
Part 2: Into the Undercity
Part 3: A Grim Dawn
NPC Gallery
Into the Void
Relics of the Shining Crusade
Seal-Breakers
Bestiary

join the Six Wise Crows in Vigil 2 years ago. Although the Six Wise Crows tolerate Usundra, they don't consider her a friend, and the feeling is mutual.

Okagu is a lifeleecher mortic who has frequently tested his mettle against the knights of Lastwall as chieftain of an orc tribe. He resembles a burly, battle-scarred orc with an oversized jaw and dead white eyes. To increase his reputation, Okagu began performing dangerous strikes against key fortifications deep within Lastwall. On one of these missions, he encountered Usundra and, given their shared interests in violence and the undead, the two became fast friends. Okagu was pleased to answer Usundra's call when she told him she'd need his help to disguise a kidnapping as an orc raid.

If Usundra and Okagu suspect intruders in the area, they prepare for battle and look around, determined to silence any witnesses. Okagu enters melee as quickly as possible, while Usundra supports him with her spells. Both opponents fight to the death, and if one is slain, the other focuses their attacks on whoever dealt the killing blow.

USUNDRA **CR 8**

XP 4,800

Female death priest (*Pathfinder RPG NPC Codex* 50)

hp 89

OKAGU **CR 8**

XP 4,800

Male lifeleecher mortic (see page 80)

hp 90

Treasure: A suit of *+3 full plate* rests on the armor stand, its front plate enameled to resemble the flag of Lastwall. A coin purse containing 75 gp and two garnets, worth 50 gp each, is tucked into the footlocker.

Development: Neither Usundra nor Okagu submit willingly to interrogation by the PCs. Both welcome death and therefore resist intimidation. If the PCs use magical means to interrogate them, Okagu knows nothing about the Six Wise Crows and their plots; his only connection is to Usundra. Usundra knows about her meeting with Gildais 2 years ago and the basic plan for the theft of the *Shattered Shield of Arnisant*, although she wasn't personally involved with the theft. She knows the first names and appearances of the other members of the Six Wise Crows, but she doesn't know where their headquarters is or where they've taken Doeswen.

Usundra

B5. Hangman's Walk (CR 7)

A large winch stands at the western edge of this parapet walk, opposite stairs leading down into a whitewashed building. Carved crenellations resembling roaring lions line the walk.

The crenellations are 5 feet tall, providing ample cover from the ground. Several coils of thick rope hang from the crenellations on the south side of the wall, turning this walkway into a makeshift gallows. The winch raises and lowers the gate portcullis (area **B1**).

The parapet walk is 10 feet wide (north to south) and runs 30 feet long (east to west). A mesa wall rises several dozen feet above the wall on the west edge, and a way station tower is built into the rising mesa on the east terminus of the wall. Besides climbing the wall or the surrounding rocks, the only way to gain access to the walk is through the way station itself.

Creatures: Three wights work behind the leonine crenellations, hunched over the bodies of four dead knights. The wights are searching the bodies and preparing nooses to hang them like the other three knights. If the wights are aware of intruders, they attempt to hide and ambush them. Okagu created these wights with Usundra's assistance from among the most powerful orcs in his tribe; they therefore have the statistics of advanced wights.

ADVANCED WIGHTS (3) **CR 4**

XP 1,200 each

hp 89 each (*Pathfinder RPG Bestiary* 294, 276)

Treasure: The wights have piled loot stripped from the knights here. This heap includes seven masterwork breastplates, seven heavy steel shields, seven longswords, seven composite longbows, and a total of 280 arrows.

C. Brunna's Quality Shields

Brunna Sootbeard (LG female dwarf expert 8) is a hardworking and respectable armorsmith who has operated her shop—Brunna's Quality Shields, Smithy, and Sundries—for decades. The shop is located along Vigil's Market Square. A PC who succeeds at a DC 15 Knowledge (local) check knows where to find the shop, but nearly any citizen of Vigil wearing heavy armor (such as the ubiquitous Watchknights) can direct the PCs there.

Brunna frequently takes custom commissions for her work. Two years ago, Kilibrandt and Dondun hired Brunna to make a replica of the famous *Shield of Aroden*. Dondun was remarkably exacting about the specifications, including the exact fractures in the shield so that it could be broken to resemble the *Shattered Shield of Arnisant* on display in Castle Overwatch. Brunna thought this commission strange but not nefarious, and she never suspected that her replica would be used as a forgery to replace the stolen shield. She kept scrupulous paperwork about the transaction, just as she does with all commissions, and Dondun suspects that some link to the Six Wise Crows might still exist in Brunna's files. At Kilibrandt's direction, Dondun set fire to Brunna's smithy and intends to burn the smith along with her shop.

When the PCs arrive at Brunna's Quality Shields, the shop is ablaze. Several dozen onlookers surround the building; they had formed a bucket brigade to help quench the fire but to no effect, and they aren't sure what to do now. In fact, the blaze is unnatural in origin; Dondun summoned fire elementals to incinerate the shop from within. Dondun lingers anonymously in the crowd, making sure his summoned elemental finishes the job.

Before the PCs can do much more than identify that the building is the right shop, Brunna comes running toward it shouting, "Rolf! You fool! Get out! Rolf!" Brunna was away from her shop when Dondun's elementals started the fire, but her nephew Rolf was working in the cellar. Brunna fears the worst: that her nephew is trapped in the burning building. Several onlookers hold Brunna back to keep her from running into the conflagration, but she pleads with everyone nearby to save her nephew. She believes him to be in the cellar, which is accessed via a trap door in the forge.

The shop consists of a walled yard next to a stout stone building. The wooden roof and window frames are all ablaze, and dark smoke rolls out from the windows, preventing any visibility within. The easiest entrance is through the yard (area **C1**), although the PCs might scramble in through any of the windows in the shop (area **C2**) or forge (area **C3**). A PC entering through a window takes 2d6 points of fire damage and catches fire (*Pathfinder RPG Core Rulebook* 444). A PC who succeeds at a DC 15 Reflex save takes half damage and does not catch on fire.

Into the Fire

The encounters in Brunna's Quality Shields are presented as if the PCs aren't doing anything to stop the fire and just rushing through. Although mundane means to quench the fire have proven ineffective, the PCs probably have magical options like *create water*, *gust of wind*, *ice storm*, or *quench*. These types of spells put out fire within their areas of effect (the area of effect of *create water* is a single square for this purpose), and therefore make traversing the burning building safer. The PCs might also rely on spells such as *resist energy* to limit the fire damage they take. The GM should feel free to reward other quick thinking, such as granting a PC who ties a wet cloth around her mouth a +2 bonus on Fortitude saves to resist smoke inhalation.

Areas **C1**, **C2**, and **C3** count as extreme heat (*Core Rulebook* 444). Breathing the air deals 1d6 points of fire damage per minute, and characters must succeed at a Fortitude save every 5 minutes (DC = 15 + 1 per previous check) or take 1d4 points of nonlethal damage.

Use the Brunna's Quality Shields map on page 12 for the following encounters.

C1. Smithy Yard

Acrid smoke spills out from the gaping maw of a stone hearth into this walled yard. Tables hold various blacksmithing tools, and a large anvil in the center of the yard appears well used. Flames dance across the roof of the building to the west. A wide gap south of the hearth provides an opening into the burning building.

Brunna frequently used this open yard on nice days, but it is now filled with heat and smoke from the burning shop. The smoke in the yard grants concealment to all creatures within it, but it is not thick enough to cause the PCs to choke.

The opening next to the hearth leads to the shop (area **C2**) and is the safest way to enter the building. The hearth here connects directly to the forge (area **C3**), and the opening is 3 feet square. A PC can pass through the blazing hearth to reach the forge more quickly, but doing so causes the PC to take 6d6 points of fire damage and catch on fire. A PC who succeeds at a DC 20 Reflex save takes only half damage and does not catch on fire.

C2. Shop

Scorched debris and smashed tables litter the floor of this shop, along with chunks of burning wood fallen from the ceiling above. The wooden frames around the windows are ablaze, as is the roof above. Open doorways lead north and east.

The floor of this shop is difficult terrain and the smoke here is thicker; it grants concealment to characters within it, and a creature that breathes the heavy smoke must succeed at a Fortitude save each round (DC = 15 + 1 per previous check) or spend the round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage.

The opening to the yard to the east (area **C1**) and the forge to the north (area **C3**) are wide enough that the PCs can pass through them without taking fire damage.

Hazard: Fragments of burning wood fall from the ceiling and blow around the room. At the end of each round, PCs in a random 10-foot square take 4d6 points of fire damage and catch on fire. A PC who succeeds at a DC 15 Reflex save takes half damage and does not catch on fire.

C3. Forge (CR 8)

The blackened remains of furniture and tools litter this ravaged forge. Soot stains the walls, particularly around the window to the north. To the east, a massive brick forge is filled with flames. Opposite this forge is a metallic door glowing a dull red.

The fire rages most fiercely in this room. Breathing the superheated air causes a character to take 1d6 points of fire damage each round instead of each minute, and the smoke is as thick and choking as in area **C2**. The metal tools and the door are searing hot; simply touching them deals 2 points of fire damage each round, and carrying or manipulating them deals 2d4 points of fire damage each round. The doorway south leads to area **C2**, and the red-hot door leads to a small closet with a trap door to area **C4**. Desperate PCs can pass through the forge to the hearth in the yard, as described in area **C1**.

Creature: A huge fire elemental cavorts in the north end of this room, stoking the fires and caressing the metal door to keep it red hot. It immediately attacks any intruders that enter this room and fights until destroyed. As it fights, the smoke around the window to the north clears for a moment, and the PCs can see Dondun staring at them from an alley 60 feet away. He's watching the smithy and preparing to use his last *scroll of extended summon monster VI* if necessary, but he'd rather not use the scroll if he doesn't have to. Dondun wears a tattered feathered cloak and a small crow's mask, and he smiles to show a mouthful of rotten teeth. Before the PCs can react, he shouts, "Quit wasting time! Kill them and burn that building to the ground!" in Ignan, casts *greater invisibility*, and flees. If the PCs attempt to delay him, use Dondun's statistics presented on page 35, but he doesn't stay around to fight the PCs at this time.

The environment here is unfavorable to the PCs, which increases the CR of this encounter by 1.

HUGE FIRE ELEMENTAL **CR 7**

XP 3,200

hp 85 (*Pathfinder RPG Bestiary* 124)

SPECIAL ABILITIES

Summoned This fire elemental was summoned from a *scroll of extended summon monster VI*. The spell ends and the elemental disappears 5 rounds after a PC enters this room.

Development: Once the elemental is defeated, the fire dies down on its own in 4d10 minutes.

C4. Cellar

A steep earthen stairway descends into a dry cellar where three shields rest on a rack along the southern wall. Opposite the display of masterfully crafted shields, a complex iron door covered in mechanical locking mechanisms fits seamlessly in the northern wall.

Although this cellar is cut from the earth and can't burn, it has reached severe heat due to the fire in the rooms above. Creatures in this room must succeed at a Fortitude save every 10 minutes (DC = 15 + 1 per previous check) or take 1d4 points of nonlethal damage. Unconscious characters take lethal damage instead.

Creature: Brunna's nephew, Rolf Sootbeard, cowers behind the shield display in an attempt to avoid the danger upstairs. Having glimpsed the fire elemental before he hid, Rolf now fears the beast is hunting him, and he shoots his light crossbow when the door to C4 opens. The shot might alarm the PCs but doesn't harm them, and Rolf snaps out of his panic and apologizes profusely.

Rolf is not quite an adult by dwarven standards, but he already possesses the sturdy tenacity to make him the equal of many full-grown humans. His beard is thin but carefully braided, and his hair is a dark orange.

Although Rolf isn't in any danger from the fire, without help from the PCs he eventually succumbs to the heat. Rolf knows only a little about his aunt's business, but he knows that the safe contains records of her commissions. If the PCs attempt to break into the safe (hardness 10, hp 60, break DC 28), Rolf discourages them, letting them know that his aunt is likely to give them whatever they seek in exchange for saving his life.

ROLF SOOTBEARD **CR 1/3**

XP 135

LG male recruit (*Pathfinder RPG NPC Codex* 266)

hp 8

Treasure: The three shields here are Brunna's work. They include a *+2 light wooden shield*, a *+1 blinding buckler*, and a *+1 clangorous*[UE] *heavy steel shield*. If the PCs rescue Rolf, Brunna lets them choose one of these shields as a reward.

Development: The safe contains decades of meticulous records. If the PCs talk to Brunna about Doeswen Aubry's notes from the way station, Brunna remembers the order and finds it quickly. The relevant order is dated 2 years ago. It is from a Kilibrandt Erstwhile, a gnome from the Erstwhile Dyeworks, for a replica of the *Shattered Shield of Arnisant*. Brunna remembers the wizard Dondun who accompanied Kilibrandt; if the PCs describe the wizard they saw out the window, Brunna remembers him as Kilibrandt's associate. Brunna knows where the Erstwhile Dyeworks is and opines that it's a shame to see such a respectable business fail when the young don't appreciate family traditions. Brunna allows the PCs to take her copy of the order; they can use it as evidence to sway the city's dignitaries.

Story Award: If the PCs rescue Rolf, award them 3,200 XP.

Dondun Daradun

D. ALLEY AMBUSH (CR 11)

At some point after the PCs begin discovering more about the Six Wise Crows, Kilibrandt Erstwhile decides to put an end to their meddling. She certainly makes her move if she hears the PCs have discovered that the Erstwhile Dyeworks is the headquarters of the Six Wise Crows. Kilibrandt locates

I ask for your presence at an urgent meeting to discuss threats against Vigil. Please meet me at the Hound's Glory, a tavern just west of the Tribute Hall to Magic; directions to this meeting location are enclosed. The society I represent does not suffer from the bureaucracy of the Ozem Knighthood, and we fear if we wait for these good men and women to sort things out, it might be too late. They mean well, surely they do, but if you wish to stop the forces of evil, I beg you to meet me outside the formal festival and away from bureaucratic ears.

Eagerly in Wait,
E. Z.

Handout

a good ambush site and hires two skilled archers, human brothers named Ralidan and Onthur.

This ambush site might be an approach to the PCs' accommodations in Vigil or on their likely path to the Erstwhile Dyeworks, but Kilibrandt is prepared to be more proactive in luring the PCs into a trap if necessary. The ruse Kilibrandt is most likely to use, particularly if the PCs have already had public conversations with Venture-Captain Evni Zongnoss, is to disguise herself as the venture-captain and hire a courier to deliver the handout (see above) to the PCs. As the courier is innocent and able to describe "Evni Zongnoss" in good detail, the PCs likely consider the message to be legitimate. A PC who succeeds at a DC 22 Knowledge (local) check has heard of the Hound's Glory and knows it closed several months ago—although this alone might not seem suspicious. Of course, if the PCs first check with Evni, the venture-captain confirms she sent no such message.

In any event, this ambush occurs as the PCs are winding through one of Vigil's tight alleyways. Use the map on page 12 for this encounter. Buildings are made of stone and wood, and each building's height is indicated on the map. Climbing any building requires a successful DC 15 Climb check, as crates, planters, and rain gutters provide ample handholds. A plank 10 inches wide spans the street 20 feet above the ground, connecting the roofs of two buildings. Moving across this wobbly plank requires a successful DC 10 Acrobatics check, and the plank breaks if subjected to more than 200 pounds of weight. The tallest building on the map is an abandoned tavern called the Hound's Glory; a small turret rising to 30 feet high provides a commanding view of the surrounding area. A small wall rings this turret, providing cover. A coil of knotted rope 30 feet long is concealed within the turret to make climbing down in an emergency easy.

Due to the ambushers' superior position and the strategic placement of a trap (below), the CR of this encounter is increased by 1.

Creatures: Kilibrandt and her two hired archers hide on the rooftops to ambush the PCs. Kilibrandt is in the turret atop the Hound's Glory tavern, Ralidan is on the Hound's Glory rooftop, and Onthur waits atop the building connected by the wooden plank. Once the PCs enter the courtyard between the buildings, Kilibrandt and the archers open fire. They pursue foes who flee, coming down from the rooftops if necessary.

KILIBRANDT ERSTWHILE **CR 8**

XP 4,800

hp 78 (see page 56)

RALIDAN AND ONTHUR **CR 5**

XP 1,600 each

Male human ranger 4/rogue 2
N Medium humanoid (human)
Init +3; **Senses** Perception +13

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)
hp 51 each (6 HD; 2d8+4d10+16)
Fort +5, **Ref** +10, **Will** +4
Defensive Abilities evasion

OFFENSE

Speed 30 ft.
Melee mwk kukri +9 (1d4+3/18–20)
Ranged *+1 composite longbow* +10 (1d8+4/19–20/×3)
Special Attacks combat style (archery), favored enemy (humans +2), sneak attack +1d6
Ranger Spells Prepared (CL 1st; concentration +2)
1st—*aspect of the falcon*[APG]

TACTICS

Before Combat Ralidan and Onthur hide on the rooftops at the ambush site and cast *aspect of the falcon* on themselves.
During Combat Each archer uses Rapid Shot to attack multiple times to keep foes pinned down. If approached in melee, he calls his dog to defend him and draws his kukri.
Morale If reduced to fewer than 15 hit points, Ralidan or Onthur flee. If flight seems impossible, they surrender instead.
Base Statistics Without *aspect of the falcon*, each archers' statistics are **Ranged** *+1 composite longbow* +9 (1d8+4/×3); Perception +10.

STATISTICS

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

Base Atk +5; **CMB** +8; **CMD** 22

Feats Dodge, Endurance, Iron Will, Point-Blank Shot, Rapid Shot, Toughness

Skills Acrobatics +12, Climb +12, Handle Animal +9, Knowledge (local) +6, Perception +13, Stealth +12, Survival +10

Languages Common

SQ favored terrain (urban +2), hunter's bond (dog), rogue talent (ledge walker), track +2, trapfinding +1, wild empathy +4

Combat Gear *potion of cure light wounds*, thunderstones (2); **Other Gear** *+1 studded leather*, *+1 composite longbow* (+3 Str) with 40 arrows, mwk kukri, signal whistle, 150 gp

HUNTER'S DOGS (2) **CR —**

Dog animal companion

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +5

DEFENSE

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)

hp 13 each (2d8+4)

Fort +5, **Ref** +6, **Will** +1

OFFENSE

Speed 40 ft.

Melee bite +3 (1d4+1)

TACTICS

During Combat A dog attacks anyone approaching its master.

Morale A dog fights until slain or until its master flees.

STATISTICS

Str 13, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

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

Feats Skill Focus (Stealth)

Tricks attack any target, come, defend, down, fetch, guard

Skills Perception +5, Stealth +14, Survival +1 (+5 when tracking by scent); **Racial Modifiers** +4 Survival when tracking by scent

Trap: The stairs from the rooftop of the Hound's Glory to its turret are blocked by an 8-foot-tall iron gate. Kilibrandt placed a trap to spray a cloud of poison when the gate's handle is touched.

POISONED LOCK TRAP **CR 5**

XP 1,600

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

EFFECTS

Trigger touch; **Reset** repair

Effect poison gas (insanity mist); never miss; multiple targets (all targets within 5 ft. of the gate).

Development: If captured, Kilibrandt attempts to lie to the PCs, claiming to be merely an assassin for hire (suggesting one of the city's dignitaries as her employer, if pressed, particularly if any of the dignitaries have publicly rejected the PCs' claims). If the PCs see through her lies or accuse her of being with the Six Wise Crows, Kilibrandt offers information in exchange for her release—she knows that being turned over to the authorities means execution for the crimes she's committed, so she isn't interested in negotiating for anything less than her release.

If the PCs meet Kilibrandt's demands or otherwise compel her to divulge what she knows, she explains her theft of the *Shattered Shield of Arnisant*, the fact that she was instructed to leave a single piece behind, and the Six Wise Crows' recent actions to cover their tracks. She knows that Doeswen Aubry is imprisoned at the Erstwhile Dyeworks.

Ralidan and Onthur are more forthcoming if the PCs interrogate them. Kilibrandt told the archers that the PCs were rival criminals, so the brothers didn't have much of a moral crisis in being paid to ambush the party. However, this job isn't worth dying for, so they eagerly offer to share what they know in exchange for their lives. Although Kilibrandt didn't give her name, the brothers used to provide security for a cloth merchant and they recognized her as one of the gnomes who own the Erstwhile Dyeworks.

Even if the PCs don't interrogate any of these foes, the key Kilibrandt carries is marked with an elaborate "EDW," as are some of her most vibrantly colored articles of clothing. A PC who succeeds at a DC 15 Knowledge (local) check identifies this as the mark of the Erstwhile Dyeworks (area **E**); if the result exceeds a DC of 25, the PC remembers that the gnome-owned business has fallen on hard times in the past few years. Alternatively, any of the dignitaries at the Whiteblade Festival recognize the Erstwhile Dyeworks and can give the PCs its location.

E. DANGER AT THE DYEWORKS

Situated near Vigil's harbor, the Erstwhile Dyeworks has provided Vigil's residents with vibrantly colored clothing and dyes for generations. The Erstwhile family of gnomes was said to use rare plants from the First World to provide unusual, vivid colors—rumors they encouraged to add an air of exotic mystery to their wares. But the Erstwhile family's fortunes took a dark turn a few years ago. A plague snuffed out the older generation of Erstwhiles. Younger Erstwhiles attempted to keep the family business going but over time turned to other pursuits or left Vigil entirely. Eventually, only two Erstwhiles remained active in running the dyeworks: the responsible Elestrint Erstwhile and his malicious younger sister Kilibrandt. Unknown to the hardworking Elestrint, Kilibrandt had long been using the family dye factory as a headquarters for her gang of thieves and miscreants.

When the mysterious Gildais approached Kilibrandt about forming a gang called the Six Wise Crows to pull

off the daring theft of the *Shattered Shield of Arnisant*, Kilibrandt knew she'd need a more private space to plan the theft. To have the business to herself, she murdered her older brother and manufactured clues to indicate that he'd taken an extended trip to the dye markets of Osirion and Katapesh. Since then, Kilibrandt has been only tangentially involved in the day-to-day operation of the Erstwhile Dyeworks. In part, this is to maintain the legal fiction of her brother's ownership; in Vigil, only citizens who agree to bear a shield-shaped *mark of justice* can own businesses, and Kilibrandt doesn't bear such a mark. Mostly, though, this is due to her genuine lack of interest in the family business. Although workers still come to work day after day, the quality of the products and the dyes has declined considerably.

When the PCs arrive, the Erstwhile Dyeworks is locked and closed, regardless of the time of day. The Seal-Breakers made a raid on the business through a sewer entrance and massacred everyone they could find.

The Erstwhile Dyeworks consists of several sturdy wooden buildings around a sprawling garden. An 8-foot-high iron fence surrounds the garden, although this fence is ornately decorated and easy to climb (Climb DC 12). Doors are all solid wood (hardness 5, hp 20) and are unlocked except where indicated. Interior ceilings are 9 feet high except in the barn (area **E5**) and warehouse (area **E7**), which are 20 feet high. Lanterns are abundant, as bright light is important to see dye colors. Use the Erstwhile Dyeworks map on page 12 for the following encounters.

E1. Storefront

Behind glass show windows, dramatically posed wire mannequins wear suits and dresses in vibrant colors. Yards of cloth in a dizzying array of colors and patterns adorn the mannequins and pool around the stands supporting them. Although the fabric colors are vivid, the clothing and cloth in the display are dusty. Between the window displays, a few short stairs lead to a wooden door stained mint green. Above the door, a sign suspended on thick, rusting chains reads, "Erstwhile Dyeworks."

The front door to the Erstwhile Dyeworks store is locked (hardness 5, hp 20, break DC 28, Disable Device DC 35), although the PCs might have recovered Kilibrandt's key. Peering into the glass display windows reveals nothing about the shop's darkened interior, as velvet curtains behind the displays block the view into the store itself.

E2. Shop (CR 10)

This shop has an astonishing array of cloth and leather spread out upon tables and hung on ornate hooks. At the south end of the shop stands a large wooden counter, just visible above several heaps of fabric swatches and samples. Velvet curtains hang in front of several small changing rooms to the east and west and two display areas to the north. Double doors open to the north and south.

At first glance, nothing seems out of order with this shop, as the Seal-Breakers who recently attacked the dyeworks covered their activities here. However, clues about the attacks are easy to find.

The Corpses: The heaps of fabric in front of the counter conceal four corpses—three humans in fine clothing and a female half-elf in blackened full plate armor. The PCs locate these bodies with a successful DC 15 Perception check, although they discover the bodies automatically if they search the heap of fabric. These are three members of the Six Wise Crows and one Seal-Breaker knight they managed to kill before they died.

The humans are Barrush, Jasaxi, and Velien, members of the Six Wise Crows who had been lingering here after hours. They wear fine clothing and appear to be prosperous residents, although none of them bear the *mark of justice* that would identify them as citizens in Vigil. They were all killed with slashing weapons.

The half-elf is badly scarred, as from a hard life of battle, and wears a cloth over her mouth beneath her helmet. Several pieces of her full plate have been removed, including the chest plate on which identifying heraldry or markings might have appeared. She was killed with piercing weapons.

No weapons remain here. After the slaughter, the victorious Seal-Breakers took all weapons and identifying markings from their fallen companion before stashing the bodies under this pile.

Reconstructing what happened here requires examining the corpses and clues around the room. A PC who succeeds at a DC 13 Perception or Survival check realizes that these individuals were all in a fight here in this shop recently, along with four other people wearing heavy boots. Additionally, the half-elf's boots and greaves carry a faint odor of sewage. If the PC's result on this check exceeds the DC by 5 or more, the PC realizes that the humans were fighting against the half-elf and the four other people; the half-elf's side won and stashed the bodies underneath the fabric.

The Broken Safe: A safe underneath the wooden counter is broken open, its contents scattered on the floor. An empty lockbox with a smashed lid lies discarded amid the safe's contents. The invading Seal-Breakers raided the lockbox's contents with singular purpose and had little regard for monetary wealth, so several valuables still remain; see Treasure on page 17. If the PCs succeed at a DC 20 Perception check while searching the broken safe,

they spot a false bottom that eluded the Seal-Breaker's search (this false panel had previously been much more difficult to find, but it is easier to spot because the safe is broken). A sheaf of parchment in this compartment details plans to steal the *Shattered Shield of Arnisant* from the Crusader War College and replace all but one of the fragments with magical replicas. The plans include dates that are almost 2 years old and reference a Count Jomah Gildais paying 40,000 gold pieces to a gang of thieves called the Six Wise Crows for performing the heist. Kilibrandt kept these notes as insurance against Gildais cheating her gang, figuring the plans couldn't implicate her or her teammates as they didn't include their names. The gnome hadn't yet gotten around to destroying these notes, although she planned to do so; the PCs can use them as evidence to influence Vigil's dignitaries.

Creatures: The spirits of the slaughtered members of the Six Wise Crows resist the call to the afterlife, enraged that they were attacked and murdered in their hideout. Their spectres lurk in three of the dressing rooms along the east wall, each gazing in a small mirror at the back of the dressing room and fuming about its fate. If anyone pulls back a curtain to one of these dressing rooms or finds the corpses in the fabric heap, all three spectres attack and fight until destroyed.

SPECTRES (3) **CR 7**

XP 3,200 each

hp 52 each (*Pathfinder RPG Bestiary* 256)

Treasure: The safe's contents scattered on the floor include 257 sp, 33 gp, a red velvet bag containing a silver *wand of identify* (8 charges), and a gilded pipe in the shape of a preening crow worth 250 gp. The Seal-Breaker's *+1 full plate* is functional, despite having several plates and symbols removed. The bolts of quality fabric are worth 580 gp, but weigh 300 pounds in all.

Story Award: If the PCs discover the plans hidden in the safe, award them 4,800 XP.

E3. Gardens

Rows of flowers and other plants decorate the northern central portion of the Erstwhile Dyeworks. Fennel, henna, madder, poppies, and saffron surround several walnut trees. Sheets of colored fabric and sheaves of brightly dyed wool hang on wires that crisscross the garden.

The plants grown here are all used in dying fabrics; a PC who succeeds at a DC 15 Knowledge (nature) check or any applicable Craft or Profession check notes this commonality. The wires used to be part of an ingenious system to water the plants mechanically, but the mechanism broke years ago. The mechanical system remains in a rusty cabinet next to the millhouse; a successful DC 12 Knowledge (engineering) check identifies what it was once used for. The workers now just use the wires as clotheslines.

Paths connect the back door of the shop (area **E2**), the tanning pits (area **E4**), and the millhouse (area **E6**).

E4. Tanning Pits (CR 9)

Six pits, each 4 feet deep, provide space for tanners to work their hides in a mixture of dye, animal waste, and metallic mordants. Because of the pits' caustic stench, a PC who comes within 5 feet of them must succeed at a DC 20 Fortitude check or become sickened for as long as she is in the area and for 10 minutes afterward. Several pigeon houses occupy the yard near the iron fence to the south, positioned over a long tray to collect their waste.

Creatures: A pair of disease-ridden otyughs, considered soothsayers among their kind, slurp on the tanning pits' offal. The Seal-Breakers forcibly relocated these creatures from the sewer in the hope the creatures would rampage about and cover the evidence of the Seal-Breakers' attack. So far, however, these simpleminded otyughs have been content to gorge themselves here at the tanning pits.

OTYUGH SOOTHSAYERS (2) **CR 7**

XP 3,200 each

Plaguebearer otyugh (*Pathfinder Campaign Setting: Dungeon Denizens Revisited* 32)

N Large aberration

Init +0; **Senses** darkvision 60 ft., scent; Perception +11

DEFENSE

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

hp 90 each (12d8+36)

Fort +7, **Ref** +4, **Will** +6

DR 5/piercing or slashing; **Immune** disease

OFFENSE

Speed 20 ft.

Melee bite +14 (1d8+6 plus disease), 2 tentacles +13 (1d6+3 plus grab)

Space 10 ft.; **Reach** 10 ft. (15 ft. with tentacle)

Special Attacks constrict (tentacle, 1d6+3 plus disease)

TACTICS

During Combat The otyughs react with single-minded violence to anyone interrupting their meal.

Morale An otyugh soothsayer reduced to fewer than 15 hit points flees by climbing the fence to the south and charging through the streets of Vigil toward the Path River.

STATISTICS

Str 23, **Dex** 10, **Con** 17, **Int** 5, **Wis** 6, **Cha** 4

Base Atk +9; **CMB** +16 (+20 grapple); **CMD** 26 (28 vs. trip)

Feats Ability Focus (disease), Alertness, Multiattack, Power Attack, Vital Strike, Weapon Focus (tentacle)

Skills Perception +11, Sense Motive +0, Stealth +3 (+11 in lair); **Racial Modifiers** +8 Stealth in lair
Languages Common

SPECIAL ABILITIES

Disease (Ex) *Sewer madness:* Bite or constrict—injury; *save* Fortitude DC 21; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Dex damage, 1d4 Con damage, and 1d4 Wis damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

E5. The Barn

The south door to this barn is locked (Disable Device DC 35, break DC 28), although the PCs might have recovered Kilibrandt's key. The west door leading to the tanning pits (area **E4**) is unlocked.

The stink of animal waste fills this barn. A pair of cages is built into the barn's northern wall. Several goats crammed into the western cage bleat in distress, and the eastern cage is covered with a vibrantly dyed curtain. An enormous mound of hay fills the eastern third of the barn. Large sliding doors lead south, a smaller door opens to the west, and a hayloft rings the barn above.

Creatures: Crammed into a cage designed to hold half their number, 12 goats (*Pathfinder RPG Bestiary 3* 112) are desperate to escape their confinement, although they do their best to avoid the east cage even if released. The east cage contains a battered woman fastened within a pillory in the cage. This is Doeswen Aubry, captain of the Northgate Road way station and former subordinate of Ranton Gandry. Doeswen has been beaten and threatened by the Six Wise Crows; she has no gear and no remaining uses of her lay on hands ability for the day.

DOESWEN AUBRY **CR 6**

XP 2,400

Holy warrior (*Pathfinder RPG GameMastery Guide* 269)
hp 51 (currently 8)

Development: If the PCs free Doeswen, she recounts her harrowing abduction from the way station and her time here in the barn. She recently heard an attack from outside, as of several armored people running, and members of the Six Wise Crows shouting, "They've got Dondun!" "They came from the sewer!" and "Fall back to the shop!" The attack was over in minutes. Doeswen doesn't know who attacked the Six Wise Crows, but whoever it was didn't check the barn at all, so Doeswen has been locked here ever since.

Doeswen can describe all six members of the Six Wise Crows. She knows that the gnome Kilibrandt is the leader, and two other members are named Usundra and Dondun. Doeswen knows that the dyeworks is open during the day because she could hear workers coming and going outside sometimes. However, no one comes into the barn, and Kilibrandt warned Doeswen that if she cried out for help, Kilibrandt would give any unlucky worker that heard her twice the beating Doeswen got. Doeswen isn't sure anyone would hear her over the bleating of the goats anyway, so she's been waiting for an opportunity to escape. Since the attack, however, Doeswen hasn't heard anyone else around; she's shouted for help a few times, but no one has come.

Doeswen warns the PCs about the putrid ooze in the millhouse (area **E6**), as the Six Wise Crows took her repeatedly to the ooze and threatened to throw her into it if she didn't answer their questions.

Even if the PCs release her, Doeswen is cautious about sharing what she knows. Part of her suspects her "rescue" might be an elaborate trick of the Six Wise Crows. If a PC succeeds at a DC 15 Diplomacy check to convince Doeswen they are allies, produce her hidden file from the way station office (area **B3**), or mention their conversation with Ranton Gandry, she opens up about the incident with the *Shattered Shield of Arnisant*. Two years prior, Doeswen held a post in the Crusader War College near the reliquary that held the shards of Arnisant's shield. She witnessed the gnome Kilibrandt steal the relic, and so she sounded an alarm. But, at the time, Doeswen believed she'd made a mistake; the shards were still in place, even after the gnome had fled. Now she realizes the thief had replaced the shards with fakes. At the time, though, Doeswen was labeled a troublemaker for sounding a false alarm. Rather than investigate further, her superior, Ranton Gandry, reassigned Doeswen to a post where her protests wouldn't fall on his tired ears. Doeswen doesn't think Ranton was involved with the theft, but she believes his stubborn unwillingness to hear her out makes him partly to blame. Doeswen continued to research the matter, even after her reassignment, and if the PCs haven't already found them, she mentions that she hid her notes in the armoire of her office at the Northgate Road way station (area **B3**).

Story Award: If the PCs rescue Doeswen and hear her testimony, award them 4,800 XP.

E6. The Millhouse (CR 11)

Two mill wheels straddle a wide trough in the ground. Each is connected to a stirring mechanism in a huge vat, one to the north of the wheels and one to the south. Several barrels stand near the vats, each overfilled with bright, rainbow-colored pigments. Fireplaces stand on the east wall near each vat, roughly opposite large sliding doors.

The millhouse is where workers can mix colors in 15-foot-diameter vats. Although most dye manufacturers stir their

vats by hand, the Erstwhile family long ago invented a more convoluted mixing method. Two enormous mill wheels sit in a large trench and can be connected (individually or as a pair) to a canvas treadmill at the bottom of the trench by flipping a lever. Anyone walking on the treadmill powers the mechanisms to stir the vats. Currently, only the south vat is connected to the treadmill, as the workers only use the north vat for disposal.

The barrels hold all manner of dye ingredients such as cochineal, fennel, indigo, sandalwood, and woad. Most of it is of poor quality—another indicator of the business' gradual decline—and therefore isn't of any value to the PCs. The fireplaces are used to heat the ingredients.

Four doors exit the millhouse. Normal wooden doors lead east to the gardens (area **E3**) and the tanning pits (area **E4**). Two large sliding doors lead west. The south sliding door is open but the north sliding door is partially closed. Near the north sliding door is a single black, armored boot containing an acid-scarred foot; this is the only remnant of a Seal-Breaker knight who disturbed the creature in the north vat during his retreat. The sliding doors both lead to shallow ramps descending into the warehouse (area **E7**). Walking up a ramp is considered difficult terrain, but the ramps are otherwise easy to navigate.

Creature: A sludge-like creature known as a putrid ooze resides in the millhouse's north vat. The workers used to simply dump their waste into the sewer through the grate in area **E7**, but last year Kilibrandt insisted that a more "responsible" disposal system would be an acidic ooze kept in one of the vats. In truth, Kilibrandt was merely looking for an effective way to dispose of people the Six Wise Crows murdered.

Generally content to remain in the vat, the lethargic ooze shimmers with all of the dye colors it has consumed over the past several months. When the Seal-Breakers stormed the mill, their evil auras energized the Abyssal energies in the putrid ooze, making it much more hostile. It killed one of the retreating Seal-Breakers but was injured in the attack. The putrid ooze uses its splatter attack as soon as anyone enters the north half of the room or attempts to stir it with the north mill wheel. It then surges out to attack and fights until destroyed.

PUTRID OOZE **CR 11**

XP 12,800

hp 172 (currently 150) (*Pathfinder RPG Bestiary 5* 199)

Treasure: Kilibrandt hides some of her drugs and poisons in a leather satchel near the bottom of the barrel of fennel. The satchel includes 4 doses of arsenic and 6 doses of opium (*Pathfinder RPG GameMastery Guide* 237). Discovering this cache requires a successful DC 18 Perception check.

E7. Warehouse

This warehouse's large north and south doors are locked (Disable Device DC 35, break DC 28), although the PCs might have recovered Kilibrandt's key. The ramps on the east side of the room lead to unlocked sliding doors to the millhouse (area **E6**). The north sliding door is partially closed and the south sliding door is open. Outside the warehouse to the north stands an empty wagon stained with several colors. A sign upon it reads, "Erstwhile Dyeworks—Deliveries."

This warehouse contains several bolts of fabric, folded sheets of linen, and barrels of concentrated dye. It also includes a covered sewer grate leading to Vigil's sewers. The Seal-Breakers who assaulted the building came from this sewer grate and then retreated the same way, although they were careful to cover their tracks here in the warehouse. A successful DC 25 Perception or Survival check is required to spot evidence of the sewer grate's recent use. The PCs can learn that the attack came from this direction by questioning the otyughs at the tanning pits or Doeswen in the barn.

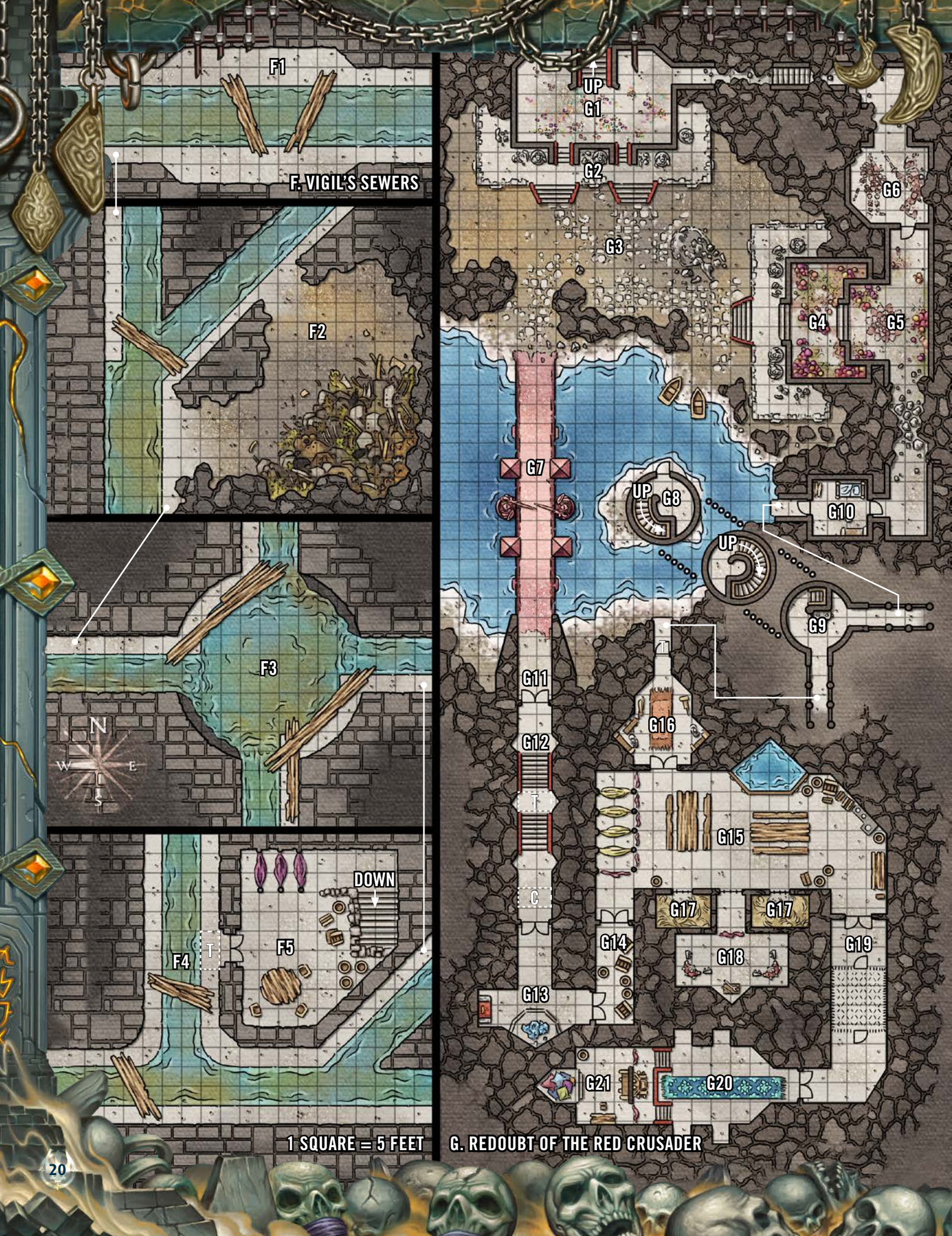
The sewer grate leads to Vigil's undercity, as described in area **F**.

PART 2: INTO THE UNDERCITY

Several miles of twisting sewer passages link Vigil to its ancient undercity. Once trenches dug when the supply depot called Fort Lorrin sat upon Watcher's Tor, these passages were enclosed when Vigil was constructed around the fort. Most—but not all—of these passages were used to create Vigil's sewer system. Today, the sewer tunnels still provide access to hidden areas below Watcher's Tor, including a temple complex dedicated to Aroden's former herald, Arazni. Inhabited only by spirits and monsters for many years, the temple is now the Seal-Breakers' base of operations in Vigil. The Seal-Breakers recently killed half the Six Wise Crows to hide their own existence, and the PCs' investigation in the aftermath of that attack leads them through the sewers and back to the Seal-Breakers' lair.

F. Vigil's Sewers

Vigil's brick sewer tunnels vary in width, but most contain a 3-foot-deep, sewage-filled trough running along the floor with narrow ledges on one or both sides of the trough. These ledges, and the makeshift wooden walkways that frequently connect them, offer a way to traverse the sewers without entering the foul waters. Covered with slippery grime, these ledges and walkways pose a hazard to anyone attempting to traverse them quickly. Any creature charging or running along them


F1
F. VIGIL'S SEWERS
F2
F3
N
W
E
S
F4
T
F5
DOWN
1 SQUARE = 5 FEET
UP
G1
G2
G3
G4
G5
G6
G7
UP
G8
G10
UP
G9
G11
G16
G12
T
G15
C
G17
G17
G14
G18
G19
G13
G21
G20
G. REDOUBT OF THE RED CRUSADER

must succeed at a DC 12 Acrobatics check at the end of the movement or slip into a trough and fall prone. A creature injured while within a trough risks contracting filth fever (*Pathfinder RPG Core Rulebook* 557).

Ceiling heights in the sewer vary between 3 and 8 feet; the mapped regions are all major tunnels with 8-foot-high ceilings and narrow grates that admit dim light during daylight hours. These grates are all firmly affixed into the stone and don't make easy entrances to the sewer passages—a precaution to deter subterranean attacks.

The Seal-Breaker knights living beneath Vigil normally travel in small groups whose tracks are easy to hide, but they brought an overwhelming force to attack the Six Wise Crows at the Erstwhile Dyeworks (10 knights and two captured otyughs). As a result, the group's tracks through the sewers are fairly obvious and easy for the PCs to follow. A PC who succeeds at a DC 14 Survival check can note the number of creatures in the group and that they came and returned from the same direction.

Use the map on page 20 for encounters in Vigil's sewers.

F1. Covering Tracks (CR 10)

After following the Seal-Breakers' tracks through the branching forks of Vigil's sewer system for half an hour, the tracks suddenly stop. A PC who succeeds at a DC 20 Perception check notices slight rake marks in the grime. Regardless of whether the PCs spot these marks, they overhear an argument from the sewer passage up ahead.

Creatures: Three Seal-Breakers linger behind their retreating force, working to conceal the group's passage through the sewers. These knights consider the work demeaning and aren't being particularly quick or quiet about it. They are currently bickering about the fastest way to finish the unpleasant task and thus take a –2 penalty on Perception checks to notice danger. If the PCs simply listen, the subject of the knights' discussion becomes plain, and they mention they need to move on "before those lumbering filth-eaters grow spines and come this way." This is a reference to the cowed otyughs in area **F2**.

The Seal-Breakers wear blackened full plate armor decorated with symbols of skulls and skeletal hands on a broken disk. In addition to their helmets, they wear rags wrapped across their noses and mouths to mitigate the unpleasant smell of the sewers.

SEAL-BREAKER KNIGHTS (3) **CR 7**

XP 3,200 each

Human antipaladin (Seal-Breaker) 8 (*Pathfinder RPG Advanced Player's Guide* 118, *Pathfinder Campaign Setting: Inner Sea Combat* 43)

CE Medium humanoid (human)

Init –1; **Senses** Perception +9

Aura death (10 ft.), grave (10 ft., DC 17)

DEFENSE

AC 21, touch 9, flat-footed 21 (+10 armor, –1 Dex, +2 shield)

hp 80 each (8d10+32)

Fort +11, **Ref** +4, **Will** +12

Immune disease

OFFENSE

Speed 20 ft.

Melee *+1 longsword* +13/+8 (1d8+4/19–20)

Ranged javelin +7 (1d6+3)

Special Attacks channel negative energy (DC 17, 4d6), smite good 3/day (+3 attack and AC, +8 damage)

Antipaladin Spell-Like Abilities (CL 8th; concentration +11)
At will—*detect good*

Antipaladin Spells Prepared (CL 5th; concentration +8)
2nd—*bull's strength*, *hold person* (DC 15)
1st—*command* (DC 14), *protection from good*

TACTICS

During Combat The knights use smite good against their enemies as soon as possible, as they expect nearly anyone they fight in Vigil to be good. One of the knights hangs back to cast *hold person* and *command* against the most effective enemies, while the others approach in melee, bolstering their blows with Channel Smite. If hard pressed in melee, they step back to cast *protection from good* and drink their *potions of barkskin* before resuming the fight.

Morale Dedicated and fanatical, the knights fight to the death.

STATISTICS

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

Base Atk +8; **CMB** +11; **CMD** 20

Feats Channel Smite, Extra Channel, Iron Will, Toughness, Weapon Focus (longsword)

Skills Bluff +9, Intimidate +14, Knowledge (religion) +4, Perception +9, Sense Motive +8

Languages Common

SQ corpse rider (weapon +2, 1/day), cruelties (diseased, sickened), touch of corruption 11/day (4d6)

Combat Gear *potion of barkskin*; **Other Gear** *+1 full plate*, *+1 light steel shield*, *+1 longsword*, javelins (4), *lesser talisman of arrow protection*[OA], *lesser talisman of danger sense*[OA], silver unholy symbol in the shape of a skull, wooden holy symbol in the shape of an upright rapier on a red field (to bypass the constructs in areas **G2** and **G13**)

SPECIAL ABILITIES

Aura of Death (Su) A Seal-Breaker radiates an aura that causes undead creatures within 10 feet to gain a +2 profane bonus on all saving throws.

Aura of the Grave (Su) A Seal-Breaker is constantly surrounded by the chill of death. Mindless undead within 10 feet of the Seal-Breaker will not attack him unless directly ordered to, and even then only after succeeding at a DC 17 Will save. The save DC is Charisma-based.

Corpse Rider (Su) This ability functions as the weapon bond of an antipaladin's fiendish boon ability.

Development: The tracks resume a few dozen feet from where the Seal-Breakers are working, and lead to area **F2.**

F2. Otyugh Lair (CR 9)

This area is only a few minutes' walk from the Seal-Breakers concealing the tracks. The PCs approach from the north; as they do, read or paraphrase the following.

Ahead, the walkway ends at a ramshackle wooden bridge spanning the sluggish wastewater. At the far end is a partially collapsed wall revealing a large, refuse-filled cave. A brutally savaged humanoid corpse wearing black armor sprawls atop the rubble of the collapsed wall.

Seal-Breaker Knight

The collapsed wall leads to a garbage-filled cave that several otyughs have claimed as their lair. The cave's ceiling is 15 feet high. The cave's entire southeast corner is heaped with a floor-to-ceiling mound of decaying trash and putrefying sewage. Any creature entering this cave must succeed at a DC 20 Fortitude saving throw or become sickened for as long as it remains in the room and for 10 minutes thereafter; even creatures that succeed at this saving throw must attempt another save every minute spent in the putrid cave.

The corpse bears the blackened armor of a Seal-Breaker knight. The corpse's arms and legs have been twisted nearly out of their sockets.

Creatures: Five otyughs hide within the refuse mound and watch anyone passing by. Their leader, Grimetongue, is a canny and grotesquely lumpy otyugh. If any of the PCs appear to be Seal-Breakers (such as by wearing a Seal-Breaker knight's distinctive blackened armor), the otyughs assume the PCs are more Seal-Breakers and attack; otherwise, the otyughs attempt to parley, as described in the Development below. Otyughs that fight attempt to surprise opponents by bursting out of their garbage pile, and they attempt to surround opponents by passing through the cave entrance to the west. The otyughs fight to protect their lair, but once four are defeated, the last one surrenders and begs the PCs for mercy.

GRIMETONGUE **CR 5**

XP 1,600

Advanced otyugh (*Pathfinder RPG Bestiary* 294, 223)

hp 51

OTYUGHS (4) **CR 4**

XP 1,200 each

hp 39 each (*Pathfinder RPG Bestiary* 223)

Treasure: Although the Seal-Breaker's *+1 full plate* can be recovered, the knight's *+1 longsword*, *+1 light steel shield*, and two unholy symbols are at the bottom of the nearby trough of sewage. A PC who searches the trough and succeeds at a DC 15 Perception check locates them. In addition, the otyughs keep some valuables in their garbage pile. These treasures include a pouch with 50 pp, a silver crown worth 800 gp, and a *glove of storing* that currently holds a *scabbard of keen edges*, but a successful DC 22 Perception check is required to locate them.

Development: If the PCs aren't obviously Seal-Breakers, an otyugh emerges from hiding with its three tentacles held high in the air and gasping, "Talk, talk!"

If the PCs are willing to parley, the otyugh steps aside for Grimetongue to emerge from hiding. Grimetongue explains that his cluster of otyughs has inhabited the sewers peacefully for many years, but a few years ago, the black-armored humanoids have been passing through the sewers between their lair deeper below and the city above. The otyughs learned to stay out of their way, but the humanoids recently captured two otyugh soothsayers (the plaguebearer otyughs the PCs may have encountered in area **E4**) and drove them to the surface. The otyughs haven't seen their kin since and assume that they're dead.

If the PCs express a willingness to oppose the Seal-Breakers, Grimetongue is eager to tell the PCs where to find them. Grimetongue explains that the Undercity is a long-forgotten series of ruins deep beneath Watcher's Tor. Grimetongue coats one of its tentacles with whatever fluid is handy (such as raw sewage or blood from the Seal-Breaker's corpse) and paints a rough map of the sewers on the wall of the cave. The otyugh notes that the path leads through the territory of Old Leatherback, a reptilian beast known to swim in the waters of the sewer, and ends at a place it calls the Deep Door. The otyughs can't recall more specifics, however, as they've been avoiding those areas for some time. If any PC is particularly respectful during the exchange, Grimetongue offers the PC the *glove of storing* from its hoard.

Even if the PCs don't parley with the otyughs, the path of the Seal-Breaker knights leading south is plain.

Story Award: If the PCs ally with the otyughs, award them 6,400 XP, as though they had defeated them in combat.

Questioning the Seal-Breakers

The PCs encounter many Seal-Breaker knights beneath the city, and they might interrogate a Seal-Breaker prisoner to find out what's going on. The Seal-Breakers serve a fearsome elf named Yosiduin. All the Seal-Breakers have been living under Vigil for anywhere from a few months to a few years, but Yosiduin has been there longer than any of them, directing their efforts to find and destroy the magical seal that binds the Whispering Tyrant in Gallowspire. It's somewhere in Vigil—perhaps in Castle Overwatch itself—but the Seal-Breakers don't know where. They also perform occasional murders and steal supplies from the city above. Working in a city of paladins is challenging; Yosiduin stresses caution and threatens to kill any reckless or careless knights under his command. The Seal-Breakers haven't been discovered because they've been very careful—but they haven't yet found the seal, either.

The Seal-Breakers live in an abandoned underground temple. There are several traps and wards in the temple, but the rapier holy symbols the Seal-Breakers wear bypass them. Yosiduin lives in the deepest part of the temple, and the Seal-Breaker knights rarely visit his chambers except to receive reprimands.

Things changed a few weeks ago. Yosiduin received a visitor—a cloaked man named Gildais. After Gildais's visit, Yosiduin told the Seal-Breakers that it wasn't necessary to search for the seal anymore, although he didn't say why. Instead, the Seal-Breakers were supposed to keep an eye on certain illicit groups in the city, including a band of thieves called the Six Wise Crows. Although the Six Wise Crows weren't very active, they recently undertook a lot of planning to kill or kidnap people throughout the city. Yosiduin said the Six Wise Crows had to be destroyed and that the Seal-Breakers should capture at least one of them for questioning.

F3. Old Leatherback's Lair (CR 9)

The flow of waste cascades from four different directions into this partially filled circular cistern. A walkway forms a quarter arc, connecting the west passage to another that runs north. Opposite this passage, a separate walkway joins the east and south passages. Heaps of discarded wood lie upon both walkways, piling up against the sewer walls. The roar of falling fluids echoes loudly throughout the cistern.

The cistern is 30 feet deep and filled with brackish sewer water to a height of 20 feet. Just beneath the churning surface of the dark sludge, a 10-foot-wide ledge rings the circumference of the cistern. Underneath this hidden ledge, a quartet of flooded passages runs underneath the ones above and ultimately flows into the Path River.

With a successful DC 15 Knowledge (engineering) check, a PC identifies the planks of wood as pieces of a bridge that once spanned the cistern and connected the west and north passages to the east and south passages. The Seal-Breakers dismantled this bridge long ago to make accessing their hidden stronghold much harder. They now use the longest pieces of wood to cross, and they take down their temporary bridge once they've crossed over. Moving the wood into place requires a successful DC 18 Knowledge (engineering) or Strength check. The PCs might attempt to climb the slick walls to reach the opposite walkway, which requires a successful DC 25 Climb check, or they might use magic. Regardless of how the PCs span the distance, they disturb Old Leatherback.

Creature: A century-old dire crocodile dwells here, using the cistern's flooded tunnels to traverse the sewers. By lying on the cistern's submerged lip, Old Leatherback is out of sight from the walkways but can lunge at any prey that passes overhead. The beast is fiercely territorial but somewhat lazy, a by-product of the Seal-Breakers

LAST WATCH
Part 1: Explosive Tidings
Part 2: Into the Undercity
Part 3: A Grim Dawn
NPC Gallery
Into the Void
Relics of the Shining Crusade
Seal-Breakers
Bestiary

tossing meat or captives into the cistern each time they pass. When the PCs cross, the beast expects another meal; if meat isn't forthcoming, it launches itself at the nearest PC to take a meal instead. Old Leatherback fights to the death, although it is too lazy to pursue fleeing foes.

OLD LEATHERBACK CR 9

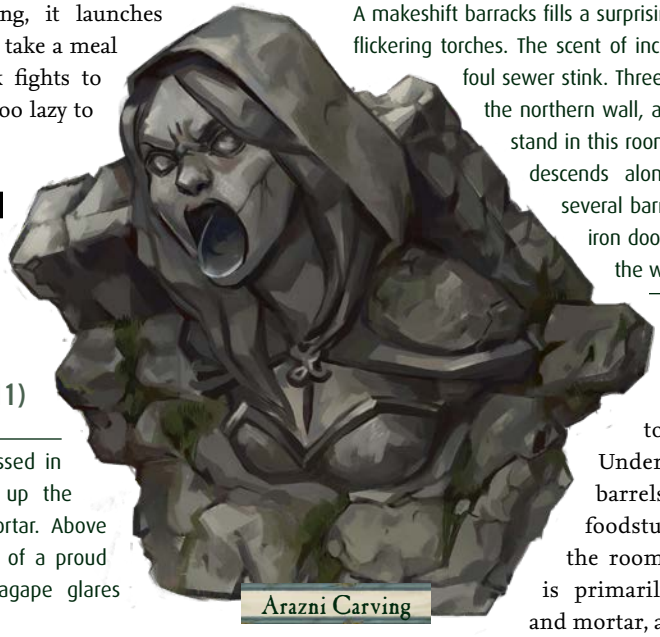
XP 6,400

Dire crocodile (*Pathfinder RPG Bestiary* 51)

hp 138

F4. The Deep Door (CR 11)

A black iron door sits recessed in the sewer wall, breaking up the monotony of brick and mortar. Above the portal, an ancient bust of a proud woman with her mouth agape glares down into the tunnel.



Arazni Carving

The bust above the door depicts Arazni as she appeared when serving as Aroden's herald, although her features are exaggerated and her mouth is open far too wide. This carving marks the entrance to Vigil's forgotten Undercity.

The door is heavy iron and leads to area **F5**. It isn't locked, but it's barred from the other side and therefore difficult to open (hardness 10, hp 60, break DC 25). A gap in the doorframe allows a character to lift the bar from outside with a successful DC 28 Disable Device check.

Trap: To guard their entrance into the Undercity, the Seal-Breakers installed a pressure plate in front of the iron door to unleash a torrent of sewage from a cistern located directly above this passage.

TORRENT OF FILTH TRAP CR 11

XP 12,800

Type mechanical; **Perception** DC 28; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** 1 week

Effect a rush of filthy water pours from Arazni's mouth, filling a cone 10 feet wide at the iron door and expanding to 40 feet wide when it stops at the wall across from the door. All creatures in this area take 6d6 points of bludgeoning damage (Reflex DC 25 half) and are nauseated for 1 round (Fortitude DC 25 negates). The torrent also attempts to trip creatures in the area with a CMB of +28. This torrent continues for 3 rounds; each round, the bludgeoning damage decreases by 2d6 and the torrent's CMB decreases by 4. Any creature damaged by the torrent risks contracting filth fever (*Pathfinder Core Rulebook* 557).

F5. Guard Post (CR 10)

A makeshift barracks fills a surprisingly clean room lit with two flickering torches. The scent of incense is strong, covering the foul sewer stink. Three hammocks are anchored to the northern wall, and a table with three chairs stand in this room's southern end. A stairwell descends along the eastern wall, near several barrels and crates. An imposing iron door is set into the brick wall to the west.

Seal-Breaker knights remain posted here to guard the entrance to the portion of the Undercity they inhabit. The barrels and crates hold dried foodstuffs and clean water for the room's occupants. The room is primarily constructed of brick and mortar, as it was built around the same time as the rest of the sewers; however, the floor to the northeast is much older, a severely faded tile mosaic at the top of the descending stairs. The mosaic is obviously incomplete, with its neighboring sections buried under the brick and mortar wall to the north and east. A PC who succeeds at a DC 15 Perception or Knowledge (nature) check identifies this mosaic as a stylized lotus flower. With this knowledge, a PC who succeeds at a DC 20 Knowledge (religion) check can identify the lotus as a little-used symbol of Arazni in her former role as the Red Crusader.

The iron door leads into Vigil's sewers (area **F4**), and the stairwell descends 90 feet to the Redoubt of the Red Crusader (area **G1**).

Creatures: Three Seal-Breaker knights are posted here, awaiting their allies in area **F1** to finish their task and relieve them. Therefore, they open the door to any insistent knock, expecting their comrades. If the PCs triggered the trap in area **F4**, spent time trying to break down the door, or otherwise alerted these knights to intruders, they have each cast *bull's strength* and are prepared for a fight. Otherwise, they are playing cards around the table but still quick to draw their weapons and engage intruders.

SEAL-BREAKER KNIGHTS (3) CR 7

XP 3,200 each

hp 80 each (see page 21)

Treasure: The two torches that illuminate this room are everburning torches.

G. REDOUBT OF THE RED CRUSADER

Deep under Watcher's Tor lies the Redoubt of the Red Crusader, an abandoned temple complex dedicated to Arazni. Built near Fort Lorrin, the complex was one of the main gathering sites for artisans and priests among Arazni's faithful, particularly as the herald of Aroden fought on the front lines of the Shining Crusade. Arazni's death at the hands of the Whispering Tyrant in the Battle of Three Sorrows was a monumental blow to the inhabitants of the redoubt, and when a fissure swallowed up part of the complex, most of its inhabitants abandoned it. The remaining personnel—mostly artisans rather than priests—channeled their grief and loss by memorializing the dark event in their art, and the redoubt became known as a dismal and cursed place. With the rapid growth of the city of Vigil on the site, and particularly with the city's populace turning to Iomedae as their new patron, the Redoubt of the Red Crusader was entirely abandoned, buried, and forgotten.

The Seal-Breakers scholar Evark Nox learned of the ancient complex and told her superior Yosiduin, who believed the site would make an excellent secret base beneath Vigil. The complex includes three temples, and the Seal-Breakers have renovated the largest of these for its headquarters. The Seal-Breakers ignore the rest of the complex except as needed to access Vigil's sewers.

Outside the three temple buildings, the cavern ceiling rises to a height of 40 feet. Dripping condensation pools into a stagnant saline lake between the three buildings. The air throughout the cavern is damp and bears a salty tang. The temple buildings are made of stone covered with faded mosaics made of crimson-hued tiles.

Ceilings within the temple buildings are 10 feet high, and doors are made of strong but badly weathered red mahogany (hardness 5, hp 20) except where indicated. Over time, the Seal-Breakers have cast *continual flame* on several ancient sconces throughout the cavern and temples, so the area has normal light except where indicated.

Use the Redoubt of the Red Crusader map on page 20 for the following encounters.

G1. Mosaic Temple

This room is adorned with thousands of tiles covering the walls, floor, and ceiling. The tiles form mosaics depicting the story of a warrior woman garbed in crimson robes fighting a host of undead. A dented gold brazier with a lotus petal motif rests at the chamber's center. Steep stairs ascend to the north, and two archways to the south open into a large cavern. A hall to the east ends in a pile of rubble from some long-ago collapse.

A PC who succeeds at a DC 15 Knowledge (history or religion) check identifies the story depicted in the mosaics as the Battle of Three Sorrows, which ended in Arazni's death and thereby crushed the morale of the Knights of Ozem.

With a successful DC 20 Knowledge (religion) check, a character knows the gold brazier was once used to burn offerings, but it hasn't been used for centuries. The gold brazier radiates a faint aura of abjuration. If a PC burns items worth at least 500 gp in this brazier, the smoke briefly forms an image of a warrior woman donning armor. This vision grants all creatures in the room at the time of the offering a +1 sacred bonus to AC until they leave the Redoubt of the Red Crusader. This vision expends the last of the lingering magic in the brazier, rendering it nonmagical thereafter.

The stairs to the north leave the redoubt, ascending to the guard post in the sewers (area **F5**). The stairs to the south lead down to this temple's terrace (area **G2**). The collapse in the hall to the east renders it impassable.

Treasure: The gold brazier is merely plated with gold, but with a great deal of scraping, the PCs can recover 300 gp in gold flakes. Scraping away the gold expends the last of the brazier's magic if it has not already been expended.

G2. Weathered Terrace (CR 9)

A time-weathered terrace skirts the temple and overlooks a plaza partially buried under a collapse. A second temple stands to the east of the plaza, overgrown with mushrooms and wet tendrils of fungus. To the south, a crystalline bridge arches over a subterranean lake. The air is damp and smells strongly of minerals and salt.

The terrace floor is made of elaborate red marble with thick veins of ash. Adding to the terrace's faded grandeur are four worn clay statues depicting Arazni as the graceful, armored Red Crusader. Rose gold and gemstones decorate the statues, but the paint that once covered the clay is faded and peeling. Four crumbled piles of clay indicate that there were once eight statues here in total. If the PCs examine these piles of clay closely, it's plain that two of the former statues succumbed to the elements and collapsed where they stood, while the other two were destroyed more recently by tools or weapons. The Seal-Breakers demolished the latter two when they first arrived here, before they learned that the Red Crusader's holy symbol prevents the statues from animating.

Steep steps lead down to the ruined plaza (area **G3**) and other stairs lead up to the temple's interior (area **G1**).

Creatures: The clay statues, known as red queen guardians, are graven guardians sworn to protect the temple complex. Only four of the surviving clay statues animate to defend the temple. These statues remain dormant unless anyone attempts to remove any statue's

gold inlays or precious gemstones, or when anyone not bearing a holy symbol of Arazni attempts to descend the stairs to area **G3**.

RED QUEEN GUARDIANS (4) **CR 5**

XP 1,600 each

Graven guardian of Arazni (*Pathfinder RPG Bestiary 3* 140)
N Medium construct
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)
hp 53 each (6d10+20); fast healing 2
Fort +4, **Ref** +6, **Will** +5
DR 5/adamantine; **Immune** construct traits; **SR** 16
Weaknesses faith bound

OFFENSE

Speed 40 ft.
Melee *+1 keen rapier* +11/+6 (1d6+5/15–20) or slam +10 (1d6+4)
Special Attacks magic weapon
Spell-Like Abilities (CL 6th; concentration +1)
1/day—*haste* (self only)

TACTICS

During Combat The red queen guardians cast *haste* before engaging the PCs with their rapiers. If piercing damage seems ineffectual, they resort to their slam attacks.
Morale The guardians fight until destroyed, but they do not leave the area around the mosaic temple (area **G1** to **G3**).

STATISTICS

Str 16, **Dex** 15, **Con** —, **Int** —, **Wis** 12, **Cha** 1
Base Atk +6; **CMB** +10; **CMD** 21
SQ guardian domains (Nobility, Protection)
Gear mwk rapier

Treasure: Each of the four remaining graven guardians bears rose gold inlays and gems worth 200 gp. The Seal-Breakers plundered the four crumbled statues long ago.

G3. Haunted Plaza (CR 9)

Several travertine flagstones suggest this was once a meticulously organized square. However, with the passage of time, thick roots have cracked these stones and marred their patterns. The flagstones connect two similar temple buildings, both tiered in design as they rise up toward the cavern's vaulted ceiling. Between these two temples stands a badly eroded statue. To the south, the travertine tiles give way to a briny beach where a pair of rowboats are tied up. A narrow bridge made of crystal spans the lake beside a pointed tower rising from a small island.

The Seal-Breakers brought the boats here to explore the lake and the pointed tower rising from it. However, once they realized that tower contains a haunt and an angry spirit, they abandoned this endeavor. Despite sitting unused for several months, the rowboats are still seaworthy.

The north temple building is covered in mosaics; the stairs to the north lead up to its weathered terrace (area **G2**). The stairs to the east lead up to a temple overgrown with vegetation (area **G4**). The narrow crystal bridge (area **G7**) extends to the south.

Haunt: Shortly after the Battle of Three Sorrows in 3823 AR, the knights brought the Red Crusader's body through this plaza on its way to her tomb. At the sight of their vanquished hero, and with their faith in the demigod shattered, her followers lamented, unleashing a powerful flow of emotions that has since manifested as a haunt. This haunt triggers as soon as a creature approaches within 10 feet of the statue in this plaza.

A DEMIGOD'S DEMISE **CR 9**

XP 6,400

CE persistent haunt (30-foot radius emanating from the broken statue in area **G3**)
Caster Level 9th
Notice Perception DC 25 (to hear the sounds of merriment and worship honoring the Red Crusader)
hp 40; **Trigger** proximity; **Reset** 1 day (12 hours when controlled by the geist in area **G10**)
Effect When this haunt is triggered, the statue and the surrounding plaza seem instantly repaired, appearing as they did almost 900 years ago. The sound of crowds and the ghostly forms of joyous worshippers fill the area. A spectral horse proceeds through the plaza, pulling a wagon with a red-wrapped form upon it. The wagon driver cries out, "The Red Crusader is dead!" and the joyous shouts of the crowd turn to wails of horror. Creatures within the haunt's area are targeted by a *shout* spell (Fortitude DC 16). A divine spellcaster who fails the saving throw also feels her connection to her deity weaken momentarily, and she loses one of her highest-level prepared spells or spell slots.
Destruction Arazni's corpse must be laid to rest within the safety of Vigil's walls—an unlikely occurrence, given the future events of the Tyrant's Grasp Adventure Path.

G4. Overgrown Temple (CR 9)

Knots of fungus enshroud this terrace, nearly obscuring both the archway into the courtyard to the west and the passage deeper into the temple to the east. Wet tendrils wind along the temple's exterior surfaces. Small red flowers grow amid the tendrils and the smell of wet earth pervades the air.

The Seal-Breakers haven't cast *continual flame* in this room, so it has only dim light from area **G3**.

Seepage from the sewers above permeates the collapsed areas of this temple, nourishing pervasive and durable colonies of giant fungi. The fungus growing around the temple is harmless, although it is thick enough to force Medium characters to squeeze through the archways unless they take a few minutes to hack away the intruding growth. The Seal-Breakers made an effort to clear away some of the fungus many months ago, but the creature here surprised them and forced them back. The Seal-Breakers have elected to leave this temple entirely alone. The cleared fungus has long since regrown, and a PC must succeed at a DC 24 Perception or Survival check to spot evidence of these efforts.

This temple was once covered in elaborate mosaics, although the growing fungus has dislodged and broken so many of the tiles that it's impossible to see what the mosaics originally represented.

The archway to the west leads out to the courtyard (area **G3**), while the archway to the east leads to the lotus chamber (area **G5**).

Creature: The overgrowth here is due to the careful tending of an ancient and patient creature called a sump steward. The sump steward considers this chamber its domain and the plant creature in the adjacent lotus chamber—which it simply calls "Snapper"—to be its greatest work. The sump steward is initially aggressive, but if the PCs show peaceful intentions and are plainly opposed to the Seal-Breakers—whom the sump steward still remembers with disdain—it ceases its attacks to parley. The sump steward mentions there are murals in the deepest chamber of this temple that it doesn't understand. This is just an excuse to get the PCs to pass through the lotus chamber, however, as it ultimately wants the PCs to serve as a nourishing meal for Snapper.

SUMP STEWARD **CR 9**

XP 6,400

hp 105 (see page 88)

Development: If the PCs pass by the sump steward and survive the encounter with Snapper, it is genuinely respectful. It offers the temple as a safe place to rest while it begins the years-long work of growing a new Snapper.

G5. Lotus Chamber (CR 10)

The intricately tiled floor here is covered with pools of water and small white mushrooms. Above, a ten-foot-diameter circle

Lung Bloodstone of Arazni

Capped with a frightening carving of a fanged skull, this clay canopic jar bleeds as if it were a living organ.

LUNG BLOODSTONE OF ARAZNI		MAJOR ARTIFACT
SLOT none	**CL** 20th	**WEIGHT** 2 lbs.
AURA strong abjuration and necromancy [lawful]		

This canopic jar containing Arazni's preserved lungs echoes with Arazni's sense of duty and the lingering power of the dead god Aroden. The bearer of the *Lung Bloodstone of Arazni* gains Improved Iron Will as a bonus feat. Any cleric who bears the jar is granted the Knowledge domain as an additional domain, with the associated granted powers and domain spells, for as long as she bears it. If the bearer is not a cleric, she instead gains the lore keeper ability of the Knowledge domain, treating her character level as her cleric level.

DESTRUCTION

Together, the tyrant Geb and the lich Arazni can destroy the *Bloodstone*, binding the organ within the withered form of the fallen hero as part of a 24-hour-long ritual.

opens in the temple's domed ceiling. Thick fungal tendrils droop through this opening and nearly touch the floor. Stairs descend to the west, and a long hall runs to the north and south out of this room. The south section of the hall is choked with rubble, and the north hall ends at a door of warped red wood.

The Seal-Breakers haven't been here, so this chamber is entirely dark. Its mosaic floor depicting red lotus flowers is only barely visible through the scattered soil, water, and mushrooms. This chamber's vaulted ceiling is 20 feet high. The central part of the ceiling once led to a bell tower, but it is now nothing more than a hole choked with fungus and claimed by the creature living here.

The fungus-choked archway to the west leads to the overgrown temple exterior (area **G4**), while the door in the north hallway leads to the crumbled reliquary (area **G6**). The hall to the south is impassable; if cleared with a few days' work, it leads to Leovon's chambers (area **G10**).

Creature: The shoots dangling into the chamber conceal a massive plant creature called Snapper lurking in the hole in the ceiling. A hungry mass of barbs and mushrooms, Snapper has several grasping mouths and moss-encrusted stalks it uses for locomotion. When Snapper senses prey in the room below, it climbs down a wall to acquire a meal. If reduced to fewer than 20 hit points, it retreats back through the hole, emerging again only if its foes continue to attack it.

SNAPPER **CR 10**

XP 9,600

Variant giant flytrap (*Pathfinder RPG Bestiary* 134)

hp 149

OFFENSE

Speed 5 ft., climb 5 ft.

SPECIAL ABILITIES

Cling (Ex) Snapper's fungal stalks allow it to climb and travel on vertical or horizontal surfaces without having to attempt Climb checks, even allowing it to traverse these surfaces while upside down.

G6. Crumbled Reliquary

The ravages of time have taken their toll on this hall, which is entirely dark. Like the other temple rooms, the walls here are adorned in tile mosaics that depict a moment from Arazni's history. However, rather than depicting Arazni herself, this mosaic depicts seven knights in gleaming armor. A PC who succeeds at a DC 10 Knowledge (history, local, or nobility) check identifies the figures as Knights of Ozem from centuries ago. If this result exceeds a DC of 15, the PC recognizes the knights as important, if tragic, historical figures.

In 3889 AR, Master and Commander Claidius Barronmor of Lastwall selected seven knights to infiltrate Geb and initiate a war with that undead nation: his grandson Amaretos Barronmor, Seldeg Bhedlis, Gustari Fallenstag, Tycha Ghuzmaar, Yhalas the Serene, Ammar Ilverazto, and Andvard Prollin. This mosaic depicts these knights before they left Vigil. As the knights' zeal exceeded their abilities as spies, they were quickly captured and eventually corrupted. Geb transformed each of them into graveknights and commanded them to return to Vigil and steal Arazni's corpse. The graveknights were successful, and their theft ultimately allowed Geb to raise Arazni as a lich and force her to serve as the queen of Geb. Five of these graveknights still exist. They serve as Arazni's champions, bodyguards, and—known to few beyond Geb, Arazni, and the graveknights themselves—her jailers. The PCs will confront some of these graveknights in "Gardens of Gallowspire," and this mural allows the PCs to see them as they appeared in life.

The graveknights also seek the *Bloodstones of Arazni*, the canopic jars that hold Arazni's internal organs. Arazni's organs were removed during her transformation into a lich, but were soon lost. As these canopic jars hold a fraction of Arazni's former divine power, the graveknights want them destroyed, while Arazni hopes to recover them. The *Bloodstones of Arazni* are described in detail on page 13 of *Pathfinder Campaign Setting: Artifacts and Legends*.

Treasure: One of the *Bloodstones of Arazni* (see the sidebar on page 28) rests here in a small pool of blood, right beneath the mosaic of the knights. This jar contains the shriveled remains of Arazni's lungs, although the jar can't be opened and the lungs within can't be removed.

Development: As soon as one of the PCs handles the artifact, Arazni becomes aware that the PCs have found it. Although she would normally hunt down and kill anyone daring to use her organs, Arazni is willing to wait and see whether the PCs' use of the artifact furthers her schemes.

G7. Halite Bridge (CR 10)

A long, crystalline bridge provides passage over a briny lake, marbled in shades of coral and salmon. The bridge connects a rocky beach to a deep passage in the cavern's wall. At the bridge's midpoint, four crystal obelisks flank a pair of large statues, all carved from the same rose-colored stone. The statues depict proud knights in salute, their swords forming an arch in midair.

Crafted from a solid chunk of pinkish rock salt, the bridge connects the dilapidated plaza (area **G3**) to the entrance of the largest temple in the redoubt (area **G11**). The lake below is so salty that creatures swimming within it have a +2 circumstance bonus on Swim checks. The lake extends another 100 feet west of the bridge before leading into flooded subterranean passages that exit to the Path River several miles northwest of Vigil.

Creature: A peluda named Cleverquill has lived here for centuries, feeding off vermin and seasoning its kills on the halite bridge. Having grown accustomed to being the king of the bridge and the lake, Cleverquill initially greeted the Seal-Breakers imperiously despite their fearsome armored appearance. When the Seal-Breakers offered to pay Cleverquill gold and trinkets to act as their sentry, the greedy peluda agreed. Cleverquill spends most of his time coiled around the southwest obelisk, licking the salty stones, or floating lazily within the dense salt lake; however, once a week, Cleverquill swims west and hunts in the wilds far from Vigil.

The PCs are most likely to come to Cleverquill's attention by crossing the bridge or attempting to row across the lake in the rowboats at the plaza. The peluda takes his role as a guard seriously and confronts intruders with a demand that they depart or face certain death. Despite his name, Cleverquill is actually a slow thinker; canny PCs might be able to fool the peluda into letting them pass by claiming they are allies of the Seal-Breakers and by providing him with a gift. If provoked into a fight, Cleverquill uses his breath weapon and then charges into melee, relying upon his quills to damage his enemies. If the PCs reduce Cleverquill to fewer than 20 hit points or sever his tail, he makes an overly dramatic show of surrender and petulantly insists that the knights forced him to attack.

CLEVERQUILL **CR 10**

XP 9,600

Male peluda (*Pathfinder RPG Bestiary 4* 212)

hp 126

Treasure: Cleverquill keeps his hoard at the feet of the statues in four salt-stained pottery jars. They contain

Cleverquill

550 sp, 350 gp, six silver rings worth 25 gp each, a bejeweled necklace worth 400 gp, and a ruined teak box containing an assortment of silverware worth 200 gp.

Development: If Cleverquill surrenders, a PC can coax information from him with a successful DC 20 Bluff, Diplomacy, or Intimidate check. Cleverquill warns against approaching the narrow tower in the lake, insisting that it's "full of ghosts." He knows that there are at least a dozen knights in the south temple, and that the one in charge is an elf. He also lets the PCs know that the knights brought a prisoner with them during their last crossing, a "wrinkly human with rotted teeth and feathers on his back." This prisoner is the wizard Dondun, who wears a feathered cape; if the PCs describe the man they saw at Brunna's smithy (area **C**), Cleverquill confirms it's the same person.

G8. Arazni's Rapier

A slender tower, perched on an outcropping of ancient salt-battered travertine tiles, rises forty feet into the air. As the tower ascends, it narrows until its tip grazes the cavern's ceiling. Ten feet below its tip, two bridges exit the tower; one runs east and the other south, each disappearing into the cavern's walls.

Over 9 centuries ago, this narrow tower, nicknamed Arazni's Rapier for its piercing appearance, stood upon a hillock and pointed toward the sky. Now, the lake threatens to flood the tower as its saline waters lap against its alabaster walls, staining them a rusty brown. The interior is barren save for a rusted iron staircase that spirals 20 feet to an upper floor (area **G9**).

G9. Rapier's Point (CR 11 and CR 9)

A faded fresco runs along the walls of this chamber, depicting armored knights mounted on white horses charging across a field toward a black tower in the distance. Interrupting the mural, several stained-glass windows depict a woman in armor wielding a rapier. A lone shattered window to the west stands out from the others. A small altar rests against the wrought-iron banister to a spiral staircase that descends from this room. Two bridges lead out of this shrine, one to the east and another to the south. Both end at red wooden doors.

This small shrine was a favorite spot of the temple complex's high priest, a passionate man named Leovon Urthadar. Leovon was distraught when he heard Arazni had been slain. Ignoring his frantic subordinates, Leovon came to this shrine, mumbled a short prayer, and jumped through the window to his death.

The spiral stairs lead down to area **G8**, and the bridge to the east leads to Leovon's personal chambers (area **G10**). The bridge to the south leads to the armory (area **G16**), but that door is barred (hardness 5, hp 20, break DC 25) and trapped, as described below; the Seal-Breakers want to keep Leovon's spirit (see area **G10**) out.

Haunt: When Leovon plunged to his death, a sinister fragment of his troubled spirit remained as a haunt.

LEOVON'S PLUNGE **CR 11**

XP 12,800

CE haunt (area **G9**)

Caster Level 11th

Notice Perception DC 30 (to hear a sobbing voice whisper, "She's gone, gone forever!")

hp 22; **Trigger** proximity; **Reset** 1 minute (5 rounds when controlled by the geist in area **G10**)

Effect When a PC approaches the altar, a psychic manifestation of Leovon appears, his face grotesquely twisted in agony. He lunges for the shattered window, shrieking, "If I die, so shall you!" A violent thrust of force attempts to hurl all creatures in this room out through the window, as *telekinesis* (Will DC 17). Creatures hurled through the window feel it shatter upon them—even though it is already broken—and take 4d6 points of slashing damage and 2d6 points of bleed damage. Furthermore, the 30-foot fall to the tower's base deals an additional 3d6 points of damage.

Destruction Arazni's corpse must be laid to rest within the safety of Vigil's walls—an unlikely occurrence, given the future events of the Tyrant's Grasp Adventure Path.

Trap: The Seal-Breaker priest Evark Nox placed a trap on the door to area **G16** using a *scroll of blade barrier*. Several bent unholy symbols and other ornaments—such as sprigs of dried herbs, scraps of holy parchment, and even a silver-tipped arrow—are affixed to the door. Although the baubles aren't likely to discourage anyone from passing through, the trap poses a particular danger. If the door is touched, a *blade barrier* fills the bridge, extending from the door to the shrine. Creatures that succeed at a Reflex save to avoid the wall when it is created are shunted off the bridge and fall 30 feet (3d6 points of damage if the fall is onto land, or 1d3 points of nonlethal damage into water).

BLADE BARRIER TRAP **CR 9**

XP 6,400

Type magical; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger touch; **Reset** none

Effect spell effect (*blade barrier*, 40 ft. by 5 ft., 11d6 force damage, Reflex DC 19 avoids)

Treasure: The ornaments attached to the door are too damaged to be useful but collectively sell for 15 gp.

Development: If the trap on the door is triggered, Evark comes to investigate from the armory (area **G16**) 6 rounds later, after making preparations and unbarring the door.

G10. Leovon's Chambers (CR 9)

This square room is a modest bedchamber. Its furnishings are sagging and show signs of mildew.

The high priest Leovon Urthadar once resided in this simple room. The wooden furnishings are in terrible shape and break if subjected to any weight. The phrases "Hold the Line" and "Trust Only the Worthy" in Celestial are carved repeatedly into the wooden crown molding around the room. A PC who succeeds at a DC 15 Knowledge (religion) check identifies these phrases as aphorisms used by worshippers of the Red Crusader.

Two doors exit the bedchamber. The door to the east leads to a wide hallway filled with fallen rubble; with several days of labor, the PCs can gain access to the east temple's lotus chamber (area **G5**). The door to the west leads to a lofty bridge over the underground lake to the shrine atop Arazni's Rapier (area **G9**).

Creature: Leovon's spirit did not rest after he took his life, and in his torment he arose as a geist. This geist fostered—and now controls—the haunts in areas **G3** and **G9**. The geist seethes at the Seal-Breakers' presence, knowing them to be faithless enemies, but is cautious of Evark Nox's defenses. Although the geist prefers to make hit-and-run attacks against any intruders, he pauses to listen if the PCs attempt to converse with him. If a PC promises to oust the Seal-Breakers from the redoubt and succeeds at a DC 25 Diplomacy check, the geist ceases his attacks and suppresses the haunts. If this check result is 30 or higher, the geist even agrees to fight alongside the PCs; however, the geist is fickle and ultimately betrays and attacks the PCs. If the PCs are flattering of the Red Crusader or suggest that they have met her personally, they gain a +4 circumstance bonus on Diplomacy checks to convince the geist of their good intentions. However, if the PCs mention Arazni's death, her subsequent state as an undead creature, or her moniker as the "Harlot Queen," they earn the geist's ire, and no further discussion can calm his wrath.

LEOVON URTHADAR **CR 9**

XP 6,400

Geist (*Pathfinder RPG Bestiary 4* 124)

hp 114

Treasure: A magical rapier known as the *Red Crusader's quill* (see the sidebar on page 32) is hidden under the decrepit bed. A successful DC 15 Perception check is required to notice it, and the geist has entirely forgotten its existence.

G11. Crystalline Doors

These massive crystalline double doors carved from halite slabs are brightly polished. The door's knobs are sculpted to resemble ornate lotus bulbs.

Leovon Urthadar

Red Crusader's Quill

An artful rapier with a lotus petal guard, this magnificent weapon dedicated to Arazni's former incarnation is useful to warriors and artists alike.

RED CRUSADER'S QUILL		PRICE 25,320 GP
SLOT none	**CL** 10th	**WEIGHT** 2 lbs.
AURA moderate necromancy and transmutation		

The tip of this narrow *+3 rapier* can be used as a mundane writing instrument, producing any color of ink the wielder desires. Once per day as a free action when the wielder confirms a critical hit against a creature with the *Red Crusader's quill*, she can inscribe an *arcane mark* on the creature. Once per month, the wielder can instead inscribe a *mark of justice*; this mark ends immediately if the wielder inscribes another *mark of justice* with the *Red Crusader's quill*.

CONSTRUCTION REQUIREMENTS	COST 12,820 GP
Craft Magic Arms and Armor, *arcane mark*, *mark of justice*, creator must worship Arazni	

These doors are carved of solid rock salt (hardness 8, hp 60, break DC 28) and locked with a good-quality lock (Disable Device DC 30) that the Seal-Breakers installed after they arrived. The doors are also warded by a permanent *alarm* spell (CL 11th) that has lasted since the redoubt was inhabited by priests of Arazni. The audible alarm rings out whenever the door is touched, and it is audible throughout the redoubt. The Seal-Breakers find the alarm useful and therefore haven't removed it.

The stone above the double door bears the words "The Red Crusader Shall Shield the Just." If the PCs speak the phrase aloud while standing in front of the door, the halite slabs open silently but powerfully, bursting the lock the Seal-Breakers placed on the door. The Seal-Breakers aren't aware of this passphrase to open the door, as they've never spoken it aloud.

The doors open into the trapped hallway (area **G12**).

G12. Trapped Hallway (CR 10)

This long hall contains two steep flights of stairs with a landing between them. A PC who succeeds at a DC 18 Perception check notes a faded chalk square that nearly fills the landing, leaving only a foot of space on each side. The hall is 60 feet long, with a ceiling that's 30 feet high at its north end and 10 feet high at the top of the staircase at the south end. The hall connects the crystalline double door to this temple (area **G11**) to another halite double door leading to the welcome chamber (area **G13**). Like the door in area **G11**, this double door is closed (hardness 8, hp 60, break DC 28) and locked with a recent lock (Disable Device DC 30); however, it has neither an *alarm* spell nor a passphrase to open it.

Trap: The priests of Arazni included a trap to defend this temple if the need arose. After the redoubt slid into the fissure where it currently rests, the trap was activated and has been armed ever since. A pressure plate hidden on the landing between the stairs causes the halite double doors at the top and bottom of this hall to slam shut (if they are open) and remain closed for 5 rounds. After 1 round, a 9-foot-diameter boulder drops from a trap door at the top of the stairs at the south end of the hall and rolls down the hallway to the north, crushing everything in its path. After this trap is triggered, the boulder rests against the doors to area **G11**; it's possible to squeeze around the boulder to enter and exit the temple thereafter, but with difficulty.

The Seal-Breakers identified the pressure plate as a trap, although they aren't sure what it does. To be safe, they marked the area with chalk to learn to avoid it. The chalk has mostly worn away in the many months since, but the faded chalk is the reason for the low Perception DC to find this trap.

ROLLING ROCK TRAP **CR 10**

XP 9,600

Type mechanical; **Perception** DC 18; **Disable Device** DC 25

EFFECTS

Trigger location; **Reset** manual

Effect rolling boulder (12d6 bludgeoning damage; Reflex DC 25 half); onset delay (1 round); multiple targets (all targets in area **G12**).

G13. Welcome Chamber (CR 11)

Priests welcomed guests to the temple in this T-shaped hall, presenting visitors with holy symbols of Arazni to wear within the temple. A small altar stands in an alcove to the west, and an enormous crystalline statue sits within an alcove at the center of the south wall. The statue is 10 feet tall and roughly resembles an armored human woman, but its detail is rather rudimentary, as if its artisan failed to finish the work.

To the north, a halite double door leads to the trapped hallway (area **G12**), and a closed but unlocked mahogany double door to the east leads to a hallway the Seal-Breakers use for storage (area **G14**).

Creature: The statue is a crystal golem ready to defend the room. If anyone who isn't wearing a holy symbol of Arazni touches the door to area **G14**, the golem uses its *explode head* psychic power on the trespasser and then lumbers forward to attack. The golem fights until destroyed, but it doesn't attack anyone wearing a holy symbol of Arazni or who leaves this temple.

CRYSTAL GOLEM **CR 11**

XP 12,800

hp 112 (*Pathfinder RPG Bestiary 5* 126)

Treasure: Once the crystal golem has been defeated, a PC who succeeds at a DC 15 Appraise check or a DC 25 Perception check identifies a flawless rose crystal amid its remains worth 500 gp.

G14. Storage

Containers line the east half of this hallway, holding dried foodstuffs, spices, and hygiene supplies for the Seal-Breakers living here.

G15. Living Quarters (CR 11)

This great hall contains two sturdy dining tables with bench seating, a sleeping area partitioned off with hanging blankets, and a makeshift kitchen with a cooking hearth. Barrels and crates scattered throughout the room overflow with supplies.

The Seal-Breaker knights sleep in eight hammocks in stacked pairs and take their meals at the tables here. The kitchen is fully stocked, and fresh water is plentiful from a fountain in the chamber's north wall.

Three mahogany double doors exit this chamber. The north door leads to the armory (area **G16**), the southwest door leads to the storage hall (area **G14**), and the southeast door leads to a dangerous hallway (area **G19**). To the south, a pair of prison cells (area **G17**) flanks a portcullis leading to the torture chamber (area **G18**). The proximity of the cells ensures that their inhabitants are watched closely at all times and allows the Seal-Breakers to inflict cruel torments on prisoners whenever they desire.

Creatures: Four Seal-Breaker knights sit around one of the tables here. They are currently the only knights in the redoubt. If warned of the PCs' presence (such as if the PCs triggered the alarm in area **G11** or fought with Evark in area **G16**), they have turned over the tables here to use as cover. Even if surprised by the PCs, they are quick to defend this chamber.

SEAL-BREAKER KNIGHTS (4) **CR 7**

XP 3,200 each

hp 80 each (see page 21)

Development: If the PCs fight the knights here, the wizard Dondun takes notice from the west prison cell. As he doesn't relish more harsh punishment from the knights, Dondun doesn't cheer or aid the PCs until he thinks it's likely they're going to win the fight.

G16. Armory (CR 9)

Trinkets dangle from the ceiling of this irregular room, twisting on hazy air currents wafting up from dozens of incense sticks. Armor stands and weapons racks are jammed together in alcoves, while a large prayer mat decorated with scowling moons fills the chamber's center. A single door exits from an alcove to the north and a wooden double door leads south.

Evark Nox

Like the various ornaments affixed to the other side of the door to area **G9**, the Seal-Bearers believe the trinkets and incense keep the geist in area **G10** out of this room. The barred north door leads to Rapier's Point (area **G9**) and is trapped as described there; however, triggering the trap from this side still creates the *blade barrier* on the bridge, and it doesn't extend into this room. The double door to the south leads to the Seal-Breakers' living quarters (area **G15**).

Creature: Evark Nox, Yosiduin's second-in-command and the Seal-Breakers' expert on religious and historical matters, dwells in this room. Larger than most tengus, Evark is an obsessive and secretive tengu with black feathers and large, dark eyes. She wears heavy clothing and keeps valueless trinkets such as doll's heads and broken holy symbols in her pockets. Evark believes she cultivates an air of mystery among the other Seal-Breakers, but in fact they consider her a bit strange and are happy to not see very much of her. Evark's primary duty is to keep an eye on the door leading out of this temple, and she's become fixated on ensuring the geist in area **G10** doesn't come in. Evark is always found here, rearranging the trinkets on the ceiling, praying, or napping on her prayer mat.

EVARK NOX **CR 9**

XP 6,400

Female tengu cleric of Groetus 10 (*Pathfinder RPG Bestiary* 263)
CE Medium humanoid (tengu)

Init +0; **Senses** low-light vision; Perception +14

DEFENSE

AC 23, touch 13, flat-footed 23 (+8 armor, +3 deflection, +2 natural)

hp 88 (10d8+40)

Fort +11, **Ref** +4, **Will** +13; +2 vs. mind-affecting effects

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee *+2 heavy flail* +13/+8 (1d10+8/19–20) or bite +11 (1d3+4)

Special Attacks channel negative energy 6/day (DC 16, 5d6), destructive aura (30 ft., +5, 10 rounds/day), destructive smite (+5, 8/day), part the veil (5/day)

Cleric Spells Prepared (CL 10th; concentration +15)

5th—*flame strike* (DC 20), *greater command* (DC 21), *shout*[D] (DC 20), *symbol of pain* (DC 21)

4th—*confusion* (2, DC 20), *freedom of movement*, *greater magic weapon*, *inflict critical wounds*[D] (DC 20)

3rd—*bestow curse* (2, DC 19), *dispel magic*, *glyph of warding*, *rage*[D]

2nd—*bear's endurance*, *calm spirit*[OA] (2, DC 18), *hold person* (DC 18), *shatter*[D] (DC 17), *spiritual weapon*

1st—*bane* (DC 17), *command* (2, DC 17), *doom* (DC 17), *sanctuary* (DC 16), *shield of faith*, *true strike*[D]

0 (at will)—*bleed* (DC 16), *guidance*, *purify food and drink*, *resistance*

D domain spell; **Domains** Destruction, Void (*Pathfinder RPG Book of the Damned* 182)

TACTICS

Before Combat Evark casts *greater magic weapon* on her heavy flail and *bear's endurance*, *freedom of movement*, and *shield of faith* on herself. She also drinks her *potion of barkskin* and casts *bull's strength* from her wand.

During Combat Evark casts *confusion* and *shout* to weaken her enemies, then fights in melee. She activates her destructive aura and alternates melee attacks with *bestow curse*, which she amplifies with her part the veil ability.

Morale Evark fights fanatically to the death unless she knows Yosiduin is already dead, in which case she surrenders if brought to fewer than 20 hit points.

Base Statistics Without her preparations, Evark's statistics are **AC** 18, touch 10, flat-footed 18; **hp** 68; **Fort** +9; **Melee** mwk heavy flail +10/+5 (1d10+3/19–20) or bite +9 (1d3+2); **Str** 14, **Con** 12; **CMB** +9; **CMD** 19.

STATISTICS

Str 18, **Dex** 10, **Con** 16, **Int** 10, **Wis** 20, **Cha** 12

Base Atk +7; **CMB** +11; **CMD** 24

Feats Combat Casting, Extra Channel, Spell Focus (enchantment), Spell Focus (necromancy), Toughness

Skills Diplomacy +5, Heal +9, Knowledge (history) +13, Knowledge (religion) +13, Perception +14, Sense Motive +9, Stealth –1; **Racial Modifiers** +2 Perception, +2 Stealth

Languages Common, Tengu

SQ gifted linguist, swordtrained

Combat Gear *potion of barkskin*, *wand of bull's strength* (5 charges), *wand of cure light wounds* (18 charges), *wand of invisibility purge* (14 charges); **Other Gear** *+2 breastplate*, mwk heavy flail, short sword, *cloak of resistance +1*, *headband of inspired wisdom +2*, silver unholy symbol of Groetus, spell component pouch, 5 broken wooden holy symbols, 3 doll's heads, a dozen rusty sewing needles, 4 used tindertwigs, a weathered map of Castle Overwatch, keys to the locked doors in areas **G11**, **G12**, and **G17**.

Treasure: The jumbled weapon and armor racks contain two masterwork longswords, 15 javelins, two masterwork breastplates, and three heavy steel shields. Evark keeps a box of incense hidden beneath one of the shields; a successful DC 12 Perception check is required to find it. The box contains 10 sticks of exotic incense worth 15 gp each and a single stick of *incense of corporeality*[OA]. Only one of the items hanging from the ceiling has any value: a delicately engraved platinum mirror worth 500 gp.

G17. Jail Cells (CR 10)

A sliding gate fitted with a good lock (hardness 10, hp 30, break DC 28, Disable Device DC 30) secures each of

the cells here. Evark Nox in area **G16**, Roscasco in area **G18**, and Yosiduin in area **G20** all have keys. Each cell has a battered bucket and a paltry layer of hay to act as a cushion for the hard stone floor.

Creature: The west cell contains Dondun Daradun, the member of the Six Wise Crows responsible for the arson at Brunna's smithy. An old human man with rotten teeth and patchy hair, Dondun still wears his cloak adorned with tattered crow feathers, although it is filthy. The Seal-Breakers knocked the wizard unconscious and brought him here to torture him. They let Dondun keep his cloak because it didn't seem magical or valuable, but Dondun hides the focus for his *secret chest* spell in the cloak's hem. The Seal-Breakers are seeking the location of any links between the Six Wise Crows and their benefactor, Gildais, to ensure they've finished their cleanup. Dondun knows Kilibrandt kept some incriminating notes in a secret panel in the shop safe (area **E2**), but he hasn't yet told the Seal-Breakers this, as he knows that as soon as he does, his life is forfeit.

The Seal-Breakers have left Dondun alone for the past day, and that's been enough time for the wizard to work on an escape. He appears bound and gagged, but he has secretly worked himself free—he can spit out the gag whenever he wants, and he can pull himself free of his bindings with a full-round action. He's also prepared spells from a traveling spellbook in his *secret chest* before sending the chest away again. Dondun is now just waiting for the best time to make his escape (as he's not quite sure where he is). With the PCs' arrival, though, Dondun realizes that his best chance has come.

Upon the PCs' arrival, Dondun spits out the filthy gag, flashes his rotten grin, and pleads with the PCs as a hint of desperation shines from his wild eyes. He exclaims, "Friends, ohhh, you do not know how happy I am to see you! Please get me out of here—yes, that's what heroes do right, right? I'll tell you everything, I'll even fight beside you to get out of here, just please do not abandon me!" Despite his wicked past and desperate situation, Dondun is telling the truth; he's willing to ally with the PCs to get out of this place. If it's necessary to earn the PCs' trust, Dondun explains his role in the theft of the *Shattered Shield of Arnisant* 2 years ago. Dondun admits that when the PCs came to town and started asking around, the Six Wise Crows decided to eliminate any evidence of their heist. Dondun offers the PCs the location of Kilibrandt's plans, if they haven't already found them, and he promises to provide this testimony to anyone the PCs choose. He doesn't initially let the PCs know how powerful he is, as he might need that as a trick up his sleeve at a later time.

If the PCs bring up his actions at the smithy, he grins again and says, "What, do you want me to say I'm sorry? Well, I'm not going to start lying to you now. I'm not exactly brimming with regret for anything I've ever done, but if that business is a hang-up with you, well, let's just let bygones by bygones, eh?"

If the PCs still seem unlikely to aid Dondun, however, he opens up about how useful he can be. He slips loose from his bonds and produces a tiny chest hidden in the hem of his feathery cloak; a PC who succeeds at a DC 20 Knowledge (arcana) check understands that the chest is a focus for *secret chest*. "I've heard their leader, the elf, talking. He told his knights that Gildais visited him recently, and they don't need to seek the seal here in Vigil no more. There was a big explosion in Roslar's Coffer, and the same thing is going to happen here in Vigil, too. Gildais is gone, but the elf is still here—he's down that passage to the east. I'm ready to help, 'cause they don't know the tricks a wizard can do. I can help. Let me out."

If the PCs still refuse to assist Dondun, he flies into a rage and attacks, casting *knock* to open the cell door.

DONDUN DARADUN **CR 10**

XP 9,600

Male old human wizard 11

NE Medium humanoid (human)

Init +5; **Senses** Perception +2

DEFENSE

AC 17, touch 13, flat-footed 16 (+4 armor, +2 deflection, +1 Dex)

hp 63 (11d6+22)

Fort +3, **Ref** +6, **Will** +9

OFFENSE

Speed 30 ft.

Special Attacks hand of the apprentice (8/day)

Wizard Spells Prepared (CL 11th; concentration +16)

6th—*antimagic field*

5th—*dominate person* (2, DC 22), *secret chest*

4th—*greater invisibility* (2), *ice storm*, *wall of fire*

3rd—*deep slumber* (DC 20), *dispel magic*, *hold person* (DC 20), *lightning bolt* (DC 18), *suggestion* (DC 20)

2nd—*hideous laughter* (DC 19), *knock*, *mirror image*, *scorching ray*, *see invisibility*

1st—*mage armor*, *magic missile* (2), *shield*, *sleep* (DC 18), *vanish*[APG] (DC 16)

0 (at will)—*acid splash*, *light*, *message*, *read magic*

TACTICS

Before Combat Dondun cast *mage armor* earlier in the day and he casts *greater invisibility* if he expects a fight.

During Combat Dondun attempts to keep his location concealed while he casts spells like *ice storm* and *lightning bolt*. If facing off against a humanoid foe he thinks would make a good bodyguard, he casts *dominate person* instead.

Morale If reduced to fewer than 35 hit points, Dondun attempts to flee or surrender.

STATISTICS

Str 7, **Dex** 12, **Con** 10, **Int** 20, **Wis** 14, **Cha** 10

Base Atk +5; **CMB** +3; **CMD** 14

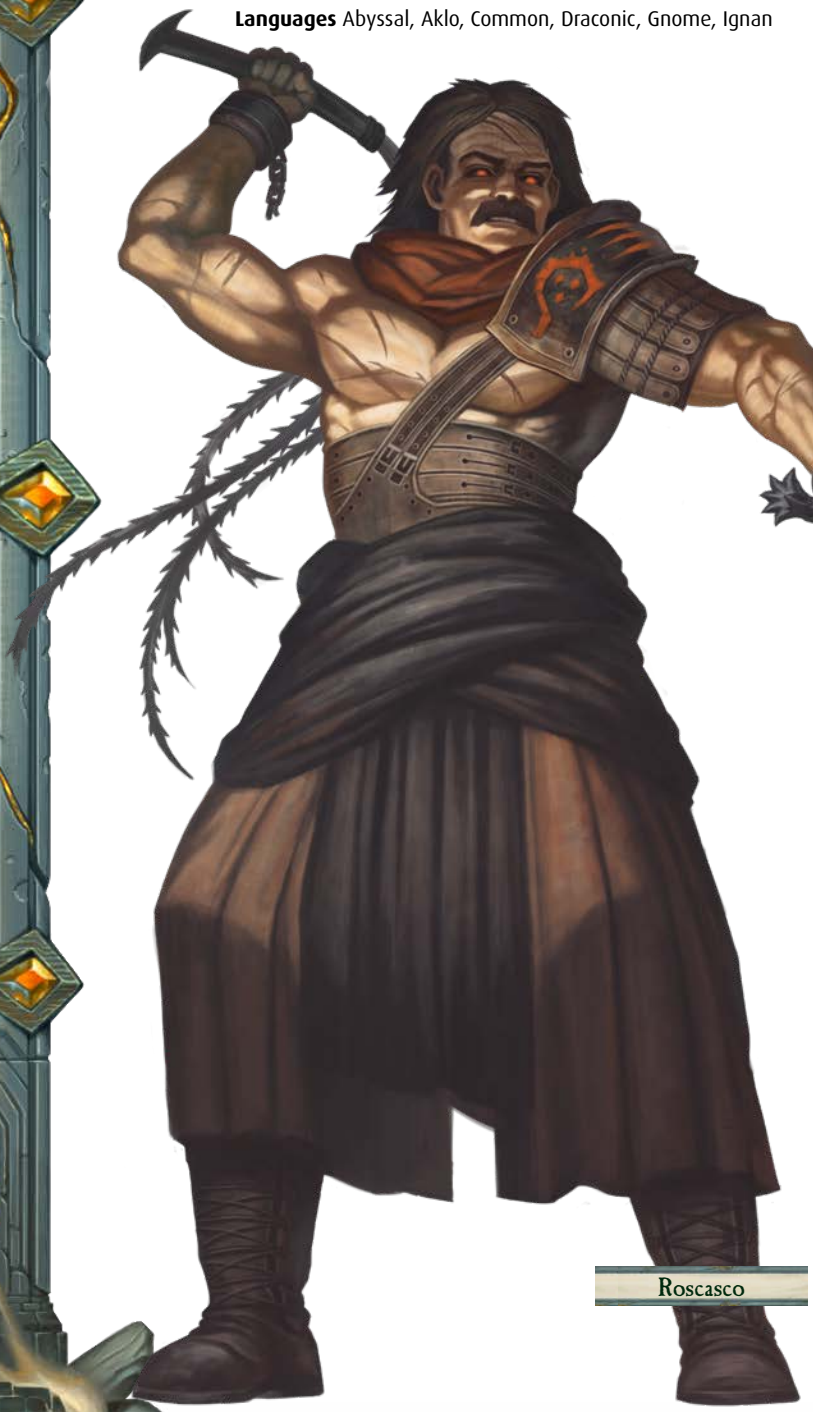
Feats Craft Wondrous Item, Greater Spell Focus (enchantment), Improved Initiative, Lightning Reflexes, Scribe Scroll, Silent Spell, Spell Focus (enchantment), Spell Mastery (*dispel magic*, *greater invisibility*, *mage armor*, *magic missile*, *secret chest*), Stealthy, Toughness

Skills Appraise +15, Bluff +11, Disable Device +12, Escape Artist +16, Knowledge (arcana, local) +19, Spellcraft +19, Stealth +16, Survival +6

Languages Abyssal, Aklo, Common, Draconic, Gnome, Ignan

SQ arcane bond (*ring of protection +2*), metamagic mastery (2/day)

Gear *ring of protection +2*, traveling spellbook containing all spells prepared, spell component pouch, filthy cape of crow feathers containing a secret pocket (Perception DC 28 to notice) with a replica chest for *secret chest*



Roscasco

Development: If the PCs help Dondun, he holds true to his promise and proves a capable ally, despite being quick to surrender or flee when badly injured. When he eventually sees the destruction of Vigil (see Part 3), he truly is repentant and spends the rest of his days attempting to atone for his misspent life and become a better man.

Story Award: If the PCs rescue Dondun, award them 9,600 XP, as though they had defeated him in combat.

G18. Torture Chamber (CR 11)

The short hall leading to this chamber is blocked at the north end by a sliding gate with a good lock, much like the jail cells, but this gate isn't locked. A heavy canvas curtain hangs at the south end. If the PCs pass through this hall, read or paraphrase the following.

Several torture implements dangle from hooks anchored into the ceiling of this room. In the room's southwest and southeast corners, a pair of iron maidens are splayed open, revealing gore-covered spikes. An alcove between the iron maidens holds a wicker cage containing dozens of brown rats. A sheet of bloodstained canvas covers the room's only exit.

The room is obviously a torture chamber used to extract information from stubborn prisoners. The iron maidens and the cage of hungry rats are both used for this purpose. The canvas-shrouded opening in the center of the north wall leads to the living quarters (area **G15**) and the jail cells (area **G17**).

Creature: A twisted Varisian man named Roscasco spends his time here, dreaming up wicked ways to get his victims to speak the truth. Roscasco was originally taken prisoner by the Seal-Breakers when he stumbled upon them in the sewers, but Yosiduin eventually realized that Roscasco's love of inflicting pain exceeded that of even the most sadistic Seal-Breakers. Yosiduin offered Roscasco the position as torturer on the condition that he never leaves the temple on pain of death. The unstable Roscasco enjoys his newfound position immensely and is fanatically loyal to Yosiduin.

Roscasco frequently carries on depraved, one-sided conversations with the room's other living occupants, the rats. The rats scurry away if freed, despite Roscasco's doting attention.

ROSCASCO **CR 9**

XP 6,400

Male human brawler 10 (*Pathfinder RPG Advanced Class Guide* 23)

CE Medium humanoid (human)

Init +6; **Senses** Perception +13

DEFENSE

AC 21, touch 14, flat-footed 17 (+5 armor, +2 Dex, +2 dodge, +2 shield)

hp 109 (10d10+50)

Fort +12, **Ref** +10, **Will** +6

Defensive Abilities fortification 25%

OFFENSE

Speed 30 ft.

Melee unarmed strike +16/+11 (1d10+7) or unarmed strike flurry of blows +14/+14/+9/+9 (1d10+7) or *+1 punching dagger* +15/+10 (1d8+5/×3) or *+1 punching dagger* flurry of blows +13/+13/+8/+8 (1d8+5/×3)

Special Attacks brawler's flurry, brawler's strike (cold iron, magic, silver), close weapon mastery, knockout 2/day (DC 19), maneuver training (bull rush +2, grapple +1), martial flexibility 8/day

TACTICS

Before Combat Roscasco drinks a *potion of bear's endurance* and a *potion of invisibility*.

During Combat Roscasco observes the PCs for as long as possible while invisible, to see whether they trigger a trapped iron maiden (see Traps below) and to move to a more advantageous position. If any of the PCs are obvious spellcasters, he uses martial flexibility to gain the Disruptive and Spellbreaker feats; otherwise, he uses it to gain Greater Weapon Focus (unarmed strike) and Step Up. Once the fight begins, he attempts to bull rush foes into the entrapping iron maidens.

Morale Roscasco falsely believes he is important to the Seal-Breaker cause, and this delusion compels him to fight to the death.

Base Statistics Without *bear's endurance*, Roscasco's statistics are **hp** 89; **Fort** +10; **Con** 14.

STATISTICS

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

Base Atk +10; **CMB** +14 (+22 bull rush, +15 grapple); **CMD** 28 (32 vs. bull rush, 29 vs. grapple)

Feats Bull Rush Strike[APG], Cleave, Greater Bull Rush, Improved Bull Rush, Improved Initiative, Improved Unarmed Strike, Iron Will, Power Attack, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

Skills Acrobatics +15, Craft (traps) +14, Intimidate +12, Perception +13, Profession (torturer) +8, Sense Motive +13, Survival +5

Languages Common, Varisian

SQ brawler's cunning, martial training

Combat Gear *potions of bear's endurance* (2), *potions of cure serious wounds* (2), *potion of invisibility*; **Other Gear** *+2 light fortification studded leather*, *+1 buckler*, *+1 punching dagger*, *amulet of mighty fists +1*, *cloak of resistance +1*, *gauntlet of the skilled maneuver* (bull rush)[UE], crude humanoid figurine made of rat fur

Traps: Pressure plates in front of the iron maidens cause their doors to slam shut, entrapping their victims.

ENSNARING IRON MAIDENS (2) **CR 7**

XP 3,200 each

Type mechanical; **Perception** DC 20; **Disable Device** DC 25

EFFECTS

Trigger location; **Reset** repair

Effect trapping doors (4d6 piercing damage and 2d6 bleed damage, and the iron maiden's doors lock shut around the target [hardness 10, hp 60, break DC 28, Disable Device DC 30]; a target that makes any movement while within the iron maiden takes an additional 4d6 piercing damage and 2d6 bleed damage), Reflex DC 28 avoids

Development: If the PCs capture Roscasco, he insists that his master, Yosiduin, shall punish them for their trespasses. Although Roscasco isn't a Seal-Breaker, he knows everything the Seal-Breaker knights do (see the Questioning the Seal-Breakers sidebar on page 23). If a PC succeeds at a DC 24 Bluff, Diplomacy, or Intimidate check when interrogating Roscasco, the torturer lets slip additional information about Yosiduin: the elf uses the power of death to bolster his attacks, and some of the taxidermic artworks in his audience chamber are actually undead bodyguards.

G19. Caged Hallway (CR 8)

A spiked cage 15 feet square fills the middle of this long hall, its spikes touching the walls and ceiling. The cage has doors in the center of its north and south sides, although the north door is closed and bears a complicated-looking padlock.

Creature: Although this cage appears as some sort of gate or trap, it is actually an Abyssal construct called an urannag. The PCs can identify the urannag as a creature rather than a cage with a successful DC 29 Perception check. Yosiduin acquired the creature long ago and uses it to guard the entrance to his private chamber. The padlock on the north door appears complex, but any attempt to manipulate it causes the lock to open and the cage to swing open, as the urannag wants to lure victims inside. The urannag attempts to encage the second creature that ventures inside it, whirring to life and sprouting bladed, articulated arms. The urannag fights until destroyed.

URANNAG **CR 8**

XP 4,800

hp 100 (*Pathfinder RPG Bestiary 5* 260)

Development: The urannag is a noisy combatant; if the PCs fight it, Yosiduin in area **G20** hears the noise and prepares for the PCs' arrival.

G20. Audience Chamber (CR 12)

A rug bearing a lavish lotus petal motif runs the length of this throne room. A quartet of gruesome taxidermic humanoids stands surrounding the rug, posed as if in agony. To the west, opposite the chamber's entrance, a mahogany throne sits upon a landing a few feet above the chamber's floor. A thick red curtain conceals the wall behind the throne.

Formerly a meeting room for small ceremonies, Yosiduin has converted this space into an audience chamber and placed a throne behind a half wall at the room's west end. Anyone adjacent to the throne has partial cover from the rest of the room.

The double door to the east leads to the caged hallway (area **G19**). The curtains behind the throne conceal two entrances to Yosiduin's bedchamber (area **G21**).

Creatures: Yosiduin is nearly always reclining on the throne here, making plans about how to accomplish the Seal-Breakers' goals in Vigil and, more importantly to him, how to keep such activities secret. He meets the PCs with fatalistic enthusiasm, taunting them with alarming statements as he fights like, "You arrive too late; the lich's wrath burns us all!" and, "It has started, the *Radiant Fire* is burning!"

Two of the taxidermic specimens are actually mohrgs, the animated remains of Seal-Breaker knights who displeased Yosiduin in the past. The mohrgs defend Yosiduin from attacks as best they are able and fight until destroyed. A successful DC 41 Perception check identifies these specimens as mohrgs before they attack.

YOSIDUIN **CR 10**

XP 9,600

hp 120 (see page 58)

MOHRGS (2) **CR 8**

XP 4,800 each

hp 91 each (*Pathfinder RPG Bestiary* 208)

SQ freeze (taxidermic humanoid)

G21. Yosiduin's Bedchamber

This bedchamber contains a mound of pillows in the western niche, a basin for water, and a comfortable-looking divan against the south wall. An open curio cabinet is filled with taxidermic tools and a partially stuffed rat stitched to a dead cat.

The divan holds a small lap desk and a mostly complete manuscript Yosiduin has authored about his recent meeting with Gildais. Yosiduin hopes the manuscript will be an important artifact for posterity; he'd planned to sneak it out of Vigil before the *Radiant Fire* detonation, but as he's taken his characteristic care in writing it, he's run out of time to do so. Entitled "The Testimony of Count Jomah Gildais," the manuscript begins with the following epigraph: "A lock forged from light would never yield to keys made from darkness." The manuscript details everything Gildais told Yosiduin: most significantly, that the shard of the *Shattered Shield of Arnisant* embedded in the Whispering Tyrant's hand could be used to remotely detonate the other fragments, causing a destructive release of power called the *Radiant Fire*. The Whispering Way had already obtained 10 of the 11 shards in the Crusader War College; the last piece had been left behind on purpose so that the Whispering Tyrant could detonate it whenever he chose. That time is near; the seal hidden somewhere in Vigil is now the last one keeping the Whispering Tyrant bound, and the test of the *Radiant Fire* in the secluded village of Roslar's Coffer was a success. This means that the specific location of the seal binding Tar-Baphon is irrelevant; with the entire city destroyed, the seal is bound to be destroyed as well, finally releasing the Whispering Tyrant from his prison. Once free, the Whispering Tyrant can use his superweapon to bring the rest of Golarion to heel. The manuscript contains no hints as to the location of the remaining shards or anything more specific about what the Whispering Tyrant intends to do with them.

Curtains to the east conceal the entrance to the audience chamber (area **G20**).

Treasure: A *staff of frost* the Seal-Breakers stole from the Battlemage Academy leans against the curio cabinet. Yosiduin hasn't yet decided what to do with it.

Vigil's Last Watch

Yosiduin's satisfaction with his life's work is well founded. After the PCs encounter him, but before they leave the temple, the Whispering Tyrant finally uses the *Radiant Fire* to destroy the city of Vigil, triggering the blast from the fragment of the *Shattered Shield of Arnisant* that remains in Castle Overwatch. Being so far beneath the city, the PCs experience the *Radiant Fire* blast only as a muffled detonation from high above. Sections of the cavern ceiling throughout the Redoubt of the Red Crusader crash to the ground, and Rapier's Point (areas **G8** and **G9**) collapses into the lake.

The PCs learn the extent of the devastation when they next return to the city in Part 3.

PART 3: A GRIM DAWN

As the PCs return to the surface after the detonation of the *Radiant Fire*, they find Vigil unrecognizable within a haze of smoke and dust. Clouds hang dark and low over the land, casting the entire city into gloom. A great crater has replaced Watcher's Tor, leaving no trace of Castle Overwatch or the Crusader War College. The thick outer city walls lie in ruins save for the occasional string of brick and mortar. Of the six ballista towers that once anchored the fortified city's outer wall, only one (area **J**) remains standing. Whole city blocks have been wiped out, while others still burn. The ironworks have fused into a massive heap of slag, and the city's docks are either severely damaged or sunken below the harbor. The only recognizable landmark is the Cathedral of Sancta Iomedaea (area **H**), although its once-brilliant dome has partially collapsed.

As the PCs survey this devastation, they glimpse a reflective light shining from the cathedral's dome and hear the toll of church bells. A PC who succeeds at a DC 15 Knowledge (local) or Knowledge (religion) check recognizes the tolling pattern as a call for help, although the fact that the church is the only obvious place where life still exists should draw the PCs there.

See the Ruins of Vigil Encounters table on page 79 for encounters the PCs might have as they make their way through Vigil's ruins. Even if the PCs have no combat encounters as they pass through the city, they should spot an immense, bat-like creature soaring through the dark clouds above. This is the nightwing called the Haunting Dark (see **Event 2** on page 50), and it looks for anyone leaving the devastated city. The PCs shouldn't encounter the Haunting Dark at this time.

H. THE CATHEDRAL RUINS

Even partially collapsed, the Cathedral of Sancta Iomedaea stands defiant against the devastation. Its narthex and nave have collapsed entirely, leaving behind only the intersections of stout stone walls marking their former outlines. The building is made of solid marble ornamented with images of saints, archons, and angels, although deep cracks in the marble hint that the cathedral's structural integrity has been compromised. White candles and sconces with everburning torches illuminate the surviving portions of the cathedral.

The devastation claimed the lives of nearly everyone within the cathedral; only Aylunna Varvatos and a few lucky priests survived. Fortunately, a Watchknight captain named Kellen Shaylee and her unit of 10 Watchknights rushed to the cathedral to provide aid. As more and more survivors have come to the cathedral, Aylunna and Kellen have found their resources badly stretched. Ceto Malderra came to the cathedral shortly after the devastation. Although the celebrity's presence has rallied the flagging morale of the survivors, Ceto has secretly come only to gather a cache of goods and flee the city on her own.

Although the most obvious entry to the ruined remnants of the cathedral is through the destroyed nave (area **H1**), PCs who can climb or fly can access areas **H4**, **H5**, **H6**, or **H7**.

Use the Cathedral Ruins map on page 42 for the following encounters.

H1. Destroyed Nave (CR 11)

Destroyed marble walls and splintered lumber fill the former nave of the cathedral. Amid this mess lie four shattered pillars; without their support, the entire roof has collapsed. To the north, large pieces of debris reinforce a surviving wall buttressed with scavenged lumber and a piece of an iron fence.

The fallen rubble makes this area difficult terrain. The makeshift barrier to the north leads to area **H2** and was built by the Watchknights in the cathedral to keep out the undead roaming the city. Made of mingled brick and iron, the barrier has a hardness of 9 and 50 hit points. However, the Watchknights jammed the barrier shut with a heavy block of iron-bound wood studded with spikes; any attempt to damage the barrier deals 2d6 points of piercing damage to the attacker. The Watchknights on the other side of the barrier keep an eye out for roaming undead and survivors.

Creatures: When the PCs arrive, a horde of juju zombies tears at the makeshift barrier, trying to break through despite the damage inflicted by the spiked block. These barrier breakers are intent on their task and take a –8 penalty on Perception checks to notice the PCs. If the PCs don't intervene, the horde breaks through the barrier in only a few rounds and starts slaughtering people inside the cathedral. As soon as the PCs make their presence known, however, the horde turns to attack them, shouting in rage and closing to melee range as soon as possible. These shouts call the attention of a nearby trench mist, which seeps through the stones from the east to join the fight after 2 rounds. The trench mist attempts to engulf as many foes as possible. Both the undead horde and the trench mist fight until destroyed.

BARRIER BREAKER TROOP **CR 7**

XP 3,200

hp 90 (see page 90)

TRENCH MIST **CR 10**

XP 9,600

hp 127 (*Pathfinder RPG Bestiary 5* 250)

H2. Makeshift Gatehouse

A heavy frame of rubble, timber, and iron fencing surrounds the stairs that formerly ascended from the cathedral's central nave to its chancel.

This hastily constructed wooden shack acts as a makeshift gatehouse to defend the surviving portions of the cathedral, and it connects the destroyed nave (area **H1**) to the chancel (area **H3**). A slab of wood banded with iron and studded with large spikes reinforces the barrier and blocks further passage into the cathedral.

Creatures: Two Watchknights named Brandak and Torva keep watch here. The Watchknights can pull back the spiked block to open the barrier of iron fencing from their side, and they do so for the PCs as soon as the enemies in area **H1** are defeated.

The Watchknights brief the PCs on the situation here. Several dozen survivors are crammed into the ruins of the cathedral, and only Second Sword Knight Aylunna Varvatos and a few priests are on hand to tend to them. The Watchknights are part of a unit led by Captain Kellen Shaylee; they survived the blast while near to the cathedral and came to lend a hand. Ceto Malderra arrived recently, as well, and the fact that such a notable celebrity survived has been good for morale. The Watchknights recommend that the PCs speak with Captain Shaylee on the balcony (area **H5**).

BRANDAK AND TORVA **CR 1**

XP 400 each

LG female guards (*Pathfinder RPG NPC Codex* 267)

hp 22 each

H3. Chancel

An enormous broken church bell lies within a crater in the eastern half of this chamber's marble floor. Overhead, a partially collapsed balcony illustrates the obvious path of the bell's descent. The western side of this room is a mass of broken marble and splintered wood, across from a set of metal doors free from debris. A makeshift gatehouse encloses wide to the south. To the north, at the top of a few cracked steps, stands a broken altar and a huge font half-full of clear water.

This chancel was once the part of the cathedral accessible only by priests of Iomedae and crusaders seeking blessings, but it has been repurposed to house survivors who have responded to the cathedral's ringing bells.

The massive bell is one of the four that once hung in the cathedral's four-spired bell tower (area **H7**) high above. The font of clear water is a blessed font used to anoint weapons and warriors for battle. The font is cracked and therefore only half full. The altar before the font is dedicated to Iomedae; the priests here have made some efforts to repair it, but they lack the necessary tools and don't feel comfortable using it in its damaged condition.

The steps to the south lead to the makeshift gatehouse (area **H2**). The metal doors to the east lead to the fortified transept (area **H4**), and stairs around the back of the font lead up to the balcony (area **H5**). Although the balcony stairs are badly damaged and look unstable, they are safe to use.

Creatures: Dozens of ragged survivors huddle on bedrolls here. These survivors can tell horrifying tales of the explosion that rocked Vigil recently, and nearly all have lost friends and loved ones in the cataclysm, people they saw rise as undead. Many survivors speak of a massive, bat-like creature that lurks in the clouds above, swooping down to snatch up screaming victims or conjuring lethal clouds of greasy darkness. They call this creature the Haunting Dark. PCs who hear these tales and succeed at a DC 24 Knowledge (religion) check identify the creature as a type of nightshade called a nightwing.

Five priests (LG human clerics of Iomedae 3) move among the survivors, sharing food and providing words of comfort. The priests are some of the few survivors from the cathedral, in addition to Aylunna Varvatos. They are glad to have the PCs help supplementing the Watchknights in the cathedral's defense, but they aren't sure what to do next. Aylunna went into the Ossuaries of the Fallen to recover a sacred relic of Iomedae to help in the evacuation of the city, but she hasn't yet returned. In the meantime, the priests are splitting their time between helping the survivors here and those in the cellar (area **I1**).

H4. Fortified Transept

Once an enclosed transept to the east of the chancel, this area is now open to the sky due to the cathedral's damaged roof. The debris around this transept is heaped in large piles, with spikes of wood and metal to deter attacks. The transept holds a table and a set of chairs. This furniture isn't merely for the defenders' comfort; it stands upon the only remaining entrance to the cathedral's cellar and the Ossuaries of the Fallen (area **I**).

Creatures: Although the undead roaming throughout Vigil haven't yet identified this gap in the cathedral's fortifications, Captain Shaylee isn't taking any chances: she's posted six Watchknights here. Their sergeant, a stickler for rules named Nimorn Theld, sits above the trap door to guard it personally. Nimorn is happy for the arrival of the PCs, as he appreciates having more defenders at hand, but he doesn't open the trap door for the PCs unless they've already talked to Captain Shaylee. Convincing Nimorn to open the trap door without his commanding officer's approval requires a successful DC 26 Diplomacy check.

The Watchknights know that the trap door leads to an underground area where those survivors with the worst injuries are recovering. They also know that Aylunna Varvatos and Ceto Malderra descended through the trap door in search of a relic that would help save the city, but they haven't yet returned.

Vigil's Extradimensional Places

Castle Overwatch once held two significant extradimensional spaces: an enormous stable, akin to a *magnificent mansion*, with hundreds of battle-ready mounts, and a massive prison holding criminals, miscreants, and enemy soldiers. The entrances to these extradimensional spaces were destroyed along with Castle Overwatch and are currently inaccessible without powerful magic such as *miracle* or *wish*. The fate of those still inside is not detailed in the Tyrant's Grasp Adventure Path.

NIMORN THELD **CR 3**

XP 800

Male guard officer (*Pathfinder RPG GameMastery Guide* 261)

hp 34

WATCHKNIGHTS (5) **CR 1**

XP 400 each

LG male and female guards (*Pathfinder RPG NPC Codex* 267)

hp 22 each

H5. Balcony Barracks

Several cots and stools are jammed onto this balcony beneath an enormous hanging tapestry.

The stairs from the chancel (area **H3**) ascend to a partially collapsed balcony that the Watchknights use as a barracks and headquarters. A double door separates the north and south parts of the balcony, although these doors are currently open. To the south, a low railing provides a view of the chancel below. Two staircases lead up to a higher level in the tower that's being used as a signaling station (area **H6**). Hanging over these staircases are two large, thick tapestries depicting Iomedae's 11 sacred acts.

LAST WATCH
Part 1: Explosive Tidings
Part 2: Into the Undercity
Part 3: A Grim Dawn
NPC Gallery
Into the Void
Relics of the Shining Crusade
Seal-Breakers
Bestiary

TO H5
TO H5
F
H3
H4
H2
H1
TO H3
TO H3
H5
TO H6
TO H6
H7
TO H6
TO H5
TO H5
H6
TO H7
N
W
E
S
H. CATHEDRAL RUINS
1 SQUARE = 5 FEET
I3a
S I3b
I3
C
I2
S
TO I4
I1
I. OSSUARIES OF THE FALLEN
I4
TO I2
J. BALLISTA TOWER
J1
TO J3
J2
J6
TO J2
J5
J4
J3
K. GOLDEN DAWNROSE
K1
K2
K3

Creatures: Captain Kellen Shaylee is usually here, planning the defense of the cathedral and considering how best to get the survivors safely out of Vigil. Three other Watchknights rest on the cots.

Kellen is eager to discuss the current situation with the PCs and get their input. A tall, well-muscled woman, Kellen rose to prominence within the Watchknights for her commanding presence and keen eye. She feels like she's well over her head with the sudden and confusing destruction of Vigil, and she knows she might be the most senior Watchknight left alive in the city. Although she doesn't know what happened to the city, she's not particularly surprised if the PCs inform her that the Whispering Tyrant is behind it.

The largest obstacle to getting the survivors out of the city is the monster known as the Haunting Dark. It swoops from the skies to target any group leaving the city, and the cellar beneath the cathedral is full of injured people who barely survived the clouds of greasy darkness the Haunting Dark creates. Kellen Shaylee and Aylunna Varvatos concluded that they must destroy the Haunting Dark before getting the survivors out of the ruined city, and Aylunna had an idea about how to do so. The cathedral defenders are in contact with other survivors in Vigil's sole remaining ballista tower, and Aylunna knows that a sacred ballista bolt called *Iomedae's needle* is stored in the ossuaries beneath the cathedral. Aylunna went to retrieve this relic along with Ceto Malderra, and Kellen hoped to have someone deliver it to the ballista tower and use it against the Haunting Dark. The captain hoped that Ceto would do so, but if the PCs express interest in doing so, she quickly agrees to their aid. The entire plan might be moot, however, as neither Aylunna nor Ceto have returned from the ossuaries, and both are long overdue. If the PCs don't offer to check on them, Kellen asks them to do so.

KELLEN SHAYLEE **CR 6**

XP 2,400

Female watch captain (*Pathfinder RPG GameMastery Guide* 261)

hp 57

WATCHKNIGHTS (3) **CR 1**

XP 400 each

LG male and female guards (*Pathfinder RPG NPC Codex* 267)

hp 22 each

Treasure: Thirty vials of holy water are stored in a cauldron here. Kellen is holding this cache in reserve to repel any undead that breach the cathedral, and she's unwilling to let the PCs take it without good reason.

H6. Signaling Station

A large, cracked mirror stands near a crumbled gap in the side of the cathedral's lofty bell tower. Stairs descend to the north and a heavy wooden trap door is set into the ceiling to

Kellen Shaylee

the south. Three thick ropes hang through holes drilled through this trap door.

The ropes ring the cathedral's bells higher above; the trap door has four holes, but only three have knotted ropes hanging through them. The ropes don't prevent the trap door from opening or closing, although the bells can't be rung while the trap door is open.

The crumbled gap to the east provides an unobstructed view of Vigil's remaining ballista tower at the southeast edge of the city. The cathedral defenders brought this mirror up from below to signal survivors in the ballista tower, and they've been exchanging messages as frequently as the dim sunlight allows.

The trap door leads up to the bell tower (area **H7**), while the stairs descend to the balcony (area **H5**).

Creatures: A brawny priest named **Akoah** (LG female half-orc cleric of Iomedae 2) is ringing the bells, sending the call for aid across the city. A halfling scribe named **Ballenby** (LN male middle-aged halfling expert 4) is responsible for using the mirror to transmit and receive messages from the survivors at the ballista tower. Currently, Ballenby is passing the names of survivors back and forth with a wizard named Yaladar (see area **J4**), as indicated in the scores of names scrawled on the area's floor and walls. If asked, Ballenby can relate that both Evni Zongnoss and Veena Heliu are in the ballista tower and are coordinating efforts there. Both Akoah and Ballenby are focused on their tasks and don't want to be interrupted for long.

H7. Bell Tower

This large, domed chamber contains three immense church bells in elegant arched cupolas to the east, north, and west. A cupola to the south contains only a frayed rope and a broken axle. Beneath the south cupola is a trail of vertical devastation leading down to the broken bell in area **H3**. So long as the priest in area **H6** is ringing these bells, the din is overwhelming. The only exit is the trap door in the floor.

I. OSSUARIES OF THE FALLEN

The Ossuaries of the Fallen is a large complex of catacombs under the Cathedral of Sancta Iomedaea that sprawls far beneath the earth. For centuries, Iomedaean priests have interred the skulls of the dead in these catacombs, sealing off chambers that become full to prevent access by grave robbers or necromancers. Although there were once several entrances to different catacombs in the cathedral, the city's destruction has blocked all but a single access point: a narrow opening in the cathedral's east cellar.

Both Aylunna Varvatos and Ceto Malderra recently entered the Ossuaries of the Fallen, but for very different reasons. Aylunna hopes to find a sacred ballista bolt called *Iomedae's needle* to help defeat the Haunting Dark. Aylunna has only read about the weapon in church records and hasn't ever seen it; she's worried it's not actually in the ossuaries and doesn't want to give false hope to the desperate survivors in the cathedral. Aylunna told only Kellen and Ceto what she was seeking, and Ceto offered to accompany her. Ceto secretly doesn't think a single ballista bolt can be of any use, and she has a different plan in the ossuaries. Ceto has long been stashing valuables she's siphoned off from campaigns in Belkzen in a family tomb in the ossuaries, and she plans to collect this cache and flee the city. Ceto hasn't told anyone about her cowardly plan, but she jumped at the chance to accompany Aylunna into the ossuaries. Once inside, Ceto suggested that she and Aylunna split up, but this was only so Ceto could collect her stash and flee. Aylunna has been captured by a demon beneath the ossuary, and Ceto is taking a great deal of time to collect all of the stashed valuables. Neither has returned, and Kellen is getting worried.

All of the areas under the cathedral are carved from earth and natural stone, and they smell strongly of dirt. The ceilings are 8 feet high throughout. Except for the lanterns brought down by the survivors in the cellar (area **I1**) and the light carried by Ceto in the tombs (area **I3**), these areas are unlit. Doors in these areas are unlocked and made of heavy, worn stone carved with Iomedae's holy symbol.

Use the Ossuaries of the Fallen map on page 42 for the following encounters.

I1. Cellar

This large rectangular cellar is crammed with bedrolls and minor personal belongings. Eight stout stone pillars hold up the ceiling, each carved with depictions of saints. Stairs ascend to the north, near a large barricade of wood timbers and metal spikes. A second, similar barricade stands near a gap in the cellar's western wall. Although a stone lintel and posts are visible at the top of this gap, the stone around the doorframe has crumbled away, resulting in a wider opening.

This cellar contains religious paraphernalia and stores of provisions in wooden crates. The provisions have proven particularly vital to feed and care for the many survivors here, although even a cursory inspection reveals that the food is likely to run out within a few days.

Kellen Shaylee has already planned this cellar to be the final defense of the cathedral if the undead break through the upper levels, and her Watchknights constructed the barricade near the stairs to be swung into place if a retreat to this room proves necessary. As the ossuaries to the west provide a second avenue of attack—even though no attack

has yet come from that direction—the Watchknights constructed a second barricade there. The stairs lead up to the trap door in the fortified transept (area **H4**), while the opening to the west leads to the sanctified ossuary (area **I2**).

Creatures: The priests of the cathedral have brought the most badly injured survivors here, where they can be cared for in cool safety. Nearly 40 survivors are crowded in this room and stretched out on the bedrolls. Most are resting fitfully, and they tell the same tales of horror as the survivors in area **H3**. The priests in area **H3** come to check on the injured here from time to time, although there is only a single priest here now, a man named **Gharren** (LN male human cleric of Iomedae 4). The survivors know that Aylunna Varvatos and Ceto Malderra went through the gap in the west wall some time ago, and neither has returned.

I2. Sanctified Ossuary (CR 11)

Bleached skulls line the walls of this low room, neatly arranged in shallow niches. Each skull is engraved across the forehead with a name and two dates. The lowest niches hold stone boxes filled with gray powder instead of skulls. Four smaller pillars surround a much larger pillar adorned with inlays of gold and silver and individual niches containing skulls. To the south, a statue of an angel towers over a fountain filled with still, dark water. A stone double door stands in the north wall and a crumbled opening leads east.

The skulls are the remains of former citizens of Vigil now laid to rest; this ossuary is nearly full, but has not yet been sealed. Each is carved with the deceased person's name, date of birth, and date of death. The boxes in the niches each contain several pounds of bone dust, the remains of skeletons that match the skulls.

All of the skulls in the large central pillar are gilded, as they are from honored priests of Iomedae. The niches for these skulls are positioned between frescoes depicting 10 of Iomedae's 11 legendary miracles. At the pillar's northwest edge is a blank spot where the 11th miracle would be depicted. A PC who examines this blank spot and succeeds at a DC 20 Perception check locates a secret door there; however, this secret door is locked and protected with an *arcane lock* spell (Disable Device DC 45).

This missing 11th miracle is intentional and provides a method to bypass the lock. A PC who succeeds at a DC 20 Knowledge (religion) check recalls that Iomedae's eleventh miraculous act was to cast her cloak across the Pit of the *Starstone* in Absalom, which expanded into a walkway across the gap. (If the PCs think to ask any of the priests in the cathedral, they can recite all 11 Acts of Iomedae and can describe them to the PCs.) The door unlocks and opens if any PC tosses a piece of clothing at the blank spot. Alternatively, a PC can smash through the pillar (hardness 8; hp 120; break DC 32), but a PC who intentionally damages the pillar is immediately subject to a *bestow curse* spell (CL 14th; DC 22; –6 to a randomly determined ability score). The PCs are the first people to enter this area after Ceto and Aylunna. The former went from the entrance from the cellar (area **I1**) to the tombs (area **I3**); the latter instead went through the secret door in the pillar to the containment chamber below (area **I4**). A PC can spot these recent tracks with a successful DC 15 Survival check, although it's impossible to tell which woman went in which direction. The tracks leading to the pillar seem to simply stop there, although PCs following the tracks automatically detect the presence of the secret door.

Creatures: When the *Radiant Fire*'s powerful wave of negative energy swept through Vigil, it empowered the restless spirits interred here. If the PCs disturb any of the skulls or bone dust, three greater shadows rise from around the room to attack. These shadows prefer to concentrate their attacks on whoever disturbed the remains, although they attack any living creatures they can reach. Tied to the ossuaries, the shadows can enter areas **I2** through **I4**, but cannot enter the cellar (area **I1**). The shadows fight until destroyed.

GREATER SHADOWS (3) **CR 8**

XP 4,800 each

hp 58 each (*Pathfinder RPG Bestiary* 245)

I3. Ossuary Tombs (CR 13)

A long hallway lined with skulls ends at a stone double door to the south and an alcove to the north. Along the east and west walls, a total of eight stone doors each bear a different name on a metal plate.

Aristocrats and honored crusaders earned the right to have their skulls interred in family tombs in the ossuary, rather than placed on display with ordinary citizens. Each of these eight tombs is dedicated to a single family, named on the metal plate on the tomb's door. With a successful DC 15 Knowledge (local) or Knowledge (nobility) check, the PCs can identify all but one of these names as prominent Vigil families. The tomb marked **I3a** on the map is labeled "Malderra." The only one that isn't labeled with a family name has a placard in Celestial; this tomb is marked **I3b** on the map and is described in Development on page 46.

The door to the south leads to the sanctified ossuary (area **I2**). The north alcove is empty, but a PC who succeeds at a DC 20 Knowledge (engineering) or Perception check while examining this alcove realizes that it is a sealed

passage to other ossuaries that have been closed off long ago. Although the *Radiant Fire*'s blast might have awakened other undead in these sealed ossuaries, exploration of these chambers is beyond the scope of this adventure.

Creatures: Ceto Malderra is carefully collecting all of the loot stashed in her family tomb before fleeing Vigil. She has justified this act of cowardice to herself by convincing herself that she'll put the diverted funds to use against the Whispering Tyrant elsewhere. Startled by the PCs' appearance, Ceto immediately places all the fault for recent events upon them. She rages against the PCs, blaming them for the city's destruction, for her own loss of status, and for her "need" to flee Lastwall in disgrace. If the PCs are confrontational in return, Ceto attacks. If the PCs protest their innocence, ask Ceto for aid, or try to calm her down, their efforts to talk their way out of the situation only enrage her further. As Ceto's wrath increases, the spirits of the least honorable of her ancestors coalesce from the remains in her family tomb. These ghostly undead knights—one a tall blond woman and the other a gaunt blond man—wear the trappings of the Knights of Ozem. Both bear a family resemblance to Ceto. They glide through the walls of the other tombs in an attempt to surround the PCs. If the PCs haven't already provoked Ceto into a fight by the time the fallen ancestors move into position, one of them intones, "Ceto, they must not survive to stain the family legacy." With this prompting, Ceto attacks. The fallen ancestors attempt to keep the PCs from fleeing the area and fight until destroyed.

Ceto Malderra

CETO MALDERRA **CR 11**

XP 12,800

hp 129 (see page 54)

FALLEN ANCESTORS (2) **CR 9**

XP 6,400 each

Advanced fallen (*Pathfinder RPG Bestiary 6* 288, 126)

hp 115 each

Treasure: Several items of value are stashed in the Malderra family tomb, although Ceto has already placed some of this loot into two large sacks. These items constitute the wealth Ceto has siphoned off from campaigns against Belkzen over the years. They include a +2 *breastplate*, a *lyre of building*, 10 gold bars worth 500 gp each, a platinum bracelet engraved with celestial designs worth 1,200 gp, and 11 small, masterful paintings on ivory plates worth 200 gp each. Each painting depicts one of Iomedae's miraculous acts. The stash also includes 400 agates worth 10 gp each scattered among the skulls.

Development: The tomb marked with writing in Celestial (area **I3b**) leads to a secret passage built by the tomb's original architects. The placard itself is an anagram of the word "Exit" in Celestial, which a PC who reads the language can decipher with a successful DC 15 Intelligence check; the clerics of the cathedral have long assumed the tomb was dedicated to a celestial Shining Crusade hero now forgotten. The tomb appears empty, but its rear wall contains a secret door that requires a successful DC 25 Perception check to locate. This door opens to a long, narrow tunnel that connects to a secret door in an old memorial in the city. Ceto learned about this passage from an ancestor's journal and is the only living person in Vigil who knows of its existence. After Vigil's devastation, Ceto tried to enter through the memorial, but it had collapsed. The stones proved too heavy for Ceto to lift on her own, but she knows the *lyre of building* in her stash will allow her to use the passage as an exit.

Story Award: If the PCs discover the secret passage, award them 6,400 XP.

I4. Containment Chamber (CR 12)

Stairs from the east descend to this large room lined with burial niches in every wall. Many niches are empty, but some contain skulls, weapons, or armor. At the room's west end, short sets of stairs lead to a broad platform. A mural on the side of the platform depicts several Knights of Ozem fighting a horde of skeletons in city streets. Above the mural, an inscription reads "The Night of Bones, 3559 AR, Its Fiendish Architect Forever Bound." The floor of the platform contains a large ring of glowing arcane symbols. Aylunna Varvatos floats in the air above this ring, unconscious but clutching a silvery spear in one hand.

This chamber beneath the sanctified ossuary contains the skulls of several prominent knights as well as items of great power or danger, gathered where priests of Iomedae could easily watch over them.

In 3559 AR, Vigil was rocked by a catastrophe called the Night of Bones. Before this time, Vigil had interred entire bodies in the ossuaries. The city's precentor martial of magic, a powerful wizard named Emad Balazinska, was possessed by a kalavakus demon named Urketikus. Urketikus compelled Emad to venture into the ossuaries and raise an undead army from the skeletons there. In a single night of horror, Emad's skeletal hordes surged up from beneath the city and killed nearly a third of Vigil's population. The Knights of Ozem eventually captured Emad and forced Urketikus from the wizard's body. Unwilling to release the demon back to the Abyss where it might work further trouble, the knights instead bound it here. This magical prison held the demon for over a millennium, and might have held it for millennia more, but the *Radiant Fire* disturbed the circle and freed it.

The *Radiant Fire* also animated several skulls here. Urketikus and the skull swarm came to a truce and agreed to work together, but before they could leave this chamber, Aylunna arrived to claim *Iomedae's needle*. The creatures overwhelmed her, and Urketikus placed her into the magic circle as revenge for his long imprisonment.

Creatures: Urketikus and the clacking skull swarm remain in this room. Urketikus is searching through the contents of the niches for anything useful, while the skulls simply remain in their niches, alert for trouble. When the PCs arrive, both of these foes attack. The clacking skull swarm surrounds foes and uses its chattering teeth ability; because of his association with the swarm, Urketikus isn't affected by the chattering. Urketikus casts *dominate person* on the most powerful-looking opponent and then attempts to enslave the soul of the weakest-looking opponent. The swarm fights until destroyed, but Urketikus uses *greater teleport* to flee if reduced to fewer than 40 hit points.

CLACKING SKULL SWARM **CR 10**

XP 9,600

hp 127 (see page 90)

URKETIKUS **CR 10**

XP 9,600

Kalavakus (*Pathfinder RPG Bestiary 2* 78)

hp 125

AYLUNNA VARVATOS **CR 8**

XP 4,800

Female human cleric of Iomedae 9

LG Medium humanoid (human)

Init –1; **Senses** Perception +4

DEFENSE

AC 18, touch 9, flat-footed 18 (+7 armor, –1 Dex, +1 natural, +1 shield)

hp 62 (9d8+18)

Fort +8, **Ref** +3, **Will** +11

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee *+1 cold iron longsword* +10/+5 (1d8+3/19–20)

Special Attacks channel positive energy 7/day (DC 16, 5d6), holy lance 1/day (4 rounds), staff of order 1/day (4 rounds)

Domain Spell-Like Abilities (CL 9th; concentration +13) 7/day—touch of good (+4), touch of law

Cleric Spells Prepared (CL 9th; concentration +13)

5th—*dispel evil*[D], *raise dead*

4th—*holy smite*[D] (DC 18), *neutralize poison*, *restoration* (2)

3rd—*create food and water*, *dispel magic*, *magic circle against chaos*[D], *searing light*, *wind wall*

2nd—*align weapon* (good only)[D], *consecrate*, *eagle's splendor*, *enthrall* (2, DC 16), *lesser restoration*

1st—*bless*, *bless water* (DC 15), *comprehend languages*, *divine favor*, *protection from evil*[D], *remove fear*

0 (at will)—*create water*, *detect poison*, *light*, *purify food and drink* (DC 14)

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

TACTICS

During Combat If fighting alongside allies, Aylunna aids them with her spells. Otherwise, she casts *holy smite* and *searing light* to vanquish evil.

Morale Valorous and kind, Aylunna doesn't leave any fight while allies are in danger. If fighting alone, she makes a tactical retreat if reduced to fewer than 25 hit points.

STATISTICS

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

Base Atk +6; **CMB** +8; **CMD** 17

Feats Combat Casting, Extra Channel, Selective Channeling, Toughness, Turn Undead, Weapon Focus (longsword)

Skills Diplomacy +14, Heal +16, Knowledge (religion) +12, Sense Motive +16

Languages Common

Combat Gear *potions of lesser restoration* (2), *potions of cure serious wounds* (2), *wand of cure moderate wounds*, *wand of lesser restoration*; **Other Gear** *+1 breastplate*, mwk light steel shield, *+1 cold iron longsword*, *amulet of natural armor +1*, *cloak of resistance +1*, silver holy symbol of Iomedae, belt pouch containing one diamond (worth 5,000 gp) and diamond dust (worth 400 gp)

Treasure: Although most of the armor and weapons here have rusted away and are of no value, the PCs can find a *+1 greatsword*, a *flame tongue* with a halo-shaped hilt forged to resemble Iomedae's holy symbol, a *+2 ranseur*, and a suit of masterwork full plate armor emblazoned with a pair of crossed hammers.

Development: Rescuing Aylunna from the magic circle is as easy as pushing her free or defacing the

carvings on the platform. The priest is grateful to the PCs for rescuing her, and she quickly fills them in on the plan to get *Iomedae's needle* to the surviving ballista tower at the edge of the city to defeat the Haunting Dark. Aylunna knows that the creature is a nightwing and can fill the PCs in on a nightwing's general powers. Most concerning is its ability to cast *unholy blight* at will; without defeating the Haunting Dark, it can simply destroy survivors who attempt to flee the city, even from a distance.

EVENT 1: TRAVEL TO THE TOWER (CR 10)

When the PCs emerge from the Ossuaries of the Fallen into the cathedral ruins, they are met with excited chatter from the Watchknights and survivors. Captain Kellen Shaylee reports that the survivors in the ballista tower can see a section of the nearby harbor that isn't visible from the cathedral. A large barge called the *Golden Dawnrose* recently docked in the harbor. It was immediately assaulted by undead, but the guards in the ballista tower managed to intervene to get the crew to safety. The *Golden Dawnrose* seems to be the best opportunity to evacuate Vigil, except the Haunting Dark must be dealt with first. Kellen and Aylunna (if the PCs rescued her) are excited about this development and want to press forward with the plan to use *Iomedae's needle* to kill the Haunting Dark.

The PCs must journey from the ruined cathedral to the ballista tower in a blasted city filled with undead and desperate survivors. You can use the Ruins of Vigil Encounters table on page 79 to generate encounters for this journey, or you might decide that, so long as the PCs are being stealthy, they reach the area around the ballista tower without incident. To emphasize the strange nature of the *Radiant Fire*'s blast, you should describe the fields around the ballista tower as badly overgrown with plants bursting with vitality but mutated in strange ways. This area of vibrant life is a strange counterpoint to the undead-haunted devastation of the ruined city and should evoke memories of the PCs' experiences in Roslar's Coffer in the last adventure.

Creature: A monstrous mass of reeds lurks within a swampy section of the overgrown fields near the ballista tower. As the survivors in the tower haven't yet encountered it, they don't know it's there, and it poses a danger to the PCs.

WRITHING REED **CR 10**

XP 9,600

Mutant stranglereed (*Pathfinder RPG Bestiary 5* 180, 237)

N Large aberration (plant, aquatic)

Init +8; **Senses** low-light vision; Perception +9

DEFENSE

AC 22, touch 13, flat-footed 18 (+4 Dex, +9 natural, –1 size)

hp 138 (12d8+84); fast healing 5

Fort +15, **Ref** +10, **Will** +4

Defensive Abilities all-around vision; **DR** 5/slashing; **Immune** plant traits; **Resist** acid 10

Weaknesses vulnerability to fire

OFFENSE

Speed 15 ft., climb 10 ft., swim 20 ft.

Melee 2 tendrils +18 (2d8+9 plus grab), bite +17 (1d8+9)

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

Special Attacks constrict (2d8+9), grab, pull (tendril, 5 ft.), strangle, suffocate

TACTICS

Before Combat The writhing reed hides among the overgrowth to ambush the PCs.

During Combat The writhing reed targets the foes that make the most noise. If none of the PCs are being particularly noisy, it attacks a PC with a high armor check penalty.

Morale The writhing reed fights until destroyed.

STATISTICS

Str 29, **Dex** 18, **Con** 25, **Int** 1, **Wis** 10, **Cha** 6

Base Atk +9; **CMB** +19 (+23 grapple); **CMD** 33 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Lunge, Skill Focus (Stealth), Stealthy, Weapon Focus (tendril)

Skills Climb +17, Escape Artist +6, Perception +9, Stealth +14, Swim +17

SQ deformities (spasms), freeze (patch of reeds), mutations (fast healing, increased speed, land adaptation [the stranglereed loses its water dependency special quality], resistance)

J. THE BALLISTA TOWER

Vigil's last surviving ballista tower stands defiantly at the city's ravaged south boundary. The thick wall and other structures around the tower have been devastated, and the fields near the tower have become overgrown due to the supernatural influx of positive energy released with the *Radiant Fire*'s eruption.

Just as many survivors flocked to the Cathedral of Sancta Iomedaea after the cataclysm, so too did many seek the shelter of the ballista tower. Key among these is Venture-Captain Evni Zongnoss, who is coordinating the survivors and Pathfinders at the tower and seeking a method of escape. It is Evni who came up with the method of communicating with survivors in the cathedral via mirror signals. She also organized the expedition to rescue the crew of the *Golden Dawnrose*, although this expedition was a success primarily thanks to the assistance of Veena Heliu, who is also taking shelter in the ballista tower. The ballista tower now contains Evni, Veena, a handful of Pathfinders, several

dozen survivors, and the barge's crew. The soldiers once stationed in the tower are gone, and no one currently in the tower knows why they left or where they are.

The ballista tower is a tall, two-story structure made of thick, weathered stone. Ceilings within the ballista tower are 12 feet high and arrow slits line the walls. The tower's exterior doors are made of iron, and its interior doors are made of strong wood and unlocked. The survivors have lit several torches within the ballista tower, providing normal light throughout.

Use the Ballista Tower map on page 42 for the encounters set in area **J**.

J1. Fortified Entrance

A stout portcullis gate (hardness 10, hp 120, lift DC 28) prevents entry to the ballista tower. The portcullis has several 1-inch-thick bars spaced closely together. South of this gate, a hall extends 15 feet to a reinforced iron door (hardness 10, hp 90, break DC 28). Arrow slits in the west wall and murder holes in the hall's ceiling provide avenues for the tower's defenders to repel attacks. The winch to raise and lower the portcullis is on the ballista deck above (area **J4**).

If the tower's occupants are aware of the PCs' arrival, such as by noticing the combat with the writhing reed or from communication with the cathedral, two Pathfinder agents named **Kennat** (NG female human rogue 4) and **Raydelie** (NG female halfling fighter 1/sorcerer 3) are waiting here to welcome the PCs; otherwise, the PCs must shout or bang on the portcullis to gain Kennat and Raydelie's attention. The Pathfinders are suspicious by nature, and they demand the PCs prove that they aren't undead before admitting them to the ballista tower. If the PCs don't offer any ideas about how to do so, Raydelie asks one of the PCs to drink a vial of holy water she hands them. The Pathfinders' suspicions shouldn't be difficult to overcome, but the PCs should realize that even their allies are careful and cautious while stranded in what has suddenly become enemy territory.

J2. Mustering Room

This large mustering area is crammed with bedrolls, rain barrels, supplies, and other salvaged goods. A heavy iron door leads north, while a staircase leads up in an alcove to the east.

The door leads to the fortified entrance (area **J1**) while the stairs ascend to the barracks (area **J3**).

Creatures: Several dozen survivors huddle here, swapping stories of the horrors they experienced in Vigil's destruction. A kindly Pathfinder named **Kaleb Firefoot** (N male half-elf bard 4) is listening sympathetically as he transcribes these stories for later adaptation into a tragedy. Kaleb quickly escorts the PCs to area **J5** to meet with Evni.

Iomedae's Needle

This brilliant mithral ballista bolt radiates a blinding sheen. Its fletching is made of white and gold feathers.

IOMEDAE'S NEEDLE		PRICE 8,016 GP
SLOT weapon	**CL** 18th	**WEIGHT** 10 lbs.
AURA strong divination and necromancy		

This *+1 light ballista bolt* functions as a *greater undead slaying arrow*, except its enchantment is so potent that it deals 50 points of damage even if the saving throw is successful. If the wielder utters the name of his target as the bolt is fired, he gains the benefits of *true strike* on the attack roll.

CONSTRUCTION REQUIREMENTS	COST 4,016 GP
Craft Magic Arms and Armor, *true strike*, *undeath to death*	

J3. Barracks

This barracks was once used by the tower's defenders; Evni and the Pathfinders use it now. A door to the west leads to the ballista deck (area **J4**), while an upper landing contains a door leading to a small storeroom built into the crumbled wall next to the ballista tower.

J4. Ballista Deck

A wedge-shaped deck points south from the ballista tower, away from Vigil. An enormous ballista is affixed to a hinged mount at the point of the wedge, providing a wide field of fire. A barrel of ballista bolts stands near the siege engine. The northern portion of this deck contains several holes in the floor, a winch mechanism, and a fortified balcony that looks upon the devastated city. Sturdy wooden doors lead to the east and west.

This area is always well lit, as *hallow* spells with *daylight* components make this tower a shining beacon even in the dark of night. This ballista provides an imposing deterrent to attackers approaching Vigil from the south. The east door leads to the barracks (area **J3**), while the west door leads to the field hospital (area **J5**).

Creature: A single Pathfinder named **Yaladar Norvick** (NG male human diviner 5) operates a large mirror at the north balcony, exchanging information with Ballenby in the cathedral's signaling station (area **H6**). Yaladar is

The Haunting Dark

neatly writing the information signaled in a small notebook. He suggests the PCs speak with Evni in the field hospital through the door to the west.

Event 2: Against the Haunting Dark (CR 14)

The PCs can use the ballista here to launch *Iomedae's needle*—or any of the other ballista bolts here—against the Haunting Dark. PCs who aren't proficient with siege weapons take the normal –4 penalty for using a weapon with which they aren't proficient when firing the ballista. PCs take an additional penalty based on their size: Medium PCs take a –2 penalty when firing the ballista, and Small PCs take a –4 penalty instead. A PC with ranks in Knowledge (engineering) doesn't take any penalties for size; alternatively, the size penalty is reduced by 2 for each creature assisting the PC firing the ballista.

To fire at the Haunting Dark, the PCs must first lure the nightwing to the area south of the tower. This is risky, but fairly straightforward: any group of at least 10 people automatically draws the Haunting Dark's attention. The Pathfinders and survivors are willing to leave the tower to serve as bait, although they intend to rush back to the tower as soon as the nightwing approaches. PCs accompanying this group can keep the Haunting Dark's attention, allowing everyone else to retreat safely.

Optionally, but ideally, the PCs also learn the Haunting Dark's actual name (see area **J6**). Saying this name while firing *Iomedae's needle* practically ensures a solid hit.

Creature: When the Haunting Dark arrives to intercept creatures leaving the city, it remains 100 feet above the ground to watch for trouble. The Haunting Dark isn't aware that *Iomedae's needle* exists, and it doesn't think it has anything to fear from the ballista in the tower. When the PCs present themselves as a significant danger, the Haunting Dark resolves to destroy them. In combat, it uses its spell-like abilities to soften up its opponents, then swoops down to attack with its bite. The Haunting Dark senses that the ballista deck is protected with a *hallow* spell, so it doesn't physically enter that area under any circumstances.

Determined to defeat the PCs, the Haunting Dark fights until reduced to fewer than 25 hit points. At that point, it flees to heal itself by channeling negative energy and returning to the fight. If reduced to fewer than 25 hit points again, it uses *plane shift* to return to the Negative Energy Plane.

ANABARONDYE, "THE HAUNTING DARK" CR 14

XP 38,400

Nightwing (*Pathfinder RPG Bestiary 2* 203)

hp 195

Development: With the Haunting Dark defeated, the survivors in Vigil can freely retreat from the city. Undead roam the countryside in feral packs, however, so using the *Golden Dawnrose* to leave the ruined city is the survivors' best option.

J5. Field Hospital

Once an officer's quarters, this area has been transformed into a field hospital to tend to injured survivors, with a few cots and medical supplies now occupying the space. A door to the east leads to the ballista deck (area **J4**). A door to the west leads to a storeroom built into the wall next to the ballista tower (area **J6**).

Creatures: Venture-Captain Evni Zongnoss tends to the sailors from the *Golden Dawnrose*. Six barge hands

(N human experts 3) and Captain **Vil Stetter** (LG female half-orc expert 6) have all suffered injuries from the Haunting Dark on their journey to the ballista tower. In one corner of the room, Veena Heliu babbles quietly to herself, having recently suffered a severe affliction while conducting research into the Haunting Dark's true name. Veena is afflicted with the *insanity* spell (CL 13th) and treats any confused result as "do nothing but babble incoherently."

Evni is pleased to see the PCs and is even more pleased if they've brought *Iomedae's needle* with them. Evni relates that bringing the Haunting Dark close to the ballista tower isn't difficult; the nightwing comes to investigate whenever any large group leaves the safety of the tower. However, Evni knows that discovering the Haunting Dark's name significantly increases the likelihood of striking it with the magic ballista bolt. She explains that although "the Haunting Dark" is what the people of Vigil call the nightwing, it doesn't count as the creature's name for the purpose of using *Iomedae's needle*. Evni managed to rescue nearly the entire contents of her lodge's library in a *portable hole*, and she suspects the nightwing's actual name might be found in its contents.

While Evni tended to the crew of the *Golden Dawnrose*, Veena offered to search through the jumble of books. Veena discovered the right book, but an enchantment in its pages—one Evni never knew about—afflicted Veena with the *insanity* spell. Evni knows the book is in the adjacent storeroom. She asks the PCs to search for the Haunting Dark's name in the book, but she cautions them that the book seems to be magically protected. If the PCs don't want to investigate the book, Evni doesn't press the issue—she simply hopes that their aim is up to the task.

EVNI ZONGNOSS **CR 7**

XP 3,200

Female gnome cleric of Desna 5/harrower 3 (*Pathfinder Campaign Setting: The Inner Sea World Guide* 276)

NG Small humanoid (gnome)

Init +1; **Senses** low-light vision; Perception +5

DEFENSE

AC 19, touch 14, flat-footed 18 (+5 armor, +1 deflection, +1 Dex, +1 insight, +1 size)

hp 36 (8 HD; 3d6+5d8)

Fort +7, **Ref** +5, **Will** +13; +1 vs. enchantment effects, +2 vs. illusions

Defensive Abilities defensive training

OFFENSE

Speed 20 ft.

Melee *+1 starknife* +5 (1d3/×3)

Special Attacks channel positive energy 6/day (DC 15, 3d6), harrow casting, hatred

Spell-Like Abilities (CL 8th; concentration +11)

1/day—*dancing lights*, *ghost sound* (DC 14), *prestidigitation*, *speak with animals*

Domain Spell-Like Abilities (CL 8th; concentration +11)

6/day—bit of luck, touch of good (+2)

Cleric Spells Prepared (CL 8th; concentration +11)

4th—*air walk*, *divination*, *freedom of movement*[D]

3rd—*dispel magic* (2), *harrowing*[ISWG], *prayer*, *protection from energy*[D]

2nd—*aid*[D], *augury*, *lesser restoration*, *shield other*, *sound burst* (DC 15)

1st—*bless*, *comprehend languages*, *hide from undead* (DC 14), *protection from evil*[D], *sanctuary* (DC 14), *shield of faith*

0 (at will)—*detect magic*, *detect poison*, *guidance*, *light*

D domain spell; **Domains** Good, Luck

TACTICS

During Combat Evni disrupts enemy spells with *dispel magic* and helps her allies with spells such as *prayer* and *aid*.

Morale Although she is loyal to her friends, Evni retreats from combat once she feels victory isn't likely.

STATISTICS

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

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

Feats Fortune Teller[ISWG], Harrowed[ISWG], Iron Will, Turn Undead

Skills Appraise +8, Diplomacy +14, Heal +8, Knowledge (arcana) +10, Knowledge (local) +13, Knowledge (religion) +10, Perception +5, Perform (oratory) +11, Profession (fortune-teller) +9; **Racial Modifiers** +2 Perception, +2 Profession (fortune-teller)

Languages Celestial, Common, Draconic, Gnome, Sylvan

SQ blessing of the harrow, gnome magic, tower of intelligence, tower of strength

Combat Gear *scroll of death ward*, *scroll of undeath to death*, *wand of detect undead*; **Other Gear** *+1 mithral chain shirt*, *+1 starknife*, *cloak of resistance +2*, *dusty rose prism ioun stone*, *ring of protection +1*, *wayfinder*[ISWG], harrow deck[UE], silver holy symbol of Desna

Treasure: Four healer's kits, two vials of antitoxin, and nine potions of *cure moderate wounds* rest on the desk in this room, along with several other unguents and

Aid from Others

The PCs have several allied NPCs at hand for the last few encounters of this adventure. The PCs might expect Aylunna, Evni, or even Dondun (if rescued) or Veena (if healed) to help out. You can determine how much these NPCs aid the party. Perhaps their best use is to keep the survivors out of harm's way—at this point, the PCs are responsible for several dozen survivors, and tending to them is something best handled by these NPCs.

ointments worth a total of 10 gp. Evni encourages injured PCs to use whatever they need, but she looks skeptically at PCs who want to take these supplies but don't have an immediate need for them.

Story Award: If the PCs present *Iomedae's needle* to Evni and learn about the resource to find the Haunting Dark's name, award them with 9,600 XP.

J6. Storeroom (CR 9)

This storeroom contains sufficient food and water to last the survivors here for a week. Atop the supplies is a flimsy black cloth—Evni's *portable hole*—and a heavy book entitled *The Tome of True Names*. The book contains the names and purported true names of several outsiders. The PCs can review this book after dealing with the magical trap upon it, described below.

The tome's chapter on the Negative Energy Plane provides the name of several nightshades; by cross-referencing the description of the Haunting Dark with descriptions in this book about nightwings bound to serve the Whispering Tyrant, the PCs can learn that the creature's name is Anabarondye. Searching the book normally takes 2 hours, but a PC can reduce this time to only 10 minutes with a successful DC 25 Knowledge (planes) or relevant Profession check.

Trap: Penned long ago by inhuman scholars, the *Tome of True Names* is a dangerous book whose pages contain words and phrases that can shatter mortal minds. Anyone perusing the book is subject to the following trap. If the magic of the trap is dispelled or triggered, the book automatically recreates it after 1 hour.

INSANE WRITINGS TRAP **CR 9**

XP 6,400

Type magic; **Perception** DC 32; **Disable Device** DC 32

EFFECTS

Trigger visual (*true seeing*); **Reset** 1 hour

Effect spell effects (*bestow curse* [–6 to Intelligence], Will DC 16 negates; followed by *insanity*, Will DC 20 negates, targets rendered insane treat each confused result as "do nothing but babble incoherently")

Treasure: If the PCs defeat the Haunting Dark, Evni offers them her *portable hole* as a reward (once she finds a place to stack her books).

K. THE GOLDEN DAWNROSE

Freshly arrived at Vigil's harbor, the sailors on the *Golden Dawnrose* were the first outside witnesses to Vigil's horrific destruction. The *Golden Dawnrose* remains intact, spared from the *Radiant Fire*'s explosive force. The crew quickly moored their boat to look for survivors, but they were immediately ravaged by hordes of undead. Only the timely intervention of Evni Zongnoss and her Pathfinders saved the crew, who are now recuperating in the ballista tower (area **J5**).

Use the Golden Dawnrose map on page 42 for the following encounters.

K1. Ruined Dock

A severely damaged dock provides a means to reach the barge (area **K2**) from dry land. Due to the dock's poor condition, it is difficult terrain.

K2. Main Deck (CR 13)

The *Golden Dawnrose* is a wide, flat river barge with two masts. Steep stairs ascend to the navigation deck (area **K3**) and several hatches lead down to a spacious hold. A windlass at the ship's fore is used to raise or lower the anchor; currently, the barge is anchored in the harbor.

Creatures: As the first PC steps onto the main deck, the harbor's water begins to churn, and a monstrous mutated snapping turtle rises from the water in front of the barge. This turtle, once a sedentary resident of the harbor, has swollen to immense size as its shell thickened and warped.

The thrashing of the mutated turtle also draws the attention of undead lurking beneath the waters of the harbor. Two rounds after the combat with the mutated turtle begins, a horde of dead sailors claws its way up the port side of the vessel, farthest from the dock. At the same time, the sailors' undead captain, Charkavo, attempts to sneak onto the dock or the navigation deck and attack a PC hanging back from combat. The undead and the turtle aren't allies, and canny PCs might find a way to pit these enemies against each other.

MUTATED TURTLE **CR 10**

XP 9,600

Fleshwarped giant snapping turtle (*Pathfinder RPG Horror Adventures* 250, *Pathfinder RPG Bestiary 2* 273)

N Gargantuan animal

Init +2; **Senses** low-light vision, scent; Perception +21

DEFENSE

AC 25, touch 4, flat-footed 25 (–2 Dex, +21 natural, –4 size)

hp 137 (11d8+88)

Fort +14, **Ref** +5, **Will** +6

OFFENSE

Speed 20 ft., climb 30 ft., swim 20 ft.

Melee bite +18 (4d6+19 plus grab)

Space 20 ft.; **Reach** 15 ft.

Special Attacks swallow whole (2d8+19 bludgeoning damage, AC 24, 26 hp)

TACTICS

During Combat The mutated turtle attempts to bite and swallow as many enemies as possible.

Morale As angry as it is hungry, the mutated turtle fights to the death.

STATISTICS

Str 36, **Dex** 6, **Con** 25, **Int** 1, **Wis** 13, **Cha** 3
Base Atk +8; **CMB** +25 (+29 grapple); **CMD** 33 (37 vs. trip)
Feats Improved Initiative, Iron Will, Lunge, Skill Focus (Perception), Toughness, Weapon Focus (bite)
Skills Climb +21, Perception +21, Swim +21
SQ hold breath, shell

CHARKAVO **CR 10**

XP 9,600

Male draugr captain slayer 7 (*Pathfinder RPG Bestiary 2* 110, *Pathfinder RPG Advanced Class Guide* 53)
CE Medium undead (water)
Init +4; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 23, touch 15, flat-footed 18 (+4 armor, +4 Dex, +1 dodge, +4 natural)
hp 108 (10 HD; 3d8+7d10+57)
Fort +10, **Ref** +10, **Will** +8
DR 5/slashing or bludgeoning; **Immune** undead traits; **Resist** fire 10

OFFENSE

Speed 30 ft., swim 30 ft.
Melee *+1 rapier* +15/+10 (1d6+8/18–20 plus energy drain), mwk kukri +15/+10 (1d4+7/18–20 plus energy drain) or slam +16 (1d10+7 plus energy drain)
Special Attacks energy drain (1 level, DC 15), sneak attack +2d6, studied target +2 (move action, 2 targets)
Spell-Like Abilities (CL 3rd; concentration +7)
3/day—*obscuring mist*

TACTICS

During Combat Charkavo prefers to skirt the edges of a fight, using studied target on those enemies who keep at a distance from the undead horde and making sneak attacks against them.
Morale Never one to stay in a losing battle, Charkavo casts *obscuring mist* and flees into the water if reduced to fewer than 20 hit points.

STATISTICS

Str 24, **Dex** 18, **Con** —, **Int** 16, **Wis** 16, **Cha** 19
Base Atk +9; **CMB** +16; **CMD** 31
Feats Dodge, Double Slice, Improved Two-Weapon Fighting, Power Attack, Toughness, Two-Weapon Fighting
Skills Acrobatics +17, Bluff +17, Climb +20, Disable Device +14, Intimidate +17, Perception +16, Profession (sailor) +10, Sleight of Hand +14, Stealth +17, Swim +15
Languages Abyssal, Aquan, Common, Orc (can't speak)
SQ slayer talents (combat trick, fast stealth, slow reactions), stalker, track +3
Gear *+1 studded leather*, *+1 rapier*, mwk kukri, *headband of alluring charisma +2*, copper armband worth 1,600 gp

SODDEN DRAUGR TROOP **CR 9**

XP 6,400

hp 93 (see page 91)

K3. Navigation Deck

This raised platform 10 feet above the main deck (area **K2**) provides a clear vantage for the *Golden Dawnrose*'s pilot. Steep stairs descend to the main deck, and a low railing provides cover from attackers on the main deck.

CONCLUDING THE ADVENTURE

If the PCs eliminate the enemies assaulting the *Golden Dawnrose*, they can cast off and successfully evacuate Vigil. If the PCs want to search the city for additional survivors before fleeing, they should be able to rescue a few stranded or injured stragglers, but it is clear that nearly all of the city's residents are dead or have become part of the undead hordes roaming the area.

The closest refuge to Vigil is Castle Everstand, so the sailors pilot the *Golden Dawnrose* slowly up the River Esk toward the junction with the Kestrel River. As the *Golden Dawnrose* sails away from Vigil, a few other smaller boats containing survivors join in a ragged flotilla of refugees.

At the time of Vigil's destruction, the city's population was about 11,500 people, including travelers who came to town for the Whiteblade Festival. The Whispering Tyrant killed most of these people with the detonation of the *Radiant Fire*, but the actions of the PCs mean that many people might have been saved. Without the PCs' intervention, only 500 residents of Vigil survive. Based on the evidence the PCs presented to the dignitaries at the Whiteblade Festival and how credible the PCs were when presenting it, up to 1,500 additional residents are saved. The PCs should hear about these groups of survivors so they know how much their evidence mattered: a commoner might explain how one of Veena's students saved him from a mob of ghouls, for example, or a veteran might mention that Ranton Gandry warned her about possible trouble. The PCs can rescue up to 100 survivors from the ruined cathedral and another 100 from the ballista tower. If the PCs defeat the Haunting Dark, an addition 200 residents safely flee into the countryside.

The survivors aboard the *Golden Dawnrose* know how close they came to death, and they know they have the PCs to thank. The mood on the barge is grim, but the PCs should feel they have accomplished great deeds in the face of terrible tragedy. The fate of the *Golden Dawnrose* and its survivors—as well as an opportunity to strike back at the architect of Vigil's destruction—are presented in the next volume of the Tyrant's Grasp Adventure Path, "Gardens of Gallowspire."

Ceto Malderra

Hero of the Belkzen Front and Marshal of the Flood Road, Ceto Malderra is a celebrated veteran of the orc wars. She is secretly frustrated with her lot in life and longs for a return to battle against Lastwall's true nemesis, the Whispering Tyrant.

CETO MALDERRA **CR 11**

XP 12,800

Female human warpriest of Iomedae 12 (*Pathfinder RPG Advanced Class Guide* 60)

LN Medium humanoid (human)

Init +1; **Senses** Perception +2

DEFENSE

AC 25, touch 15, flat-footed 24 (+10 armor, +4 deflection, +1 Dex)

hp 129 (12d8+72)

Fort +16, **Ref** +9, **Will** +16

Defensive Abilities sacred armor (+2, 12 minutes/day); **Resist** fire 10

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee *Lion's Paw* +19/+14 (2d6+13/19–20)

Ranged mwk composite longbow +14/+9 (1d8+7/×3)

Special Attacks blessings 9/day (Glory: demoralizing glory, glorious presence, War: battle lust, war mind), channel positive energy 4/day (DC 18, 4d6), fervor 8/day (4d6), sacred weapon (1d10, +3, 12 rounds/day)

Warpriest Spells Prepared (CL 12th; concentration +14)

4th—*cure critical wounds*, *freedom of movement*, *order's wrath* (DC 16)

3rd—*daylight*, *dispel magic*, *invisibility purge*, *searing light*

2nd—*bull's strength*, *cure moderate wounds* (2), *hold person* (DC 14), *lesser restoration*, *resist energy*

1st—*command* (DC 13), *divine favor*, *endure elements*, *entropic shield*, *obscuring mist*, *shield of faith*

0 (at will)—*detect magic*, *guidance*, *light*, *mending*, *purify food and drink*

TACTICS

Before Combat Ceto casts *freedom of movement* and activates her sacred armor ability to grant her banded mail the *energy resistance* (fire) special ability. As soon as Ceto is aware she isn't alone in the Ossuaries of the Fallen, she casts *bull's strength*, *divine favor*, and *shield of faith*.

During Combat Ceto targets arcane spellcasters or the weakest opponent she can see. As she attacks with *Lion's Paw*, she uses her first two swift actions to gain the battle lust power of the War blessing and to add +3 to her weapon's enhancement bonus with her sacred weapon ability.

Morale Ceto knows that she has been caught in a cowardly act and that her reputation would never recover even if Vigil does. If reduced to fewer than 30 hit points, she drinks her *potion of gaseous form* and retreats somewhere to recover her strength. She then hunts down the PCs and fights to the death.

Base Statistics Without her spells, Ceto's statistics are **AC** 21, touch 11, flat-footed 20; **Melee** *Lion's Paw* +14/+9 (2d6+7/19–20); **Ranged** mwk composite longbow +11/+6 (1d8+4/×3); **Str** 18; **CMB** +13; **CMD** 24

STATISTICS

Str 22, **Dex** 12, **Con** 18, **Int** 8, **Wis** 15, **Cha** 10

Base Atk +9; **CMB** +18; **CMD** 30

Feats Cleave, Dazzling Display, Great Cleave, Greater Weapon Focus (longsword), Iron Will, Lunge, Persuasive, Power Attack, Quicken Blessing (war)[ACG], Toughness, Vital Strike, Weapon Focus (longsword)

Skills Bluff +3, Diplomacy +14, Disguise +3, Intimidate +22, Sense Motive +11

Languages Common

Combat Gear *potion of gaseous form*; **Other Gear** *banded mail of luck*, *Lion's Paw* (Large *+1 distracting*[ACG] *mithral longsword*), mwk composite longbow (+4 Str) with 20 arrows, *belt of mighty constitution +4*, *circlet of persuasion*, *cloak of resistance +4*

Born to a military family with a long and illustrious history in the Knights of Ozem, Ceto can recite the Malderra lineage back to the noble Taldan families who came to Lastwall to defend the land against Tar-Baphon. Several Malderras died heroic deaths during the Shining Crusade, each one heaping honor and respect on the family name. The Malderras were among those noble families who opposed sealing the Whispering Tyrant within his fortress of Gallowspire, arguing that the time was right to vanquish the Whispering Tyrant once and for all, not simply lock him up. But the Malderras had been blinded by their glory; they didn't see the soul-crushing losses that the Taldan forces had suffered. Over the objections of the Malderras and others sharing their opinions, the Whispering Tyrant was finally sealed away.

Upon the formation of the nation of Lastwall, the Malderras took their place among the knights. However, in the Malderra manors and training grounds, when no others could hear, they whispered that the Knights of Ozem had made a cowardly decision. These whispers carried down for generations, and Ceto heard them while still a little girl. As Ceto grew up and joined the ranks of the Knights of Ozem, just as her ancestors had done in every generation since the Shining Crusade, her heart lusted for a renewed fight with Tar-Baphon.

Like most crusaders in her lifetime, Ceto was sent to the Belkzen front to combat the orc hordes. A powerful warrior and a wise tactician, Ceto rose through the ranks of the Knights of Ozem at a blistering pace, quickly becoming a hero, a decorated marshal, and a celebrity. For all of the accolades she earned, however, the one glory she truly sought—to challenge the Whispering Tyrant in person—remained frustratingly out of her reach.

When Ceto's insistence that reserves be pulled from the Belkzen front and set aside in the event of the Whispering Tyrant's return was ignored and outvoted, just as many Malderras before her had been, she took matters into her own hands. Ceto abused her authority to divert funds designated for use against the orcs and hid them away in her family's tomb beneath the Cathedral of Sancta Iomedaea. She justifies this embezzlement to herself by insisting that this stockpile is not for her personal use—it's reserved for the day the Whispering Tyrant returns and she can show the other Knights of Ozem that she had the foresight to plan for this contingency.

More than 6 feet tall, Ceto wears heavy armor with ease and comfort. Her hands are calloused from a lifetime of gripping weapons, and her face is sun stained from long days on the field leading her troops to battle. She keeps her blond hair fairly short so it doesn't impede her vision during a fight. When away from the front lines, Ceto keeps her armor and clothing clean and polished, as she considers it critical to look the part of a shining beacon of virtue.

CAMPAIGN ROLE

Ceto's hubris dominates her actions throughout the Whiteblade Festival. She is so focused on basking in accolades at the festival that she assumes the rumors of devastation in Roslar's Coffer must be intended to take the focus away from her fame. Even if the PCs point out the involvement of the Whispering Way, Ceto isn't convinced. Only if presented with significant proof of wrongdoing in Vigil does Ceto rouse herself to take action—and even then, it is far too little and far too late.

When Lastwall falls to the *Radiant Fire*'s blast, proving that the PCs were right all along, Ceto doubles down on her animosity. She thinks of nothing other than taking her stockpile and preserving the Malderra family name, accelerating her slide into corruption and evil. If Ceto survives her encounter with the PCs, she may seek out the PCs later on after embracing a darker deity, such as Norgorber or Asmodeus.

Kilibrandt Erstwhile

A cunning thief who steals from her family's dye business to craft poisons, Kilibrandt staves off the Bleaching with murder and larceny. She helped steal the *Shattered Shield of Arnisant* years ago and will kill to keep her involvement secret.

KILIBRANDT ERSTWHILE **CR 8**

XP 4,800

Female gnome rogue (poisoner) 9 (*Pathfinder RPG Advanced Player's Guide* 134)

NE Small humanoid (gnome)

Init +5; **Senses** low-light vision; Perception +13

DEFENSE

AC 21, touch 17, flat-footed 15 (+4 armor, +5 Dex, +1 dodge, +1 size)

hp 78 (9d8+34)

Fort +8, **Ref** +13, **Will** +6; +1 vs. fear, +2 vs. illusions

Defensive Abilities defensive training, evasion, improved uncanny dodge

OFFENSE

Speed 20 ft.

Melee mwk dagger +14/+9 (1d3+1/19–20 plus poison)

Ranged *+1 composite shortbow* +14/+9 (1d4+2/×3 plus poison)

Special Attacks hatred, sneak attack +5d6

Spell-Like Abilities (CL 9th; concentration +11)

1/day—*dancing lights*, *ghost sound* (DC 13), *prestidigitation*, *speak with animals*

TACTICS

Before Combat Kilibrandt douses her dagger and each of her *hushing arrows* in terinav root poison before setting up an ambush. She drinks her *potion of aid* and hides as her targets approach.

During Combat Kilibrandt fires her poisoned *hushing arrows* at foes who seem lightly armored and particularly frail so her poison has the most effect.

Morale Kilibrandt fears her past several years of theft and murder coming to light, so she fights to the death to silence the PCs.

Base Statistics Without her preparations, Kilibrandt's statistics are **hp** 71; **Melee** mwk dagger +13/+8 (1d3+1/19–20); **Ranged** *+1 composite shortbow* +13/+8 (1d4+2/×3).

STATISTICS

Str 12, **Dex** 20, **Con** 16, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +6; **CMB** +7; **CMD** 22

Feats Deadly Aim, Dodge, Gnome Trickster[APG], Iron Will, Point-Blank Shot

Skills Acrobatics +17 (+13 when jumping), Bluff +14, Climb +7, Craft (alchemy) +14 (+18 when working with poison), Diplomacy +14, Disable Device +11, Escape Artist +17, Perception +13, Sense Motive +5, Sleight of Hand +17, Stealth +26; **Racial Modifiers** +2 Craft (alchemy), +2 Perception

Languages Common, Gnome, Sylvan

SQ gnome magic, master poisoner, poison use, rogue talents (fast stealth, honeyed words 2/day[APG], lasting poison[APG], swift poison[APG])

Combat Gear *potion of aid*, *potion of cure moderate wounds*, terinav root (6 doses); **Other Gear** *+1 shadow studded leather*, *+1 composite shortbow* (+1 Str) with 20 arrows and 4 *hushing arrows*[UE], mwk dagger, *belt of incredible dexterity +4*, *cloak of resistance +2*, fancy clothes worth 300 gp, key to the Erstwhile Dyeworks

Hailing from Vigil's respected Erstwhile merchant family, gnomish purveyors of expensive fabrics and exotic dyes, Kilibrandt was always a disappointment to her parents. For Kilibrandt, the disappointment was mutual. She failed to see any jubilation in producing elegant costumes, fanciful masks, or iridescent dyes. At first she worked hard to innovate and outdo her family's recipes to gain acceptance. Willing to experiment with illicit substances, Kilibrandt discovered that certain proscribed plants and chemicals could produce the more elusive tinctures her family prized. Brilliant scarlet derived from the opium poppy and a haunting pale green produced from arsenic introduced Kilibrandt to the city's underbelly. Her association with criminals, miscreants, and vagabonds soon became a thrill she failed to harness at the Erstwhile Dyeworks. With her newfound contacts, Kilibrandt realized she could use her participation in the family business as a front for exciting drugs and poisons. The rarest and most dangerous substances were at a significant premium in the lawful-minded city of Vigil, however, so Kilibrandt threw herself into larceny with the sort of passion only a gnome understands. With her ill-gotten proceeds, she created toxic slurries, mind-numbing elixirs, and paralytic tinctures, which she used in increasingly daring and dangerous

heists. As her siblings and cousins had for the most part abandoned the Dyeworks, Kilibrandt didn't need to work very hard to conceal her concoctions around the family business. Nevertheless, her hardworking and dedicated brother Elestrint seemed likely to uncover her schemes, so when the stakes became too high to continue that risk, Kilibrandt murdered Elestrint and made it appear that he was on an extended trip to the dye markets of Garund.

Two years ago, Kilibrandt's escapades drew the attention of a mysterious patron named Gildais. Gildais hired Kilibrandt to steal Vigil's most treasured relic, the *Shattered Shield of Arnisant*, offering a pair of specialists to aid in the theft. By this time, Kilibrandt had a comprehensive knowledge of Vigil's criminal underworld, and she recruited three old friends with useful skills. This band, which she dubbed Six Wise Crows, carefully planned the heist, which included replacing the stolen shard with enchanted replicas so no one would suspect the theft. Kilibrandt's daring theft was successful, but it didn't go entirely as planned—Kilibrandt drew the suspicions of a junior guard named Doeswen Aubry.

Since the theft, Kilibrandt has settled into the role of the de facto operator of the Erstwhile Dyeworks. She keeps a few capable managers on hand to ensure that orders are taken and fulfilled, books are balanced, and supplies stay full, but she considers the work dull. Every now and again, Kilibrandt manufactures a letter from her absent brother updating the family on his enterprises in Osirion and Katapesh, and these notes are filled with just enough effusive praise for Kilibrandt's running of the family business that she remains in charge.

While Kilibrandt doesn't engage in the sort of high-stakes larceny that brought the Six Wise Crows together, she occasionally overhears promising leads about pay wagons to rob or jewels to steal. She handles many of these opportunities herself, but for larger jobs she reaches out to the other members of the Six Wise Crows, whereupon they get together to plan once again.

Standing just over 3 feet tall, Kilibrandt is lean and small for a gnome. She normally dyes her plum-colored hair in more vibrant shades of purple, accentuating the unusual color. Kilibrandt wears brightly colored clothing swiped from her family's stores, exchanging colors and fashions as her whims dictate. When on a mission, Kilibrandt wears an elaborate mask stylized to resemble a bird's beak and dons black leather armor adorned with teardrop-shaped studs that resemble feathers.

CAMPAIGN ROLE

When the PCs arrive in Vigil investigating Gildais, Kilibrandt fears their meddling might reveal her involvement in the relic's theft. She quickly scrambles to mobilize the Six Wise Crows to eliminate any loose ends, including the PCs. Up until the PCs' arrival, Kilibrandt thought that the Six Wise Crows managed to get away clean from the heist, and she isn't aware that the Seal-Breakers beneath the city have been watching her. Because of her preoccupation with staging an ambush for the PCs, Kilibrandt isn't at the Erstwhile Dyeworks when the Seal-Breakers attack.

If Kilibrandt survives her encounter with the PCs, she is likely killed when the *Radiant Fire* devastates the city. The PCs might encounter Kilibrandt's body as a shambling zombie as they move throughout the city, but her soul has already departed for its ultimate fate.

Yosiduin

An unprecedented survivor in a city filled with paladins, Yosiduin waits patiently in the forgotten corners of Vigil. Raised hearing stories of the Red Crusader's betrayal of the world, this bitter, wicked elf works tirelessly to see all of Lastwall destroyed.

YOSIDUIN **CR 10**

XP 9,600

Male elf antipaladin (seal-breaker) 11 (*Pathfinder RPG Advanced Player's Guide* 118, *Pathfinder Campaign Setting: Inner Sea Combat* 43)

CE Medium humanoid (elf)

Init +0; **Senses** low-light vision; Perception +13

Aura death (10 ft.), grave (10 ft., DC 19), rebirth (10 ft.)

DEFENSE

AC 23, touch 11, flat-footed 23 (+12 armor, +1 deflection)

hp 120 (11d10+55)

Fort +16, **Ref** +9, **Will** +13; +2 vs. enchantments

Immune disease, sleep

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee *+1 grayflame spell-storing warhammer* +17/+17/+12/+7 (1d8+7/×3)

Ranged mwk dagger +12 (1d4+4/19–20)

Special Attacks channel negative energy (DC 19, 6d6), smite good 4/day (+4 attack and AC, +11 damage)

Antipaladin Spell-Like Abilities (CL 11th; concentration +15)

At will—*detect good*

Antipaladin Spells Prepared (CL 8th; concentration +12)

3rd—*vampiric touch*

2nd—*eagle's splendor*, *silence* (DC 16)

1st—*death knell* (DC 15), *inflict light wounds* (DC 15), *protection from law*

TACTICS

Before Combat Yosiduin uses his corpse rider ability to grant his warhammer the *speed* special ability. He casts *eagle's splendor* on himself and drinks his *potion of bear's endurance*. His warhammer contains the *vampiric touch* spell.

During Combat Yosiduin prefers to face good foes in melee, smiting them before making full attacks. He keeps two uses of his smite good in reserve, however, as he enjoys animating fallen enemies as mohrgs with his aura of rebirth.

Morale As he knows that Vigil is doomed, Yosiduin fights fanatically and meets his death with satisfaction.

Base Statistics Without his preparations, Yosiduin's statistics are **hp** 98; **Fort** +12, **Ref** +7, **Will** +11; **Melee** *+1 grayflame spell-storing warhammer* +17/+12/+7 (1d8+7/×3); **Con** 12, **Cha** 14; Bluff +16, Intimidate +16. In addition, the DCs of his spells and auras and the attack bonus from smite good all decrease by 2.

STATISTICS

Str 18, **Dex** 10, **Con** 16, **Int** 14, **Wis** 10, **Cha** 18

Base Atk +11; **CMB** +15; **CMD** 26

Feats Dazzling Display, Dreadful Carnage[APG], Furious Focus[APG], Power Attack, Toughness, Weapon Focus (warhammer)

Skills Bluff +18, Craft (taxidermy) +9, Intimidate +18, Perception +13, Sense Motive +7, Stealth +1; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties

Languages Celestial, Common, Elven, Gnome

SQ corpse rider (weapon +3, 2/day), cruelties (diseased, sickened, staggered), elven magic, touch of corruption 9/day (5d6)

Combat Gear *potion of bear's endurance*, *potions of cure serious wounds* (3); **Other Gear** *+3 full plate*, *+1 grayflame*[UE] *spell-storing warhammer*, mwk daggers (3), *belt of giant strength +2*, *cloak of resistance +2*, *ring of protection +1*, silver unholy symbol in the shape of a skull, wooden holy symbol in the shape of an upright rapier on a red field (to bypass the constructs in areas **G2** and **G13**), keys to all doors in the Redoubt of the Red Crusader

SPECIAL ABILITIES

Aura of Death (Su) A seal-breaker radiates an aura that causes undead creatures within 10 feet to gain a +2 profane bonus on all saving throws.

Aura of the Grave (Su) A seal-breaker is constantly surrounded by the chill of death. Mindless undead within 10 feet of the seal-breaker don't attack him unless directly ordered to, and even then only after succeeding at a DC 19 Will save. The save DC is Charisma-based.

Aura of Rebirth (Su) If a living creature is slain within 10 feet of a seal-breaker, at the start of his next turn the seal-breaker can spend two uses of his smite good ability as a standard action to summon the spirit of a dead murderer to reanimate the corpse as a mohrg. The mohrg immediately rises and attacks the seal-breaker's foes, acting under the antipaladin's command. After 1 minute, the mohrg's soul leaves the body, which collapses, again lifeless.

Corpse Rider (Su) This ability functions as the weapon bond of an antipaladin's fiendish boon ability.

Yosiduin's grandfather Yoridi was a paladin of Aroden during the Shining Crusade and participated in the ritual that called Arazni to end the threat of the Whispering Tyrant. Yoridi saw Arazni slain and felt that her blood was on his hands; he abandoned his vows and fell into a century-long stupor of drunkenness, self-pity, and violence. As the decades passed, Yoridi became convinced that Arazni's failings, and not his own, had led to her defeat—and later still, he came to believe the entire self-absorbed nation of Lastwall was to blame for his fall. Yoridi instilled his hatred in his only daughter, who passed it down to her only son, Yosiduin. Yosiduin vowed to break with his family's tradition of hatred, but his time as a paladin in service to Lastwall was short lived. Every time he was passed over for a promotion or given an unpleasant duty, he heard his grandfather's spiteful whispers. With every setback he experienced against the orc hordes of Belkzen, he felt his disgust with Lastwall grow stronger. When Yosiduin learned about the Seal-Breakers, a foul knighthood dedicated to releasing Tar-Baphon, he realized that his place was with them. Yosiduin has served that organization passionately for more than a century, scouring the world for the three seals that bind the Whispering Tyrant. Once the lich is free and Lastwall is broken, Yosiduin believes that he, his mother, and his grandfather will have their long-awaited revenge.

Years ago, Yosiduin accepted one of the most dangerous and high-profile missions the Seal-Breakers had to offer: to search the crusader city of Vigil for the third seal that kept Tar-Baphon imprisoned in Gallowspire. Yosiduin and his team used Vigil's sewers and back alleys to hide their reconnaissance. Unseen and unsuspected by the Knights of Ozem, the Seal-Breakers gathered intelligence, stole supplies, committed murders, and kept tabs on other shadowy groups that show too much interest in the crusaders' artifacts. Yosiduin's unprecedented survival in a city of paladins is due to abundant care and copious threats; Yosiduin has vowed to make careless Seal-Breakers part of his next taxidermy piece, hinting that he won't be careful about whether his reckless minions are completely dead when he starts stitching them.

Yosiduin is almost 2 centuries old, and a lifetime of bitterness and self-abuse has taken its toll on his once-regal frame. His appearance is haggard, with sunken eyes and pale skin. He often wears his long, white hair loose to hang limply down his back and over his face. Yosiduin's ancient armor now looks oversized due to his aging physique. Despite his physical decline, his voice and gaze are still strong enough to command respect and fear.

CAMPAIGN ROLE

Yosiduin feels an immeasurable sense of relief to know that his life's work will soon be over. He imagines that his mother and grandfather would also be quite pleased with the turn of events.

It is unlikely that Yosiduin survives his encounter with the PCs, let alone the aftereffects of the *Radiant Fire*. His violent death just as the *Radiant Fire* consumes Vigil might cause Yosiduin to rise as a powerful and hateful undead creature—such as a graveknight—and confront the PCs in later chapters of the Tyrant's Grasp Adventure Path.

Into the Void

"Of course we leapt through the portal. With those bone devils closing in, we figured anywhere was better than Hell. We were wrong.

"Cairson died in the Void before we'd even conjured a light. Meli was trying to rouse him when his wraith took her—reached right into her chest and stopped her heart. The rest of us drove it off, but by that point the chill of death was in our bones. Then Jewel... well, she'd spent a year apprenticed to a necromancer, so she tried to end it quick. I still wonder what she would have called the babbling thing that rose from her corpse.

"So I went back through the portal. Surrendered to the inquisitors. Even in Hell there's hope. In the Nothing, there's just... nothing."

— Langnam of Absalom, slave of Dis

The Void. The Nothing. Entropy's Heart. The Final End.

Planar scholars have given the Negative Energy Plane dozens of names, but they all point to one simple truth: it is the antithesis of life itself. In a multiverse that is an explosion of creation, beliefs, births, and sheer being, the Void is the opposite of all that: decay, entropy, nihilism, nonbeing. What little "life" it spawns—the grim parody of undeath and the alien sceaduinars[B2]—is like the spasms of a dying limb before the multiverse's eventual demise.

Small wonder, then, that so few adventurers journey to the Void. A lightless, mostly empty expanse steeped in negative energy and inhabited by xenophobic natives, it has a well-earned reputation as a tomb for even the most experienced explorers.

Nevertheless, ample adventure can be found here: mighty undead, the untouched treasures of entire worlds, and occult mysteries dating back to the dawn of time. To open this dark realm to travelers, the following study expands upon the introduction to the Void found on pages 112–117 of *Pathfinder RPG Planar Adventures* to explore its terrain, its ecology, and the fractious societies of its denizens.

TERRAIN

The vast majority of the Void is empty nothingness—hence its name. But here and there, pockets of terrain stand out against the blackness, some of which have been hastily cataloged by explorers. Below are some of the features PCs may encounter, listed roughly in order from the plane's borders to its center.

The Escarpment: If travelers are fortunate, they arrive at the otherwise unbounded plane's metaphorical edge—a shelf of cliffs that somehow hang over the Void's blackness, where chunks of Material Plane worlds and other planes abut the Nothing. The rocky promontories make suitable camps (some sheltering ridges even protect against the plane's negative energies), but they are also haunted by the shades of previous explorers.

In theory, one could travel along the Escarpment to reach other worlds, but cataracts of liquid entropy cutting through the cliffs make this a fraught endeavor. Travelers would also be wise to avoid the highest peaks, as powerful outsiders lay claim to them.

Elemental Pockets: Where the Elemental Planes brush against the Void, pockets of fundamental substances break off and float away. Though they're less negatively charged than the surrounding environs (treat as minor negative-dominant), these elemental clouds pose their own dangers.

Ash Pocket: Travelers experience the effects of a sandstorm (*Pathfinder RPG Core Rulebook* 431) and risk smoke inhalation (*Core Rulebook* 426).

Dust Pocket: Travelers experience the effects of a greater dust storm (*Core Rulebook* 438) and risk drowning in dust (*Core Rulebook* 445).

Salt Pocket: Travelers immediately begin to dehydrate (*Core Rulebook* 444) and must attempt Constitution checks every 10 minutes.

Vacuum Pocket: Travelers cannot breathe and begin to suffocate (*Core Rulebook* 445). Spellcasting must be voiceless and effects resolve as if underwater, though fire effects manifest instantaneously before dissipating.

The few surviving elemental creatures trapped in these pockets tend towards murderous depravity.

Chasm to Shadow: The border to the Plane of Shadow manifests as an impossibly deep canyon of shadowstuff set against the already black backdrop of the Void. While both planes are mildly neutral-aligned, the admixture of shadow and entropy in the heart of the rift takes on a malice bordering on sentience (treat as mildly evil -aligned). Fiends visiting the Void find the Chasm has a mysterious pull on them; those unwary enough to enter return transformed into nightshades[B2].

Floating Islands: The Void's constant erosion of the Escarpment causes chunks of terrain to calve off and float away. Most crumble to dust in short order, but a few persist for centuries, protected by magic, unique minerals, or infusions of positive energy. Many islands are claimed by sceaduinars or potent undead, but some are home to lonely monasteries, forgotten oubliettes, evil dragons, and at least one enclave of fey horribly twisted by their severance from the First World.

Dead Worlds: Whole nations and even entire worlds have been drawn into the Void over the eons. The planet Fallen Duromak (*Planar Adventures* 115) is the most famous of these. Drained of life but otherwise well preserved, these dead worlds are rife with undead. Their particular dark natures sometimes hint at what manner of cataclysm consigned them to the Nothing.

Crystalline Knots: Deep in the Void, negative energy collects until it reaches a point of hypersaturation, spontaneously forming crystalline structures resembling snowflakes of obsidian and purple stained glass. These are the cradles of the sceaduinar race, with larger knots supporting entire cities along their jagged arms.

Dawn Spirals: Black holes in Material Plane space often lead to the Void. These white starbursts against the otherwise ebon sky are ringed by nightmarish event horizons of skymetal meteorites, shattered vessels, and gasping wraiths.

Entropy Sheets: Even pure destruction crystallizes in the Void, forming sheets of smoky matter that are part aurora, part glacial cage. The cloudy gases emanating from these sheets may somehow aid the birth of the dreaded oblivions[B6]. They also obscure cyclopean monuments and eerie, long-shuttered gates near the Void's heart.

LAST WATCH
Part 1: Explosive Tidings
Part 2: Into the Undercity
Part 3: A Grim Dawn
NPC Gallery
Into the Void
Relics of the Shining Crusade
Seal-Breakers
Bestiary

Venturing into the Nothing

Preparation is the watchword when venturing into the planes—and the Negative Energy Plane is more unforgiving than most. The following precautions reference the *Pathfinder RPG Core Rulebook* and *Pathfinder RPG Ultimate Equipment*.

- Adventurers' first priority should be sheer survival. *Death ward*'s protection against negative energy and energy drain is essential for exploring the Void, preferably via *deathless*[UE] armor, *lifesurge*[UE] weapons, or other wondrous items.
- The Void is cold, dark, and lifeless. Light sources soon gutter and go out, and magical light shines like a beacon to nearby denizens. Effects or abilities that confer sight in darkness are the wiser choice. Adventurers planning to remain longer than a day should obtain cold-weather gear or *endure elements* to ward off hypothermia (*Core Rulebook* 442).
- Movement through the Void's subjective directional gravity is a matter of will. Magic that boosts Wisdom or aids flight can help.
- The Void's undead tend to travel in packs, making *hide from undead* invaluable. Be aware that intelligent undead may still perceive something is amiss and that sceaduinars and their sceazir mounts won't be fooled in the least.
- Incorporeal undead are the Void's most common threat, making *ghost touch* weapons practically mandatory (though incorporeal opponents can also handle these items). *Holy*, *undead bane* or *slaying*, *disruption*, *grayflame*[UE], and similar weapons are also prized—though, again, the use of too much *holy* or positively charged magic may attract as many undead as it repels. *Holy* weapons are also useful against sceaduinars and their mounts, as are *outsider bane* or *slaying* weapons and effects that target evil outsiders.
- The most important part of any visit to the Void is the return trip. Parties should keep spells such as *plane shift*, *homeward bound* (*Planar Adventures* 41), or even *anywhere but here* (*Planar Adventures* 38) on hand for when—not if—the Void becomes too deadly.

ECOLOGY

The Void has little ecology in the traditional sense. The naturalist's model of a food web fueled by a kindly sun seems quaint in a realm where black holes go to die. Instead, the plane's ecology resembles that of the ocean depths—a grimly efficient chain of predation and carrion scavenging that consumes every scrap unfortunate enough to fall into the inky blackness.

Accordingly, the apex predator of the Negative Energy Plane is the plane itself. In a sense, the Void is the multiverse's digestive system. The constant wash of negative energy breaks down living and unliving matter alike. Food spoils almost immediately, leather and cloth begin to rot away, metal rusts in only a few days, and even stones soon crumble to dust. The entropic energies released in this process then dissipate into the blackness of the Void, where strange physics at the plane's heart reshape these wisps of nothingness into crystalline forms.

The effect on living beings is more dramatic. Unless magically protected or attuned to the plane, mortal creatures have the life leached out of them in mere minutes—or even seconds (*Planar Adventures* 61). The process is so agonizing that most travelers become mindless wraiths on the spot, while their bodies crumble to ash.

Those visitors who withstand the Void's entropic atmosphere must then contend with its hunters. The positive energy radiating from living travelers acts as a lure to the plane's undead. Most of these are the aforementioned wraiths, drawn to mortal life like moths to a flame. But more cunning spirits lurk in the dark as well, seeking out victims to consume, torture, or transform for their own ends.

Yet this system is predicated upon the destruction and disposal of positive energy. There is another ecology deeper in the Void, one not well understood, fueled entirely by negative energy. Here the plane's original inhabitants, the sceaduinars, are birthed from strange faults of crystalline geometry. Elsewhere the smoky oozes called oblivions precipitate like thunderclouds out of coalesced entropy. It is an alternate model of existence that stands in opposition to and defiance of the rest of the multiverse—a cosmology the sceaduinars fight to the death to protect.

DENIZENS

Few creatures call the Void home. Even fewer have travelers' best interests at heart.

Corporeal Undead: Intelligent undead of all kinds make pilgrimages to the Void, particularly liches and graveknights[B3]. Most eventually congregate in enclaves such as the island-city of Malikar's Keep (*Planar Adventures* 116) for mutual self-defense.

Daemons[B2]: Driven by their all-consuming hatred for life, many daemons visit the Negative Energy Plane to study and conduct experiments. They rarely settle for long, however—there is scant mortal suffering to feed upon, and sceaduinars resent their presence. Of the daemons that persevere, most find their fates in becoming nightshades.

Danavas[B5]: At least one of these ancient titans is known to inhabit the Void, ruminating over strange artifacts and the deepest concentrations of captured crystalline energy. Moreover, this nameless titan is one of that race's great

pillars—powerful beings who have evolved to become anchors of reality itself. Any action by this pillar would have multiverse-shaking implications, and his destruction might well hasten the end of existence. Danavas of lesser power may hide deeper in the Void as well.

Devourers: Transformed by fell energies at the edge of reality, devourers are held in suspicion by the Void's corporeal undead, yet they have no place among the spectral dead or the courts of the nightshades. Despite—or perhaps because of—their perennial outsider status, they often serve as emissaries and diplomats. They may also be heralds of darker forces deeper in the Void, including lesser deaths[B5], grim reapers[B5], and worse.

Hunduns[B5]: Extradimensional beings from an unreality beyond the multiverse, these hooded monks come to the Void to study entropy and the destruction of existence. Often found on the highest perches along the Escarpment, their silent ruminations can last for eons. Hunduns are obsessive students of their hated foes, the danavas, and reward news of their enemies' movements with occult secrets—revelations that, while true, set travelers on a path to ruin.

Incorporeal Undead: Wraiths are the plane's most common threat—spirit shreds sheared off mortals slain by the Void. Fortunately, these wraiths are merely imprints born of agony, while the original soul goes on to its ordained rest. But other victims of the plane are not so lucky. Souls stained by significant evil sometimes form dread wraiths, while those who perish in great anger rise as spectres, and victims consumed by madness or who commit suicide rise as allips[B3]. The plane's occasional consumption of whole realms can spawn other spirits—including banshees[B2], callers in darkness[B5], festering spirits[B4], poltergeists[B2], shadows, and wyrmwraiths[B5]. Most of these remain bound near the sites of their death until their eventual absorption into the Nothing.

Movanic Devas[B2]: Detached from celestial infantries, these angelic volunteers see themselves as the multiverse's first line of defense against the Void's spectral hordes.

Nightshades: Fiends of all stripes seek the power concentrated in the gulf between the Shadow and Negative Energy Planes. They rarely survive to regret their hubris. The Chasm breaks them down utterly, stripping them apart and refashioning them out of shadowstuff as new undead creatures. Collectively known as nightshades, these monstrosities seem to be manifestations of the Void itself, empowered by fiendish malice and sense of purpose. Able to cast *plane shift* daily, only their hatred for sunlight keeps them from obliterating world after world.

Nightshades travel freely throughout the Void, gravitating toward environs that favor their umbral forms. Nightwalkers and nightprowlers (*Pathfinder Adventure Path* #102 90) lead shadow armies across dead worlds, as nightcrawlers bore beneath the surface, accelerating their eventual destruction. Nightskitters (*Pathfinder Campaign Setting: Undead Revisited* 38) weave necromantic webs to ensnare prey along the Escarpment, while nightwings flock like bats above the plane's few landmarks. Practically demigods, the deadly nightwaves swim in rivers of entropy in the Chasm's depths. If there is a supreme intelligence that guides the nightshade race, as some sages postulate, it is likely found there.

Oblivions: Oblivions are the purest expression of the Void: roiling thunderclouds of negative energy that work to unmake creation. Each is independent, commands a crude intelligence, and seeks to lay waste to entire globes. Reality's

Void-Ravaged Yrthak

Splinter Twin Sceaduinar

saving grace is that oblivions cannot travel the planes on their own; when one does, it is often an extinction-level event. Oblivions manipulate *spheres of annihilation* with consummate skill. Indeed, far from being magical artifacts, these *spheres* may in fact be the eggs of the oblivion race—if such a term even applies to the oozes' indecipherable life cycle.

Sceaduinars: Resembling spindly gargoyles made of dark purple crystal, these outsiders dwell upon the Void's crystalline knots. Sceaduinars' origins are unique, for unlike other creatures, they are born without positive energy. Instead they spontaneously generate from flaws in the crystal structure of their homes, shearing into being at odd angles and intersections that would otherwise mar the knot's integrity. Their skittering, wolfish mounts, sceazirs (see page 86), originate in a similar manner.

Sceaduinars create shard cities of glass along the arms of their snowflake homes, decorating them with smoky mirrors and filling them with the empty sound of chimes. They tend strange treelike outgrowths of negative energy crystal, coaxing *spheres of annihilation* to bud from jagged branches. They then use these orbs to defend against wraith attacks or set them drifting into the Void like deadly balloons—some of which make their way to other planes of existence.

Sceaduinars also send out death squads, parties of up to a dozen hunters and several sceazir mounts, using their supernatural invisibility to undead to pounce upon any such creatures they find. These raiding parties serve another function too: industrial espionage. Sceaduinars' divorce from the Positive Energy Plane robs them of the ability to create. They can guide natural processes—hence their careful husbandry of nascent *spheres*—and they can copy or mimic, but they never truly invent. It is a cruel irony that, over time, sceaduinar cities tend to resemble the nearest dead world or undead redoubt. In spite of the sceaduinars' best efforts to forge a destiny unique to themselves, their works inevitably mirror those of living beings they despise.

Umbral Dragons[B2]: Infused with negative energy while still in the egg, umbral dragons are one of the few living species that can tolerate the bleak essence of the Void. Most dwell along the Escarpment or on floating islands picked clean of undead and sceaduinars.

Void-Ravaged Creatures: Living creatures who survive in the Void eventually become acclimated, but not unchanged. They live on as the void-ravaged (*Planar Adventures* 117), creatures suspended between life and undeath. Most are lone individuals, but a few colonies of void-ravaged harpies and yrthaks[B2] squabble along the Escarpment. Elsewhere in the Void, an outpost of void-ravaged elves clings to the thicket that was their nation-tree, guarded by banshee ancestors.

SOCIETY

Society in the Void is driven by mutual fear and hate.

Liches, vampires, and other corporeal undead who come to bask in the Void's deadly energies soon grow horrified by the constant gnawing of entropy on their decaying bodies and worldly possessions. Of necessity, most gather in small floating-island city-states under authoritarian monarchs, pooling their resources to stave off the Nothing while engaging in research, trade, and what sybaritic pleasures their lord allows. Petty rivalries and resentments abound, but all differences are cast aside to fend off sceaduinar incursions or the impressment efforts of ambitious nightshades. Ironically, the safeguards that preserve these settlements also make them some of the safest places for living creatures in the Void as well. Adventurers who prove they're not cattle can earn outlandish fees as bodyguards, couriers, and sceaduinar hunters.

The nightshades lord over the Void's dead worlds and swim its rivers of entropy. Drawn to their power, spectral dead congregate around them like pilot fish around sharks. Nightshades rarely cooperate; instead, individual nightshades scheme against the realms of the living, ever looking for vulnerable worlds to colonize and raze.

The one true society of the Void belongs to the sceaduinars. Born divorced from existence—and out of geometrical errors at that—sceaduinars have an instinctive loathing for all creatures born with a spark of positive energy. This is reinforced by a xenophobic culture that calls them to repel any stain on the Void's purity: in particular, the parasitic abomination of undeath. Slaying undead is the closest thing sceaduinars have to a holy obligation, and they pursue it with fervor.

Sceaduinar society is also marked by ancestral hatred for the Positive Energy Plane's birdlike jyoti[B2]. According to their lore, sceaduinars and jyoti used to be equal shepherds of creation, tending the ebb and flow of positive and negative energy throughout the multiverse. Then the jyoti betrayed the sceaduinars, slamming shut the doors to the Cosmic Fire and hoarding the secrets of creation for themselves. Now the sceaduinars are locked in darkness while the multiverse marches inexorably from positive to negative, life to death, till the end of time. Yet they dream of a multiverse flowering with crystal negative life—and some sceaduinars plot to see this vision come to pass.

FAITH

The gods and the denizens of the Void have little use for each other. While gods are not barred from the Negative Energy Plane as they are from the Positive, it is too devoid of worshippers or souls to be of interest. Moreover, the plane's promise of an end to all things is disturbing on an ontological level even to deities.

Instead, deities leave the plane to their servants. Celestial powers send regular patrols of movanic devas to guard against undead incursions into other worlds, a hardship post that brings honor to the angels who survive. Cultists of undeath and entropy also send small delegations. Urgathoa's undead worshippers thrive here, while her living disciples must take the same precautions as other mortals to avoid becoming wraiths—a blasphemous irony.

Sceaduinars have no deities, rejecting them out of hand as jailors in league with the jyoti. Some practice a rough worship of the Void itself that yields paltry clerical powers, but by and large they are scornful atheists. Sceaduinars resist daemonic overtures of alliance, but they occasionally treat with asuras out of a shared sense of divine abandonment. At least one sceaduinar city, Xul Karanith (*Planar Adventures* 116), has made contact with entities from the Dark Tapestry—a development that would cause alarm throughout the celestial planes were it widely known.

Three divine mysteries remain to planar sages. One is what dark power, if any, spurs the creation of nightshades. The second is what role danavas play in the Void; should the nameless titans be roused to act, or should the slowly gathering hunduns finally strike, reality itself would reel from the blow. The third is the mystery at the heart of the Void: the ancient jyoti crime that barred the way to the Positive Energy Plane—or so the sceaduinars allege. Occultists dispute this claim, arguing that the Positive and Negative Energy Planes are still connected and that any appearance of duality is a veil obscuring the oneness beneath (*Pathfinder RPG Occult Adventures* 238–240). Whatever the truth, adventurers of a philosophical bent have the opportunity to uncover secrets of existence hitherto unknown. They may even find tools to save the multiverse, or to break and remake it entirely.

SCEADUINAR SPECIALISTS

Adventurers venturing into sceaduinar territory may encounter more skilled specimens in their ranks.

Geotrophos (CR +1): Sceaduinar geometrist-midwives seek out the irregular crystalline angles likely to birth their race's young. They can reshape the solidified entropy around them in defense of these sites. A geotrophos is a sceaduinar with the advanced simple template, an Intelligence score of at least 17, and the ability to cast *stone call* (*Pathfinder RPG Advanced Player's Guide* 247) three times per day.

Shardsinger (CR +1): These eerie entertainers seek out interesting sounds to fill the silence of the Void. Lacking the spark for original composition, they study the songs of void-ravaged harpies, wailing undead, and the cries of dying humanoids. A shardsinger is a sceaduinar with the advanced simple template, a Charisma score of at least 21, and the ability to cast *enthrall* (DC 17) three times per day.

Splinter Twin (CR +2) Some particularly gnarled and mathematically unlikely aggregations of crystals fail to shatter into discrete sceaduinar individuals. The conjoined monstrosities spawned sport second heads, extra limbs, and other strange combinations of features. A splinter twin is a sceaduinar with the advanced and giant simple templates, Critical Focus as a bonus feat, and the ability to make one extra bite attack per round.

Void Hunter (CR +1): Implacable stalkers of undead, void hunters turn their talents against the living, too. A void hunter is a sceaduinar with the advanced simple template, a Dexterity score of at least 24, and a +4 favored enemy bonus against either humanoids (humans) or undead.

Wing Leader (CR +1): To survive in the Void, death squad captains must be canny tacticians and living whirlwinds in combat. A wing leader is a sceaduinar with the advanced simple template, a Strength score of at least 21, and Combat Reflexes and Spring Attack as bonus feats.

Relics of the Shining Crusade

"The new recruits can often be found staring at the relics in awe, whispering the stories they've heard since they were children to one another. Holy, they call them—and make no mistake, they are holy, but not in the way that people wish it. Every one of these trinkets is a tombstone, a memorial to a war so brutal that the mere act of surviving it made you a hero. Every bloodstained scrap of iron that lies behind glass or locked in a safe is all that remains of thousands of soldiers who died in the mud so that a few lucky souls could be hailed as legends. People look at our relics and speak of courage and glory, but not a one of them was worth the price we paid in people. Can you imagine what we could have had, if they'd lived instead? The art, the progress, the families they would have made?"

—Jaqualine Cairr, Knight of Lastwall

Northern Avistan was plunged into chaos almost a millennium ago during the decades-long Shining Crusade, an alliance between the Taldan Empire, the dwarven kingdom of Kraggodan, and the Knights of Ozem against the seemingly unstoppable lich Tar-Baphon. Although the conflict ended when the shattered *Shield of Aroden* engulfed the lich in holy fire, the cost of victory was great. Thousands died, and many magical treasures were depleted, lost, or corrupted. The relics that survived the Shining Crusade are sacred treasures to those whose ancestors sacrificed everything to end the Whispering Tyrant's reign over the Inner Sea region, and each is worthy of the PCs' attention as they try to stop Tar-Baphon in the Tyrant's Grasp Adventure Path.

RELICS

This article provides new relics, magic items that grow in power the more they are used in the pursuit of a specific cause. Relics premiered in *Pathfinder Adventure Path #128: Songbird, Scion, Saboteur*, and they occupy a space between normal magic items and artifacts. Unlike most magic items, relics can't be crafted. Unlike artifacts, however, they can be destroyed via conventional means. Eventually, these extra-powerful items are misplaced, forgotten, or ignored, and their power wanes as a result—though it is not entirely lost.

When PCs find a relic, it has only the basic abilities listed in its stat block; to unlock a relic's full powers, its bearer must reawaken its latent energy. While a PC with a relic must typically accomplish a number of triumphs to incrementally unlock the potential of the relic and grow its power, each relic has different requirements and benefits. The Shining Crusade relics detailed here are the treasures of kings and gods, used to end one of the greatest threats Golarion has ever faced. As a result, only those worthy of a relic's legacy can access its true potential. Each relic lists a task that, if performed, makes a character worthy of accessing the hidden powers of the relic described in the relic's Benefit entry. If a worthy character acts in direct opposition to the relic's legacy, she loses her worthiness and must prove herself again.

BELT OF THE LAST WALL

Three miniature shields, each worn and beaten, hang loosely from this decrepit leather belt. Dozens of adamantine lamellar plates adorn the cord's exterior, giving it the appearance of having been forged from steel.

BELT OF THE LAST WALL		
SLOT belt	**CL** 13th	**WEIGHT** 4 lbs.
AURA strong abjuration and necromancy [lawful]		

This worn belt is marked with heraldry representing the members of the Realmsguard, a group of Taldan knights whose valor inspired the founding of the nation of Lastwall. The belt grants its wearer DR 1/adamantine and a +2 enhancement bonus that can be divided in increments of +1 to any of the wearer's physical ability scores. For example, the wearer can allocate +2 to Constitution or +1 to both Strength and Dexterity. Treat this enhancement bonus as a temporary ability bonus for the first 24 hours the belt is worn. The wearer can reallocate this enhancement bonus once per day by meditating while wearing the belt, but doing so changes the belt's enhancement bonus to a temporary bonus for the next 24 hours if it wasn't temporary already.

WORTHINESS

Task To be worthy of this relic, you must successfully prevent an innocent from being slain by a creature whose CR is at least 3 greater than your total level or Hit Dice (whichever is higher). For this task, an innocent is any creature whose Hit Dice is equal to or less than half your Hit Dice. You are not worthy of this relic if you complete this task by orchestrating events that lead to this situation, as determined by the GM.

Benefit The *Belt of the Last Wall*'s enhancement bonus increases to +4, and the damage reduction it provides increases to DR 2/adamantine. In addition, whenever an ally within 60 feet is attacked, the wearer can rip a shield free from the belt as an immediate action to grant that ally the benefits of *shield other* for 1 minute. This ability can be used 3 times; to regain a use, the wearer must affix a new shield worth at least 50 gp to the *Belt of the Last Wall*. Only one shield can be affixed to the *Belt of the Last Wall* per day.

History

The *Belt of the Last Wall* was created by master smith Anyelvona Titheryond, the lone survivor of the Realmsguard, an elite contingent of 250 knights who served under the famed General Arnisant during the Shining Crusade. According to legend, as General Arnisant readied his forces for the crusade's final battle at Gallowspire, he ordered the Realmsguard to stay behind at the crusade's fortifications atop the ruined trade village of Rookmin. When questioned, Arnisant spoke with firm resolve: "You are the mightiest and most honorable soldiers that Taldor has to offer. Should our crusade suffer defeat, it will be up to you to defend Taldor from the Whispering Tyrant's grasp." Burdened by his parting words, the Realmsguard obeyed, and the Shining Crusade marched onward.

LAST WATCH
Part 1: Explosive Tidings
Part 2: Into the Undercity
Part 3: A Grim Dawn
NPC Gallery
Into the Void
Relics of the Shining Crusade
Seal-Breakers
Bestiary

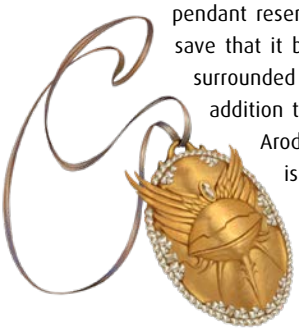
For 5 days the Realmsguard kept their vigil with unwavering resolve, until a lone undead strode proudly before Rookmin at nightfall. The Realmsguard deployed, seeking to quickly dispatch the foul creature, only to stumble into a heinous trap. The undead creature, a bodak cleric of Urgathoa known as Varkinoth the Shadecaller, tore open planar rifts that allowed a dozen undead monstrosities called nightshades to pour forth onto Golarion and serve as his undead troops. Varkinoth's plan was to dispose of the Realmsguard, cut off Arnisant's escape route, and use the nightshade army to flank the forces of the Shining Crusade in a devastating pincer attack that would cement the Whispering Tyrant's rule over Avistan. By all accounts, the battle would have been a massacre had Varkinoth fought any lesser army. But the Realmsguard held firm, and by dawn 50 Realmsguard knights still stood atop a heap of nightshade corpses. Desperate, the bodak summoned forth the full might of Urgathoa's apocalyptic power in an attempt to eradicate all life atop Rookmin. The Realmsguard pressed toward the cleric in reckless furor until finally Anyelvona stood alone in the field with nothing but corpses at her feet.

To commemorate the sacrifice of her comrades in arms, Anyelvona gathered their shields and wove them together into a mighty belt that she presented to the first Watcher-Lord of the fledgling nation of Lastwall. In honor of the Realmsguard, Rookmin was chosen as the site of Lastwall's capital city, where a small memorial commemorating the fallen knights was erected and the *Belt of the Last Wall* enshrined.

Grace of the Last Azlanti

This illustrious pendant, forged from Elysian bronze, bears the likeness of a single closed and winged eye. The pendant is encrusted with hundreds of valuable gemstones that seem to twinkle even in the absence of light.

Grace of the Last Azlanti		
Slot neck	**CL** 13th	**Weight** —
Aura strong abjuration		



Tethered to a simple leather cord, this Elysian bronze[UE] pendant resembles the holy symbol of Aroden, save that it bears the likeness of a closed eye surrounded by a halo of precious gems. In addition to functioning as a holy symbol of Aroden, the *Grace of the Last Azlanti* is imbued with the very essence of the human spirit. Once per day, the wearer can speak a command word to gain one of the following feats as a bonus feat for 1 hour: Great Fortitude, Iron Will, Lightning Reflexes, or Skill Focus. If the wearer already has Great Fortitude, Iron Will, or Lightning Reflexes, she can instead gain the improved version of that feat. If the wearer already has the improved version of one of these feats, she can instead spend one daily use of the *Grace of the Last Azlanti* to regain her daily use of that feat.

Worthiness

Task To be worthy of this relic, you must accomplish an incredible deed with the express purpose of defending humanity from enslavement, harm, or a similar threat. For example, defeating a lieutenant of the Whispering Tyrant whose CR is equal to or greater than your level + 3 is an appropriate task. You are not worthy of this relic if you complete this task by orchestrating events that lead to this situation, as determined by the GM.

Benefit The wearer can activate the amulet three times per day. She can activate the amulet before the duration expires to replace the previously selected feat with another choice. In addition, the wearer can select from more feats when using this ability, adding Expanded Arcana to the list as well as all feats with "Extra" in their name—such as Extra Channel, Extra Rage Power, Extra Rogue Talent, and so on—that list as a prerequisite a class feature the wearer has. When conveying the benefits of a feat with "Extra" in its name, the duration of the amulet's effect is only 10 minutes.

History

Created by what many consider an act of Aroden himself, the *Grace of the Last Azlanti* is an ancient Taldan treasure. According to records held by the church of Aroden, the *Grace of the Last Azlanti* was once a simple wooden holy symbol that General Arnisant, the esteemed commander of the Shining Crusade, wore on his person through his battles against the undead forces of Tar-Baphon. When the Whispering Tyrant sought to kill Arnisant by conjuring the man's heart directly into his bony palm, Arnisant's shield, an artifact known as the *Shield of Aroden*, burst into a spray of splinters. One of these splinters famously embedded itself within the Whispering Tyrant's hand, forcing his spirit to flee the battle and winning the war for the Shining Crusade. Unbeknownst to many, however, one of the many shards that burst forth from the shield shattered against Arnisant's holy symbol, mere inches from the general's heart. In a flash of righteous light, the same holy energies that engulfed Tar-Baphon also infused the general's holy symbol. Later, as General Arnisant's body burned in a funeral pyre, the wood of the holy symbol burned away, leaving behind a holy symbol made of Elysian bronze flecked with splendid jewels. Several of the remaining knights of the Shining Crusade, inspired by this miracle and the new relic, relocated to the city of Almas and spent their collected fortunes to erect the city's famed Cathedral of

Aroden. Only 160 years later, in 4081 AR, the city formally cut ties with the Taldan empire.

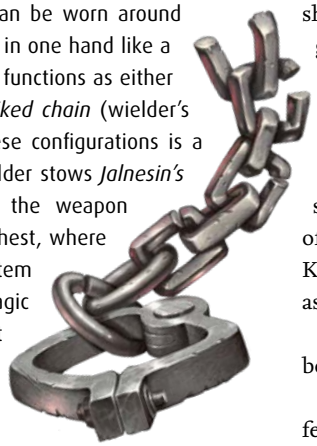
Many believed that this sacred holy symbol, now named *Grace of the Last Azlanti*, was imbued with the very essence of Aroden. The knights hid the symbol away within their cathedral in Almas in the hope of keeping it from less virtuous hands. Almas was traded from Taldor to Cheliax and ultimately to Andoran, but the *Grace of the Last Azlanti* was never found, and many claim it was hidden away in the catacombs beneath the cathedral. If these rumors are true, this would place the relic in the unwitting hands of the Pathfinder Society, who came into ownership of the Cathedral in 4695 AR after a scandal bankrupted the church.

JALNESIN'S BROKEN BONDS

This crude length of chain ends with a manacle that has been converted into a combination buckle and handle. The chain bristles with jagged points that are almost invisible to the naked eye.

JALNESIN'S BROKEN BONDS

SLOT none	**CL** 5th	**WEIGHT** 10 lbs.
AURA faint transmutation		



This versatile length of chain can be worn around the chest like a sash or wielded in one hand like a weapon. As a weapon, the relic functions as either a *+1 scorpion whip* or a *+1 spiked chain* (wielder's choice). Switching between these configurations is a swift action. Whenever the wielder stows *Jalnesin's Broken Bonds*, she can stow the weapon normally or wear it across her chest, where it occupies her chest magic item slot. When worn in the chest magic item slot, the enhancement bonus and any weapon special abilities from *Jalnesin's Broken Bonds* apply to its wearer's unarmed strikes.

WORTHINESS

Task To be worthy of this relic, you must free at least a dozen enslaved or unjustly imprisoned innocents. For the purpose of this task, an innocent is any creature who was imprisoned without due process or whom you have proven innocent of any crime. You are not worthy of this relic if you complete this task by orchestrating events that lead to this situation, as determined by the GM.

Benefit The weapon gains the *holy* weapon special ability. Three times per day, the wielder can reshape *Jalnesin's Broken Bonds* into a piece of ammunition, functioning as a *handy grapnel* spell (CL 5th, *Pathfinder RPG Ultimate Intrigue* 215). While embedded into an object in this manner, *Jalnesin's Broken Bonds* extends into a 75-foot length of chain that can extend and retract as described for *handy grapnel*. *Jalnesin's Broken Bonds* transforms back into a weapon if it takes more than 25 hit points of damage or is removed from the embedded surface by its wielder as a standard action.

HISTORY

During the Shining Crusade, the forces of Tar-Baphon committed innumerable atrocities upon the brave soldiers who fought to free Avistan from his grasp. Records indicate that the wicked lich constructed dozens of facilities across Ustalav where his subordinates tormented captive knights with crude and abhorrent practices enhanced by necromantic magic. Despite the torments that the Whispering Tyrant inflicted upon the souls of his prisoners, legends tell of brave Taldan knights who managed to escape the lich's clutches and return to active duty, fighting with renewed vigor for the freedom of Avistan. One of the most famous of these tales is the Legend of Jalnesin the Virtuous, a Chelaxian woman and Knight of Ozem taken prisoner by Kulnart Soulflay, a heinous spectre who served Tar-Baphon as an interrogator and torturer. According to the legend, Jalnesin was captured during the Shining Crusade when she stood her ground against a horde of a thousand ghasts so her comrades-in-arms could escape capture. She was brought before Soulflay, who tortured her for 7 days and nights, but Jalnesin did not relent or offer the spectre any information regarding the tactics or movements of the Shining Crusade. On the eve of her seventh night of imprisonment, Jalnesin led hundreds of prisoners in a prayer to Arazni, the patron saint of the Knights of Ozem, clasping her shackled arms together as she spoke:

"Blessed Arazni, give me the resolve to shatter these bonds and free the men and women trapped here."

A surge of light engulfed the captured knight, and she felt tremendous grace and strength well up inside her, a gift from Arazni. With a single motion, she snapped the chains that bound her, and without stopping to remove them, she tore free from her prison and slew hundreds of undead, rescuing a prisoner for every abomination she destroyed. As the sun rose on Jalnesin's eighth day in captivity, she had Kulnart Soulflay's head trapped in the chains he himself placed upon her. With a mighty shout, she tore the spectre's incorporeal head from its body, dissipating the creature instantly. With the spectre destroyed, Jalnesin led those she had rescued to freedom, where they took up arms for Taldor once more. Jalnesin would go on to become a crucial asset in the crusade, where she became famous for wearing Kulnart's chains across her chest in defiance of Tar-Baphon and

LAST WATCH
Part 1: Explosive Tidings
Part 2: Into the Undercity
Part 3: A Grim Dawn
NPC Gallery
Into the Void
Relics of the Shining Crusade
Seal-Breakers
Bestiary

his unholy legions. Although Jalnesin lost her life in the battle of the Gallowspire, her chains were so thoroughly suffused with the blessing of Arazni that they were a formidable weapon in their own right, and legends say that her page, Ramvica Truearm, picked up Jalnesin's shackles and smote Jalnesin's killer herself, avenging her fallen mentor. Today, *Jalnesin's Broken Bonds* are proudly displayed within the Knights of Ozem's armory, forever reminding the knights of Jalnesin's many deeds, as well as those of Ramvica, her avenger.

LANCE OF THE LEAPING LION

The haft of this stout, ornate metal lance has an intricate pommel resembling a starburst. Affixed to its handle is a decorative counterweight engraved with the image of a Taldan knight kneeling in prayer.

LANCE OF THE LEAPING LION

SLOT none	**CL** 15th	**WEIGHT** 10 lbs.
AURA strong evocation		

This *+2 glorious*[UE] *lance* bears intricate decoration identifying it as the weapon of Taldan royalty—specifically Grand Prince Cyricas, the Leaping Lion. A wielder who is proficient in both lances and longspears can wield the *Lance of the Leaping Lion* as either weapon; shifting between these uses is a swift action. In addition, whenever the wielder attempts an Acrobatics check to jump, she is always treated as having a running start.

WORTHINESS

Task To be worthy of this relic, you must earn the trust and respect of a magical beast with an Intelligence of 3 or higher whose CR is no less than your level + 3. The magical beast must offer you a token of its respect out of gratitude alone, which must be affixed to the weapon's hilt.

Benefit The lance's enhancement bonus increases to +4. Whenever you critically hit an opponent with the relic, it unleashes a burst of sonic energy in a 30-foot cone, originating from your square. Creatures within this area take 2d10 points of sonic damage (Fortitude DC 22 half). Undead creatures within this area instead take 4d10 points of sonic damage.

History

While the *Lance of the Leaping Lion* can be traced back to the days of Grand Prince Cyricas, known as the Leaping Lion due to the fact that his birthday fell on the 29th of Calistril, the tale of how he acquired the lance and its subsequent history was relatively unknown until recently, when a change in custodianship of the Library of the Lion brought the tale back into the collective Taldan consciousness. The legend states that Cyricas's grandmother, Ilnys Aldenfal, traveled to visit her ill grandson for his eighth birthday. She sought the perfect flower to give her grandchild in order to express her well wishes, but as she bent to pick a white lily she had discovered along the way, she was beset upon by nothing less than the dreaded grogrisant, the lion-like beast of Taldan legend, which threatened Ilnys with a terrifying roar.

Whether by chance or fate, the grogrisant did not attack Ilnys that day. Struck with fear and desperate to escape, Ilnys pulled from her pouch a meal she had lovingly prepared and had planned to give Cyricas on her visit. Ilnys offered the food to the grogrisant, and the beast accepted. It plucked six golden hairs from its mane and laid them upon the lily before departing for the World's Edge Mountains. Awestruck, Ilnys picked the flower and watched as the hairs wrapped around the stem, causing the lily to glow with a warm light. She then gave the lily to Cyricas, recounting her legendary encounter. The thrilling tale riveted the sickly boy, and when it was finished, he leapt from his bed, inspired to go out into the world and encounter an adventure of his own—perhaps even to see the grogrisant himself. Cyricas had his grandmother's treasured gift woven into the hilt of a mighty lance that he carried with him across the Inner Sea. Taldor would not see the grogrisant again until 8 Arodus 2089 AR, 1 hour after Cyricas's passing.

Nearly a thousand years later, during the Shining Crusade, the Whispering Tyrant ordered an attack on Oppara in a brazen attempt to end the Taldan war effort. General Mediah Lionsleap, a direct descendant of Cyricas, took up her ancestor's lance to lead Oppara's defenses against a wyrmwraith named Xalxaros the Ravager. General Lionsleap was one of a handful of generals left behind to defend the Taldan homeland, a fact Xalxaros exploited in his week-long siege. The dragon laid waste to Taldor, and with no reinforcements in sight, he moved to claim Oppara as his own.

With nothing to lose, General Lionsleap rode off searching for a miracle. What she found was the grogrisant. Like her grandmother before her, Mediah offered the grogrisant her packed meal, which had been marinated with a vintage of Taldan wine made on the day of Cyricas's death. As it was before, the grogrisant accepted the meal, this time marking Mediah with its blood and permitting her to ride it. Astride the beast of legend, Mediah rode through the night to Oppara and engaged Xalxaros in single combat. With one mighty strike of her ancestor's lance, Mediah shattered the wyrmwraith, and the grogrisant scattered the creature's bones across the Inner Sea. With the threat destroyed, Mediah was honored among the greatest of the Shining Crusade's

heroes, and the grogrisant left Taldor again until 1 hour after Mediah's death in 3849 AR.

TALDARIS'S BEQUEATHAL

This ramshackle suit of full plate looks cobbled together from old pieces scavenged from several suits of armor, each proudly displaying an insignia of the Taldan royal family. The armor shines with a glimmer of holy light.

TALDARIS'S BEQUEATHAL		
SLOT armor	**CL** 9th	**WEIGHT** 25 lbs.
AURA moderate evocation		

This suit of *+2 mithral full plate* is covered in dozens of markings representing Taldor's royal family, and it grants the wearer a relic reservoir of 1 point. By spending 1 point whenever she gains a morale bonus, the wearer can increase her morale bonus by 1 for the effect's duration (maximum 24 hours). The relic reservoir regains its points once per day when the wearer meditates in quiet contemplation for 1 hour, which can be done as part of an 8-hour rest. *Taldaris's Bequeathal* bestows 1 permanent negative level to any evil creature who attempts to wear it. The negative level remains as long as the armor is worn and disappears when the armor is removed. This negative level cannot be overcome in any way (including by *restoration* spells) while the armor is worn.

WORTHINESS

Task To be worthy of this relic, you must earn Iomedae's blessing by performing a miraculous act of heroic righteousness worthy of inclusion among the Acts of Iomedae, as determined by the GM, and you must perform this act while wearing the relic.

Benefit The armor's enhancement bonus increases to +3, it gains the *determination*[UE] armor special ability, and it gains the *defiant*[UE] armor special ability against evil dragons, evil outsiders, and evil undead. In addition, the number of points in the relic's reservoir increases to 3, and the wearer can spend 1 point as a standard action to transform into a dire lion, as *beast shape II*. This is a spell-like ability that uses the armor's caster level.

History

Among the most storied suits of armor ever to grace a field of battle, *Taldaris's Bequeathal* is a piecemeal suit of plate whose oldest parts hail from the very man for whom it is named—Grand Prince Taldaris I, First Emperor of Taldor. Forged entirely from mithral, *Taldaris's Bequeathal* was worn by Taldaris himself in battle against the grogrisant and countless other foes as Taldaris fought to secure his empire. When Taldaris's time came, he bequeathed his suit of armor not to one of his sons or suitors, but to Taldor itself, demanding that the armor be worn into battle against any foreigner who dared to threaten Taldor's security and prosperity. In honor of his wishes, countless heroes have been given *Taldaris's Bequeathal* to wear while defending Taldor from invasion, returning the legendary armor when their duty was fulfilled. Of these heroes, none were ever as famous as the armor's final wearer—Iomedae.

At the start of the Shining Crusade, Taldor mustered all its allies in preparation for an assault upon the Whispering Tyrant. In secret, General Arnisant sought the aid of the Knights of Ozem, a militant order of Arodenite warriors who held Aroden's herald, Arazni, as their patron saint. General Arnisant himself visited the knights' leader, the mortal Iomedae, begging her to join the crusade. By this time, Iomedae had completed three of the miracles that would constitute her eleven Acts, and she was known across Avistan for her military prowess. She was used to power-hungry men seeking her might to further their own corrupt agendas, so she asked the general for proof of his convictions. In an act that would later infuriate Taldor's grand prince so thoroughly that he nearly had Arnisant hanged, the general offered Iomedae *Taldaris's Bequeathal*, claiming that the armor represented the soul of Taldor, and that by gifting it to the Knights of Ozem, he entrusted Taldor's past, present, and future to them as well. Iomedae was impressed by Arnisant's sincerity and sacrifice, and she wore the armor into battle against the Whispering Tyrant, completing her Fourth, Fifth, and Sixth Acts while wearing *Taldaris's Bequeathal*.

When the Shining Crusade came to an end, after Tar-Baphon's empire was dismantled, Iomedae personally returned the armor to Oppara. As the Knights of Ozem handed the suit of armor to the grand prince within his audience chamber, she remarked that during the battle at the Gallowspire the relic's breastplate had needed mending, so she had replaced it with one she forged herself, as was Taldan tradition. The grand prince thought little of the gesture at the time, but after Iomedae passed the Test of the *Starstone*, *Taldaris's Bequeathal* forever sported a halo of light, for it had been touched by a goddess.

Seal-Breakers

"The Whisperin' Tyrant? Aye, he's a bad 'un. Enough to scare a whole battalion o' them fancy knights in their shiny armor. And you can bet your eye that whisperin' cult o' his is workin' hard to get him out o' that crypt the crusade sealed him up in. Now don't be sayin' I told you, but them's not the only ones as want to set him free. There's others too; others 'at'd like to see him walk free again, as much or more than them whisperers. Ones that maybe old dusty bones hisself might not be too keen to meet. And just maybe they work pretty hard to keep certain no one else is knowin' it.

"Now buy us another round. I'm thirsty from talkin' too much."

—Jaimas Scobb, retired pike-bearer of Lastwall,
shortly before her disappearance

There are those who seek to protect the world, those who seek to rule it, and those who just want to watch it burn. The tale of Tar-Baphon, the legendary Whispering Tyrant, encompasses all three of these outlooks, though only two of these are widely known. The Shining Crusade and its allies and patrons represent the first group, working ceaselessly for more than a thousand years to not only throw down the Whispering Tyrant's reign but to also see that it never rises again. The Whispering Tyrant himself and, of course, the insidious philosophy of the Whispering Way fulfill the role of the second group. The last group, however, is much less known.

The Seal-Breakers arose as a formal organization only upon the imprisonment of Tar-Baphon beneath Gallowspire, but they are merely the latest incarnation of a much older plot that extends back to the earliest days of humans upon the world of Golarion—and perhaps even before. The group's original name has been lost to time and in truth no longer matters, for it is what they are now that is important: they are the Seal-Breakers, and they exist to free the Whispering Tyrant of his shackles and in doing so begin the unmaking of reality. It is this group that is perhaps the most important of the three, because should they prevail, there may no longer be a Golarion left to either protect or to rule over.

HISTORY

Since the beginnings of history, there have been those who sought to protect the world and shield it from those threats and cosmic horrors it was incapable of withstanding. From gods and heroes to the lowliest of peasants, many have at one time stood and fought to turn back the tide. However, just as there have always been those seeking to build a wall of security and perhaps even blessed ignorance around the rest of existence, there have likewise been those who want nothing more than to tear down every hint of safety and unleash the truth of reality in all its chaos.

Only the most obscure legends speak of those among the Azlanti who sought to reveal the presence of their aboleth manipulators, not in the name of liberation but rather to unleash the full fury of the revelation upon an unsuspecting world—a revelation that resulted in Earthfall and a thousand years of darkness. *The Umbral Leaves* gives the most ambiguous suggestions that there were perhaps some who endeavored to return Zon-Kuthon from his long exile before he was freed during the Age of Darkness. A historical thread of such anarchic seekers has wended its way through the ages of Golarion, traceable to at least as early as the reign of Pharaoh Kamaria the Brazen (–21 to 159 AR), who used her nigh-invulnerable position to openly declare her worship of Rovagug, and some vague hints exist that this thread might extend as far back as the city of Gormuz.

When the exile Geb established his own nation among the southernmost provinces of Osirion, he brought with him a scroll of secret, ancient doctrines that became known as the *Key of Geb*. Among those learned few who knew of the key, it was said to contain the lore and secret prophecies uncovered and revered by those who sought to break the walls of reality. It was also said to contain great power in its mystical insights and ancient rituals that could be used to break those walls. The darkest legends of all that spoke of it said it was passed down from Asmodeus himself and held the key to not only breaking the barriers between life and death but also sundering the greatest barrier of all—that which had held the Rough Beast Rovagug in the Dead Vault since the Age of Creation.

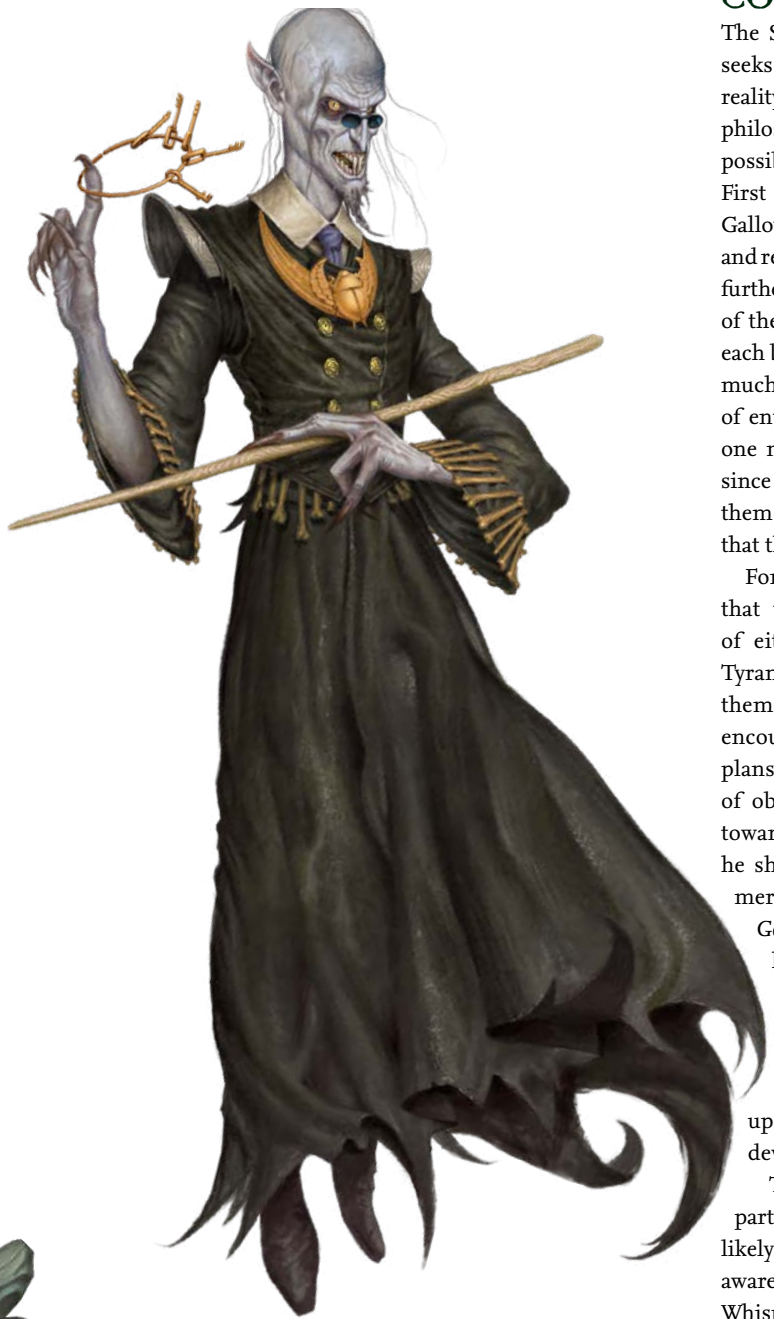
The *Key of Geb* was lost to history for 1,500 years as it lay hidden within holdings of the archwizard Geb, yet in that small window between the moment of Geb's despairing attempt at suicide and his even greater despair at returning to Golarion as a ghost, the key was brought forth from the catacombs beneath the Cinerarium by one of Geb's trusted advisors fleeing what he believed to be the fall of his liege's kingdom. However, once safely away from Geb and its new ghostly monarch, this advisor, the nosferatu Kothas of Mechitar, chose to keep the *Key of Geb* for himself and plumb its secrets for the power and ultimate liberation of reality that it promised. Kothas eventually fell in with a new wizard-king, the great tyrant Tar-Baphon, and shared with him the secrets of the key, through which Tar-Baphon envisioned the means of attaining true divinity and rule over the whole of reality. Perhaps it was hubris inspired by the *Key of Geb* that led to the archwizard's fall at the hands of Aroden a century later, or perhaps part of some greater plan on the necromancer's part, but Kothas found himself fleeing with the key in hand once again after Tar-Baphon's debacle on the Isle of Terror.

Whether through his own mastery of necromancy or through some secret knowledge imparted by the *Key of Geb*, Tar-Baphon managed to overcome even the destruction meted out by a god and rose once more over 2,000 years later, this time as the lich known as the Whispering Tyrant. Upon his return, he sought the *Key of Geb* and found it still in the possession of the reclusive nosferatu. Kothas allied with Tar-Baphon once again, seeing in the Whispering Tyrant the means of fulfilling the prophesied undoing of the world as laid out in the ancient scroll.

Kothas was thwarted again 6 centuries later when, against all odds, the Shining Crusade succeeded in throwing down the Whispering Tyrant's earthly empire

LAST WATCH
Part 1: Explosive Tidings
Part 2: Into the Undercity
Part 3: A Grim Dawn
NPC Gallery
Into the Void
Relics of the Shining Crusade
Seal-Breakers
Bestiary

and imprisoning the lich beneath Gallowspire. This time, however, Kothas was unable to retain possession of the *Key of Geb*. It had been stored in the Whispering Tyrant's vault beneath Gallowspire while conspirators studied its secrets, possibly even serving—if rumor was true—as the lich's phylactery. When the Whispering Tyrant fell and was imprisoned, the *Key of Geb* was sealed away as well, and Kothas, who had been away from Adorak on his own mysterious errand at the time, found himself barred from his precious text. It didn't take the nosferatu long to grasp the nature of the seals that blocked access to the key and the holy order in Lastwall that was dedicated to preventing the breaking of those seals for all time. To counter these measures, Kothas set about creating his own order, drawing upon the desperate, the hopeless, the amoral, and the bloodthirsty to build something that had not been seen since perhaps the final days of Gormuz: an organization dedicated to the principles of the *Key of Geb*'s fatalistic philosophy and, first and foremost, to the recovery of the text itself. Thus the Seal-Breakers came into being.



CODES AND PHILOSOPHIES

The Seal-Breakers are a brutal and despotic group that seeks to ultimately bring about the destruction of all reality in the name of their nihilistic code. No bookish philosophers, the Seal-Breakers use cunning when possible and force when necessary to achieve their goals. First among their goals is to break the Great Seal of Gallowspire in order to both free the Whispering Tyrant and retrieve their precious *Key of Geb* to guide them in their further endeavors. Yet once Tar-Baphon is free, the work of the Seal-Breakers will have only just begun. To them, each barrier of reality that is broken brings the world that much closer to its rightful slide into the natural harmony of entropy. The freeing of the Whispering Tyrant is just one more link in this chain—albeit an important link, since Tar-Baphon's imprisonment currently prevents them from accessing the primordial words of dissolution that they seek to follow.

For an outside observer, however, it is easy to assume that the Seal-Breakers are simply a militaristic arm of either the Whispering Way or of the Whispering Tyrant's former Ustalavic empire. The Seal-Breakers themselves are aware of this and often actively encourage such misconceptions, as it keeps their own plans and preparations shrouded under an extra layer of obfuscation. The Whispering Tyrant's true feelings towards the Seal-Breakers remain unknown, whether he shares their goals for an apocalyptic future or was merely willing to parallel the teachings of the *Key of Geb* for his own ends. The Whispering Way itself has little understanding of the true objectives of the order, seeing them as a strangely independent group with a fervor equal to their own for freeing the Whispering Tyrant. They assume that the Seal-Breakers will fall under Tar-Baphon's sway upon his release and thus leave them to their own devices when encountered.

This ignorance is deliberately engineered on the part of the Seal-Breakers, as the two groups would likely not be such close allies if the Whispering Way were aware of the Seal-Breakers' ultimate goals. While the Whispering Way seeks the ultimate domination of the

dead and eradication of the living, the Seal-Breakers seek the eradication of all existence and order as the world knows it. The Seal-Breakers do not seek a day where the dead rise over the living; they neither know nor care what the world looks like after its final fight—or if there will even be a world left to speak of at all. For this reason many followers of Rovagug and Groetus are attracted to the Seal-Breakers. The inherent irrationality of their self-destructive philosophy is why Kothas elected to start an iron-fisted, militaristic wing to the order, preventing it from degenerating into simply another aimless end-times cult of depravity. It is this disciplined dedication to the vision of the *Key of Geb* that truly sets the Seal-Breakers apart in this regard.

STRUCTURE

The Seal-Breakers are a quasimilitary hierarchy based loosely on some of the military and martial holy orders on Golarion. This serves to disguise their activities as assumed agents of the Whispering Way while also enabling them to undertake the kind of brute-force missions that are often required in their goals of breaking the heavily guarded seals that bind the Whispering Tyrant. They are similarly organized into small cells of a dozen or fewer individuals, so that each cell knows very little about the doings of the others and likely knows of the existence of only two or three other cells at most. These cells contain the majority of the organization's members. The structure of the Seal-Breakers is very different at the top, however; the Three Grandmasters orchestrate the activities of the various cells remotely. All of the Seal-Breaker cells are aware of the Three Grandmasters, though not necessarily their identities, but they can recognize them and orders coming from them by certain secret signs and passwords disseminated throughout the order.

At the top of the hierarchy is the High Grandmaster, the ancient **Kothas of Mechitar** (CE male human nosferatu[B4] necromancer 18). He holds the final word between the other grandmasters when necessary, but he otherwise cedes a great deal of authority to his subordinates. Currently holding the position of the Grandmaster Martial is the Taldan ex-patriot **Cravus Tullius** (CE male human antipaladin[APG] [seal-breaker] 13; *Pathfinder Campaign Setting: Inner Sea Combat* 43), and rounding out the ranks of the three is the aged Grandmaster Conspiratorial **Soliennu Varshari** (NE female old human rogue 5/oracle[APG] 8/assassin 2), an outcast Sczarni fortune-teller of lethal reputation who seeks the gift of vampirism to stave off death and prolong her position indefinitely.

The rank-and-file of the organization consists of a combination of rogues, martial combatants (primarily antipaladins), and spellcasters. These agents are recruited by individual cells based on their perceived usefulness and dedication to the freedom of the Whispering Tyrant. Candidates already associated with Whispering Way are all the better for masking the presence of the Seal-Breakers as a separate entity, though such recruits are inevitably given some of the most dangerous assignments and never see the true inner workings of the organization. Clerics of Urgathoa are also highly prized for their devotion to the rule of undeath without an overweening loyalty to the Whispering Way.

Grandmaster Varshari takes a lead role in recruitment of members with true potential, using a combination of spycraft and oracular ability to determine their suitability. Those who demonstrate particular martial skill and a penchant for cruelty are passed on to Grandmaster Tullius, who trains initiates in the seal-breaker antipaladin archetype (*Pathfinder Campaign Setting: Inner Sea Combat* 43).

HEADQUARTERS

As an organization steeped in secrecy and undeath, it only makes sense that the Seal-Breakers' headquarters draws deeply from both of those fonts. Following the sealing of Gallowspire, when Kothas realized the need for an organized approach to freeing the Whispering Tyrant and recovering the *Key of Geb*, he sought a location not far from that locale but well removed from the scrutiny of those who would seek his undoing. Calling upon old pacts between the Whispering Tyrant and the tribes of Belkzen and even older secrets hidden within the Tusk Mountains, Kothas of Mechitar was able to secure a safehold for himself near the mysterious gates known only as the Cenotaph. Here, at the site of a long-forgotten, prehistoric Kellid catacomb concealed in the very shadow of the monolithic Cenotaph, Kothas established the headquarters of his nascent order.

Called the House of the Key, or usually just the House, the headquarters has stood hidden from the scrutiny of the outside world—and the knights of Lastwall in particular—by virtue of the Seal-Breakers' own obsessive secrecy and the distracting screen of surrounding Belkzen tribes that has endured for nearly a thousand years. The Corpse Defilers are the most recent and first truly permanent orc guardians of the region, but for a dozen generations orc war-drummer songs have spoken of the mysterious warriors clad in black mail that carry death with them, reminding the tribes of the mandate of the orc deity Zagresh which states these warriors can walk among the tribes and not be trifled with.

Deep within the multiple levels of the ancient, bone-strewn catacomb, the House maintains store rooms, isolation cells where new recruits are tested, and smithies

where enslaved craftsmen from around the Inner Sea region create armor and weapons for their captors. In chapels to Urgathoa, Rovagug, and Groetus, fanatics and those who have lost all hope preach doctrines of death and destruction. Promising recruits are forged into antipaladins and trained in the cruelest arts of war in the House's torture chambers, above the abattoirs where prisoners are questioned and then disposed of. In the deepest levels are the undead-guarded and heavily trapped vaults and libraries of the Seal-Breakers, as well as the personal domains of the Three Grandmasters.

The Grandmaster Conspiratorial Soliennu is rarely present in her small sanctuary, spending most of her time away recruiting and gathering the information crucial to the order's operation. A sealed oubliette in her quarters holds the long-imprisoned Ustalavic captive **Olimerea Casterov** (CE female human vampire aristocrat 6) whom Kothas has promised to destroy after Soliennu allows the vampire to turn her, so that the grandmaster might achieve free-willed vampirism. Soliennu has not yet attained sufficient blackmail material on the High Grandmaster to trust him to uphold his end of the bargain, however, so the vampire remains stored in solitude, languishing in a perpetual state of sanity-shattering starvation.

Lord Tullius spends much of his time among the training rooms and torture halls as he oversees the ordination of new seal-breaker antipaladins and the primary planning of military actions, always attended by at least a dozen seal-breaker knights. Among the deepest, half-flooded levels rests the lair and crypt of Kothas, who comes and goes in secrecy as he subtly guides the order along its eons-long path. His quarters are not visited by other members of the order and are rumored to hold all manner of horrors, both aberrant and undead.

OPERATIONS

As a small, secret organization devoted to no less than bringing down the current world order, the Seal-Breakers have a monumental task before them. Guided by the patience and planning of the immortal Kothas and the succession of grandmasters he has installed over the generations, however, the order remains undaunted. By scattering small cells across Golarion, many wheels turn in tandem toward a shared goal that most of the constituent parts are unlikely to ever fully realize.

Absalom: Operations on the Isle of Kortos are relatively recent. Until a decade ago, this cell scoured Andoran and the Five Kings Mountains in search of the Kraggodan seal. Following the seal's destruction by the necromancer Drazmorg in 4708 AR, this cell—led by the canny **Ganthus Ilberbight** (NE female dwarf bard [archaeologist] 7; *Pathfinder RPG Ultimate Combat* 32)—shifted to Absalom and works closely with the Grandmaster Conspiratorial to investigate the various siege castles while discretely plumbing what useful information might be obtained from the Pathfinder Society itself.

Belkzen: The main headquarters of the Seal-Breakers is located in the Hold of Belkzen, where the order trains new members and simultaneously seeks the means to open the mysterious gates of the Cenotaph in anticipation of freeing the Whispering Tyrant from Gallowspire.

Garund: Though the Seal-Breakers are not as active in Garund as they are in Avistan, there is nevertheless a small cabal of Seal-Breakers that divides its time between the ancient libraries and ruins of Osirion, Geb, and Nex, searching for valuable arcane information they can access without revealing their true identities and agendas. The nation of Geb is of particular interest, as Seal-Breakers hunt for any scrap of useful information that might have survived from the Seal-Breaker's ancient origins. This scattered cell is led by **Meerfesha Solasti** (CE female human ghast investigator[ACG] 10) who often works closely with Kothas himself in her enterprises.

Kyonin: The cell operating on the borders of Druma and Kyonin seeks to find ways to destabilize the elven kingdom, as it sees Kyonin as one of the major threats to a new ascension by the Whispering Tyrant. From a small cave at the edge of Tanglebriar, **Verona Aliastor** (CE female half-elf ranger [infiltrator[APG]] 8) dispatches her agents and considers ways of empowering Treerazer in his assaults upon the hated elves.

Lastwall: The Seal-Breakers operating within Lastwall serve two primary purposes: they seek to disrupt and undermine the hated Knights of Ozem at every opportunity, and they seek to ensure secrecy of their organization's existence at all costs. Led by the assassin **Helvarim Kolo** (CE male human rogue [spy[APG]] 10/assassin 4), who originally trained at the Daggermark Assassins' Guild, this group listens for any whispers of their order's existence while pinning the blame for their own deeds on the Whispering Way and the orcs of Belkzen. A second cell of antipaladins operates in Vigil under the command of a bitter elf named **Yosiduin** (CE male elf antipaladin[APG] [seal-breaker] 11; *Pathfinder Campaign Setting: Inner Sea Combat* 43). This group is detailed further on page 3.

Mendev: The Worldwound has long held a special fascination for the Seal-Breakers, and to this end the "Andoren cavalier" **Johanan Magmor** (CE male human antipaladin[APG] [seal-breaker] 9; *Pathfinder Campaign Setting: Inner Sea Combat* 43) journeyed to Kenabres with his retinue of warriors in the guise of another group of would-be crusaders. In truth, they seek a way to deactivate the *wardstones* and unleash a new demonic

invasion upon Golarion. One of this cell's most interesting recent developments was the recruitment of a powerful spellcaster, **Larisa** (CE female tiefling sorcerer 12/archmage 4), who has since undertaken her own quest to achieve the true form of a demon through her manipulations of the Worldwound's power at Red Rune Canyon.

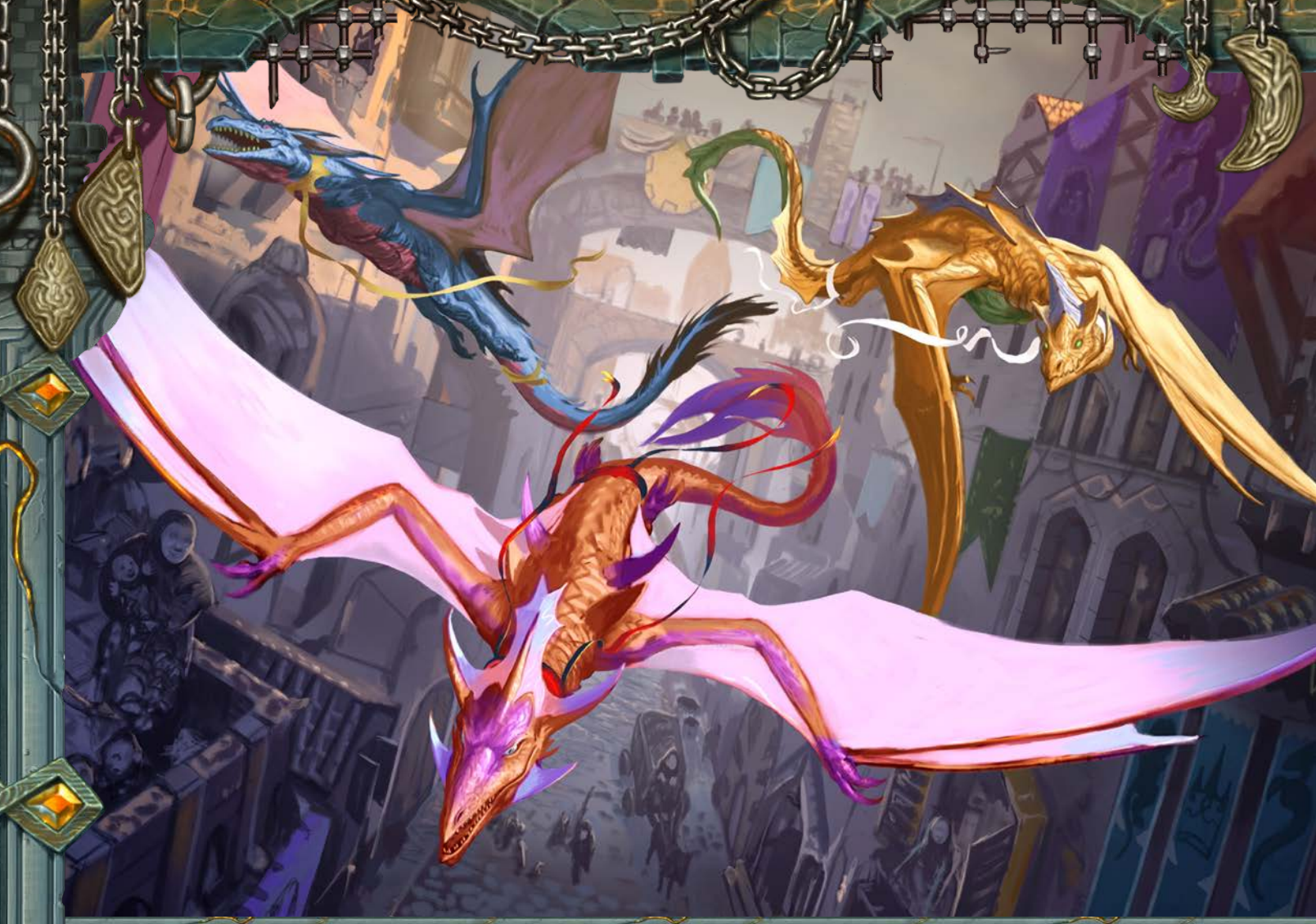
Ustalav: Despite their proximity to Ustalav, the Seal-Breakers keep a low profile in the Immortal Principality. Their activities are focused in two directions. The aged scholar **Argen Croate** (NE male venerable human arcanist[ACG] 10) leads a small group of researchers who mainly divide their time between Lepistadt University and the libraries of Caliphas as they track down any bits of esoteric lore that may assist them in freeing the Whispering Tyrant, though they make excursions to remote locations farther afield when necessary to follow up on an interesting lead. Separately, **Iliamaniss** (NE female elf vampire druid 14) works in the dungeons of Gallowspire to try and break the Great Seal directly; this former Grandmaster Conspiratorial stepped down from her post a century ago to pursue her task more closely and feels she is nearing a breakthrough.

Varisia: A group of Seal-Breakers operates in the city of Kaer Maga, having tracked the long-lost Taldan seal to that strange city. For more information on this group, see *Pathfinder Adventure Path #135: Runeplague.*

FUTURE

The group that is today known as the Seal-Breakers has traveled a rocky road through the course of its history: the group has had several starts and abrupt stops at the hands of deific wrath and crusade-driven purges. As Kothas has finally achieved a stable organization complete with a hierarchical command structure and a disciplined militant wing, however, he has no desire to subject his millennia-long plans to the vagaries and mistakes of a divided power structure. He has seen Geb fall—if only temporarily—to the ruling wizard-king's own self-absorption and Tar-Baphon fall twice to what the nosferatu considers the lich's own megalomaniacal hubris. As a result, though the Seal-Breakers work to free the Whispering Tyrant, once Tar-Baphon is freed, Kothas intends to recover the *Key of Geb* and move on in his greater plans for the unmaking of the world while a risen Whispering Tyrant serves as a massive component towards reality's dissolution.

Some of the less dedicated members of the order will undoubtedly align with the freed Whispering Tyrant and serve as generals and soldiers in a campaign of vengeance against Lastwall and the Knights of Ozem. Kothas and his core followers, however, intend to use the knowledge found in the *Key of Geb* to continue breaking the seals that hold back the true, chaotic reality of the universe. The gates of the Cenotaph are the obvious next step in the nosferatu's vision for the evolution of reality, and it is a step that the Whispering Tyrant will likely see to in short order. After that, Kothas' apocalyptic agenda calls for a further weakening of barriers, including the resurgence of the Worldwound, invoking Great Old Ones, and similar loosenings, all culminating in the ultimate step of breaking the seals of the Dead Vault itself and releasing Rovagug to bring the whole of the Material Plane to the perfect harmony of annihilation.



Bestiary

"Oh, of course you think they're cute. Everyone thinks they're cute when they first see 'em. Buys them for their kiddies every time the racers show up in town. Do they ever think about what it takes to feed a tiny dragon and keep it in the house without it nipping the dog? No, of course not! And then they just let them out the window to 'be free' when they get sick of 'em—free to roost in my rafters, is what! Well, they call them pest drakes for a reason, you know! They're nothing more than scaly pigeons, 'cept instead of covering everything in bird crap, they drool acid all over your attic beams. You can't even bake 'em into a proper pie, unless you like having your mouth burned to pieces when you eat it. Now hand me my broom!"

—Marefen Bakewell, annoyed Taldan grandmother

This volume of the Tyrant's Grasp Adventure Path contains a new mortic that can drain life from its foes, a bloodthirsty mimic of an angel, swarms of noxious dragons, a flying beast from the Negative Energy Plane, a plant-shepherd, and several hordes of undead.

IN THE LANDS OF THE DEAD

In "Last Watch," the PCs must travel through the ruins of the now-destroyed city of Vigil. As they do, the horrors of the *Radiant Fire* become immediately evident, as the PCs encounter undead created from the massive wave of negative energy and creatures twisted and transformed by vast amounts of positive energy. These threats include enormous plants and animals as well as mutated creatures.

The Ruins of Vigil Encounters table presented here features challenges the PCs might face as they travel through the destroyed city in Part 3 of this adventure. The PCs have a 15% chance of a random encounter every 2 hours they spend traveling through Vigil after the *Radiant Fire* during the day, and a 40% chance of a random encounter each time they stop for a lengthy rest. The PCs should have no more than three random encounters in a 24-hour period.

This chart is specifically designed for the PCs' travels through Vigil. As such, it includes a number of possible survivors the PCs can encounter in the city ruins. Each of these possible encounters is listed below, though GMs are encouraged to create their own groups of survivors to fit the needs of their respective campaigns. Additionally, many of the encounters make use of the mutant template. This template is found on pages 180 and 181 of *Pathfinder RPG Bestiary 5*.

Escaping Survivors (CR 12): The PCs find a set of wagons loading survivors to flee the city. The pious guard (*Pathfinder RPG NPC Codex* 117) in charge of the wagons explains that they need to buy time to load the last few citizens on the wagons and escape. Waves of fallen (*Pathfinder RPG Bestiary 6* 126) make their way toward the wagons and engage the PCs, though never in groups of more than five. The PCs, along with the pious guard, must survive for 1 minute of combat or slay 20 fallen to buy the wagons enough time to escape the city.

Opportunistic Looters (CR 10): A band of adventurers known as the Eye of the Spirit was traveling near Vigil as the *Radiant Fire* engulfed the city. While initially horrified by the sight, they soon realized that the city had become ripe for the picking and braved the terrors to loot what armor, weapons, and other equipment they could. They are traveling through the ruins with a cart full of their findings. PCs who question the group could convince them to stop their looting and help the citizens of Vigils. Otherwise, the group might come to blows with the PCs, defending their newfound cache of gear. The Eye of the Spirit includes a bloodfire sorcerer (*NPC Codex* 164), a freelance thief (*NPC Codex* 147), a mountaineer (*NPC Codex* 131), and a spell hunter (*NPC Codex* 83).

Treat the Wounded: The PCs find a makeshift medical tent treating the injured of Vigil. The noble crusader (*NPC Codex* 46) in charge of the tent is dangerously low on supplies. She asks the PCs to bring back any supplies they can offer to help the wounded. If the PCs are able to provide supplies such as healer's kits, magical scrolls, and potions worth at least 500 gp in total, the crusader is thankful for their aid and provides the PCs with a *strand of prayer beads* in gratitude.

Unrisen Attack (CR 9): Three desperate hammers of justice (*NPC Codex* 114) are locked in battle with four unrisen (*Bestiary 6* 268). A number of citizens caught on the edge of the blast between the negative and positive energy portions of the *Radiant Fire* find themselves unable to die. This allows the unrisen to endlessly return at maximum hit points when slain by typical weapons, even well past their typical limits. The knights are unaware of the alternative means of destroying the unrisen and need assistance. If the PCs are able to put the unrisen to rest, the knights gladly aid them on their journey through Vigil.

Ruins of Vigil Encounters

d%	Result	Avg. CR	Source
1–8	Treat the Wounded	—	See below
9–11	2d4 mutant owlbears	9	*Bestiary* 224
12–15	2d4 advanced giant phantom armors	9	*Bestiary 4* 288, 289, 213
16–19	1d8 mutant slicer beetles	9	*Bestiary 2* 44
20–23	1 advanced quickwood	9	*Bestiary 2* 292, 228
24–27	Unrisen Attack	9	See below
28–32	1 vrykolakas	10	*Bestiary 6* 273
33–37	1 fext	10	*Bestiary 5* 115
38–42	Opportunistic Looters	10	See below
43–47	1d4 advanced hangman trees	10	*Bestiary 2* 292, 152
48–55	1d4 fallen	10	*Bestiary 6* 126
56–63	1d4 greater shadows	10	*Bestiary* 245
64–71	2d4 bodaks	11	*Bestiary 2* 48
72–76	2d6 giant mosquitoes	11	*Bestiary 2* 193
77–81	2d4 spectres	11	*Bestiary* 256
82–86	1d6 titan centipedes	11	*Bestiary 2* 53
87–91	1 graveknight	11	*Bestiary 3* 138
92–94	2d4 mohrgs	12	*Bestiary* 208
95–97	Escaping Survivors	12	See below
98–100	1 viper vine	13	*Bestiary 2* 279

LAST WATCH

Part 1: Explosive Tidings

Part 2: Into the Undercity

Part 3: A Grim Dawn

NPC Gallery

Into the Void

Relics of the Shining Crusade

Seal-Breakers

Bestiary

Mortic, Lifeleecher

The pallid flesh of this ferocious, orc-like creature is covered in scars and burns. Its muscles are thick and corded, and its hate-filled eyes seem to reflect death wherever they stare.

LIFELEECHER MORTIC **CR 8**

XP 4,800

CE Medium humanoid (mortic [*Pathfinder Adventure Path* #139 72], orc)

Init +6; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 22, touch 12, flat-footed 20 (+6 armor, +2 Dex, +4 natural)

hp 90 (12d8+36)

Fort +11, **Ref** +6, **Will** +6; +4 vs. mind-affecting effects

Defensive Abilities death gasp, mortic ferocity, negative energy affinity

Weaknesses light sensitivity, vulnerable to consecration, vulnerable to resurrection

OFFENSE

Speed 20 ft.

Melee bite +14 (1d6+5), 2 claws +14 (1d8+5) or mwk falchion +16/+11 (2d4+5/18–20)

Ranged javelin +11/+6 (1d6+5)

Special Attacks leech life (1 level, DC 17)

Spell-Like Abilities (CL 8th; concentration +9)

Constant—*deathwatch*

3/day—*death knell* (DC 17)

STATISTICS

Str 20, **Dex** 15, **Con** 16, **Int** 12, **Wis** 11, **Cha** 13

Base Atk +9; **CMB** +14; **CMD** 26

Feats Combat Reflexes, Grudge Fighter (*Pathfinder RPG Advanced Race Guide* 141) Improved Initiative, Iron Will, Lunge, Weapon Focus (falchion)

Skills Intimidate +13, Perception +13, Stealth +11, Survival +9

Languages Common, Orc

SQ create spawn, unliving nature

ECOLOGY

Environment temperate hills, mountains, or underground

Organization solitary or gang (2–4)

Treasure standard (breastplate, javelins [4], mwk falchion, other treasure)

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature slain by a mortic's leech life special ability becomes a wight in 1d4 rounds. Wights spawned by a lifeleecher mortic have penalties like true wight spawn, and they are under the command of the mortic who created them for a period of 24 hours, after which they collapse to the ground, devoid of any animating power, and become mundane corpses. These spawn do not have any of the abilities they had in life.

Leech Life (Su) Three times per day as an immediate action after a successful bite attack, a lifeleecher mortic can siphon a portion of its target's life energy into itself. This functions as the energy drain universal monster rule. If the mortic drains a level in this way, the mortic gains the benefits of a *haste* spell (CL 8th).

Mortic Ferocity (Su) A lifeleecher mortic has ferocity, as the universal monster rule. However, when the lifeleecher mortic falls below 0 hit points, it does not lose any hit points per round and it is not staggered. A lifeleecher mortic still dies when it reaches a negative number of hit points equal to its Constitution score. Lifeleecher mortics fighting in this state are driven by instinct and default to attacking with their natural weapons, bolstered by their leech life and *death knell* abilities. Using manufactured weapons or using any other tactics or abilities requires the lifeleecher mortic to succeed at a DC 17 Will saving throw to suppress its instincts.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a lifeleecher mortic staggers it for 1d4 rounds unless the mortic succeeds at a Will save against the caster's saving throw DC for that spell. Using the spell in this way does not require a material component. When staggered due to such an effect, a lifeleecher mortic cannot use its leech life special ability and its mortic ferocity ability is suppressed. If the lifeleecher mortic is reduced to fewer than 0 hit points while affected by a *raise dead* effect, it immediately gains the staggered condition and loses 1 hit point per round.

Much like some of their orc kin, lifeleecher mortics often cover themselves in ritual scarring, brands, and auspicious tattoos. However, a lifeleecher mortic's skin is an ashen gray color, signaling their flirtation with death. Of all their markings, lifeleecher mortics most celebrate their death scar: the site of a mortal wound that would have felled creatures far more resilient than an orc, yet that failed to slay the lifeleecher mortic, instead unleashing their mortic heritage.

Lifeleecher mortics are roughly 6 feet tall and weigh about 230 pounds.

ECOLOGY

A lifeleecher mortic's elongated nails resemble a raptor's talons, with razor tusks jutting upward from their lower lip, ending just below their lifeless eyes. Lifeleecher mortics are not born with their mortic abilities; rather, these powers manifest upon a mortic's initial brush with death. As the lifeleecher mortic receives what should be a fatal blow, their orc ferocity triggers something deep within that releases their mortic powers.

Upon receiving any killing blow, the lifeleecher's mortic ferocity activates. The mortic enters a feral, furious state that drives them on, allowing them to continue fighting where other humanoids, even orcs, would fall. As they enters this trance, they forgo weapons and other tools, instead ravaging their opponents with natural attacks,

especially their savage, life-leeching maw. The fact that lifeleechers consume their foes' life energy with their maws leads many of them to gravitate toward cannibalism in general, and even those who do not partake of cannibalism tend to prefer their meat fresh and raw.

HABITAT AND SOCIETY

Lifeleecher mortics enjoy an almost celebrity status in orc settlements, both feared and revered for their strange ability to shrug off death blows. In a society where might makes right, death-defying lifeleecher mortics quickly climb their tribal hierarchies as their ability to defeat their orc cousins proves their strength and worthiness to rule. In other cases, powerful mortics find themselves quickly sold off to large gladiatorial stables in Belkzen and the Lands of the Linnorm Kings or the savage, tusk-lined fighting pits within the Realm of the Mammoth Lords. Many managers enjoy having a lifeleecher mortic champion in these blood-soaked arenas, as the mortics' prolonged fights and supernatural displays both wow and terrify crowds in a gruesome spectacle often talked about for several seasons after the bout itself.

Unfortunately, lifeleechers' penchant for animating those they defeat into wights, even temporarily, stirs many orc superstitions regarding death and magic. Tribes whisper insults depicting the lifeleechers as undead creatures themselves or suggest that they are possessed by fiends. Of course, most orcs would never say such things to a lifeleecher mortic's face; they are far more likely to grovel at the lifeleecher's feet to garner favor from their much stronger kin.

Many soothsayers, shamans, oracles, and witches believe lifeleecher mortics hold the spirits of fallen orc heroes killed before they fulfilled their destiny, and it is this power that drives these nigh-indestructible warriors. When a lifeleecher mortic takes a mate, it prefers others of its kind; however, due to their orc heritage, these mortics can also breed with orcs and humans, and their often-high status gives them plenty of opportunity to do so. A mortic's offspring, whether orc or half-orc, all have potential to manifest as lifeleecher mortics when their racial ferocity triggers. Unfortunately, tribes all too often attempt to hasten this phenomenon, risking the lives of young orcs to spark this heritage, and it is more likely for a young orc with a lifeleecher mortic parent to die than for the child's mortic abilities to be unleashed.

Lifeleecher mortics who live apart from orc settlements fare far worse than their half-orc cousins in similar communities. Something about their mannerisms, especially their dead eyes, is off-putting to non-orcs. Add to that their proclivity for cannibalism, and lifeleecher mortics find they do not assimilate well outside of gladiatorial pens or spectacle sideshows, and the public quickly drives them out into the wild when they discover the lifeleecher mortic's questionable heritage and unsavory diet. This suits most lifeleecher mortics just fine, as outside of orc lands they gravitate towards loner lifestyles as explorers, big-game hunters, and practitioners of guerrilla warfare.

Pallid Angel

This macabre beauty holds her ebon-feathered wings spread behind her. Her skin and clothing are soaked and splattered with blood, wine, and other fluids.

PALLID ANGEL **CR 12**

XP 19,200

NE Medium outsider (evil, extraplanar)

Init +7; **Senses** darkvision 60 ft., *detect good*, *detect magic*, low-light vision; **Perception** +18

Aura frightful presence (30 ft., DC 21)

DEFENSE

AC 25, touch 13, flat-footed 22 (+3 Dex, +12 natural)

hp 150 (12d10+84)

Fort +15, **Ref** +7, **Will** +11; +4 vs. poison

Defensive Abilities profane ward; **DR** 10/adamantine or good; **Immune** acid, cold, death effects, disease, energy drain, mind-affecting effects, petrification; **Resist** electricity 10, fire 10; **SR** 23

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee *+1 unholy scythe* +19/+14/+9 (2d4+10/×4 plus 2d6 vs. good creatures)

Special Attacks bloodbath

Spell-Like Abilities (CL 12th; concentration +17)

Constant—*detect good*, *detect magic*

At will—*acid arrow*, *contagion* (DC 18), *dispel magic*, *greater teleport* (self plus 50 lbs. of gear only), *rage*

3/day—*fireball* (DC 18), *magic missile*, *vampiric touch*

1/day—*cleanse*[APG], *mass inflict moderate wounds* (DC 21), *plane shift* (self plus 50 lbs. of gear only), *wall of thorns*

STATISTICS

Str 22, **Dex** 17, **Con** 25, **Int** 14, **Wis** 16, **Cha** 21

Base Atk +12; **CMB** +18; **CMD** 31

Feats Bloody Assault[APG], Dreadful Carnage[APG], Flyby Attack, Furious Focus[APG], Improved Initiative, Power Attack

Skills Bluff +20, Diplomacy +20, Fly +19, Intimidate +24, Knowledge (arcana) +12, Knowledge (planes) +12, Knowledge (religion) +15, Perception +18, Profession (soldier) +18, Sense Motive +18, Spellcraft +12; **Racial Modifiers** +4 Intimidate

Languages Abyssal, Celestial, Infernal; truespeech

SQ hunger for life and death

ECOLOGY

Environment any (Abaddon)

Organization solitary or warband (1 plus 1 9th-level cleric of Urgathoa and 3–12 6th-level fighters)

Treasure double (*+1 unholy scythe*, other treasure)

SPECIAL ABILITIES

Bloodbath (Su) Pallid angels are avatars of slaughter, delighting in the bloody carnality of combat. When a pallid angel kills a creature using a manufactured melee weapon, she can splash its blood (or similar remains) on herself as a free action, even if it's not her turn. This grants her 8 temporary hit points and a +2 profane bonus to Strength. These benefits stack with themselves, to a maximum of 40 temporary hit points and a +10 bonus to Strength, and they last until 1 minute after the pallid angel last used this ability.

Hunger for Life and Death (Su) A pallid angel is healed by both positive and negative energy. In addition, whenever a positive energy or negative energy effect would heal or harm one or more creatures within 30 feet, the pallid angel can consume the energy as an immediate action. The pallid angel regains a number of hit points equal to the greatest amount of healing or damage a targeted creature would receive, and no other creatures are affected by the effect. A pallid angel can consume energy this way three times per day.

Profane Ward (Su) A pallid angel's spell resistance is increased by 5 against spells with the good descriptor and spells cast by worshippers of good-aligned deities.

Urgathoa is known best as a goddess of plague and undeath, yet the Pallid Princess has wider interests than the uninitiated might assume. Pallid angels, created by Urgathoa from the souls of her most dedicated champions and priestesses, represent these interests. Warriors and tacticians, wielders of profane magic and cruel weaponry, pallid angels are embodiments of the goddess's appetite for wanton bloodshed and forbidden pleasures.

The average pallid angel stands 7 feet tall and weighs 200 pounds.

ECOLOGY

Created by Urgathoa as mockeries of true angels, pallid angels strongly resemble the celestial beings for which they were named, and if cleansed of the stains of their hedonism they can often pass for such goodly creatures. Pallid angels particularly enjoy such deceptions, taking advantage of gullible mortals to revel in their adulation and spread the indulgent ways of the Pallid Princess. However, unlike true angels, pallid angels are universally female, with bodies resembling those they had or most desired in life.

As outsiders, pallid angels have no need to eat or sleep; however, befitting their nature as favored servants of the goddess of indulgence, they seek out and revel in the pleasures of the flesh. Though any act of carnal pleasure is of interest to them, great feasts both mundane and cannibalistic, sexual excesses, and intoxicants of every variety are common pursuits for pallid angels. Most pallid angels also blend their hedonism with enjoyment of milder sensual delights such as massages, luxurious comforts and furnishings, and even long periods of indolent slumber, for less intense acts make the greater pleasures all the more ecstatic by comparison.

In addition to their hedonistic urges, pallid angels' love of violence and bloodshed drives them to brutally abuse, and often eventually slay, any innocent unfortunate enough to fall into their grasp. Pallid angels take great pleasure in tormenting hostages and prisoners of war, and they occasionally spare unconscious foes for this purpose. A pallid angel denied such victims eventually sates her violent urges upon her companions and servants.

HABITAT AND SOCIETY

If the daughters of Urgathoa (*Pathfinder Campaign Setting: The Inner Sea World Guide* 309) are the goddess's most favored servants in life and unlife, pallid angels are her most favored in what comes after both. Pallid angels are created by Urgathoa from the souls of her greatest female worshippers, given bodies capable of enjoying all the pleasures of the flesh as reward for their service. In Urgathoa's domain on Abaddon, pallid angels spend much of their time indulging their desires, though most also serve as governors, arbiters, and vicious defenders against psychopomp raids.

Pallid angels are often sent in response to *planar ally* spells or called by *planar binding* spells; a wise caller is ready to satisfy the angel's hedonism, such as by casting *heroes' feast* for the angel's exclusive benefit. Pallid angels are often conjured to serve as generals of great armies, particularly those heavy with undeath. Several pallid angels served the Whispering Tyrant as commanders in his initial conquest of Ustalav; at least one remains somewhere in the mountains of Virlych, magically entrapped by Arazni before her death at the Tyrant's hands.

In addition to the angels' role as military leaders, small cults or lone priests might call upon a pallid angel to defend their sanctum from invaders or aid an assault against the forces of good, while hedonistic cults or worshippers occasionally conjure pallid angels simply to share in their pleasures. Urgathoa sometimes sends pallid angels to such pleasure cults unbidden, especially if such a cult has not yet descended fully into evil; the pallid angel serves as a guide to even more perverse indulgences and ensures the cult's corruption to Urgathoa's service.

Pallid angels and daughters of Urgathoa both hold great authority and honor among the faithful of the Pallid Princess, and many of those who eventually became pallid angels were first elevated to be daughters of Urgathoa upon their mortal deaths. When brought together, pallid angels serve as a martial counterpart to the more ecclesiastical role played by daughters, much like the paladins and clerics of good faiths. In such cases, pallid angels and daughters cooperate in service to the goddess's will, though their relationship is often strained. Pallid angels often treat daughters with subtle pity and condescension for their reduced access to physical pleasures and their less direct relationship to Urgathoa, while daughters frequently hold angels in quiet contempt for their status as living—and thus less perfect—beings.

Pest Drake Swarm

These songbird-sized drakes declare their territory with an insistent chorus of shrill chirps.

PEST DRAKE SWARM **CR 9**

XP 6,400

N Diminutive dragon (swarm)

Init +11; **Senses** darkvision 60 ft., low-light vision; Perception +8

DEFENSE

AC 23, touch 21, flat-footed 16 (+7 Dex, +2 natural, +4 size)

hp 115 (11d12+44)

Fort +12, **Ref** +14, **Will** +9

Defensive Abilities swarm traits; **Immune** acid, paralysis, sleep, weapon damage

OFFENSE

Speed 15 ft., fly 60 ft. (good)

Melee swarm (3d6 acid plus blistering slime and distraction)

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

Special Attacks blistering slime, caustic cloud (10-ft.-radius burst, 8d6 acid, Reflex DC 20 half, usable every 1d4 rounds), distraction (DC 18)

STATISTICS

Str 3, **Dex** 24, **Con** 16, **Int** 3, **Wis** 11, **Cha** 14

Base Atk +11; **CMB** —; **CMD** —

Feats Ability Focus (caustic cloud), Alertness, Great Fortitude, Improved Initiative, Iron Will, Toughness

Skills Acrobatics +12, Fly +24, Perception +8, Sense Motive +8, Stealth +13, Survival +11; **Racial Modifiers** +4 Survival

SQ homing

ECOLOGY

Environment any urban

Organization solitary, pair, or rampage (3–5)

Treasure none

SPECIAL ABILITIES

Blistering Slime (Ex) A creature that leaves a pest drake swarm's space becomes coated in acidic slime. A creature coated in acidic slime takes 3d6 points of acid damage at the end of its turn each round. As a full-round action, an affected creature can attempt a DC 18 Reflex save to clean off the slime. Dropping and rolling on the ground grants a +4 bonus on this save. The save DC is Constitution-based.

Caustic Cloud (Su) The dragons making up the pest drake swarm can coordinate their acidic breath together to create a caustic cloud as a standard action. The pest drake swarm can create a caustic cloud once every 1d4 rounds. All creatures within a 10-foot-radius burst, including creatures within the swarm's squares, take 8d6 points of acid damage (Reflex DC 20 half). The save DC is Constitution-based.

Homing (Ex) As a standard action, the pest drake swarm can determine its approximate distance from its home as well as the direction it must travel to reach it. A pest drake must spend 1 week in a new location to designate the new location as its home.

Roosting on statuary and eaves, pest drakes are the bane of masons and carpenters across Golarion. By itself, a single pest drake is a tolerated nuisance, eating insects and other vermin in the city. Its distinctive song-like chirp greets passersby and thanks those who throw it scraps of food. When pest drakes gather, however, they become much more dangerous. The little wyvern-like dragons erode the stone where they nest and grow territorial in large groups, becoming deadly, acid-spitting flocks when agitated.

Some of the smallest dragons, adult pest drakes are just under a foot in length and weigh 1–2 pounds. They live approximately 10–15 years.

ECOLOGY

Centuries ago, a wizard who was jealous of his colleague's bond with a pseudodragon captured a clutch of pseudodragons, determined to create his own draconic familiar. He drained his family's fortune in countless experiments to create a less intelligent and more obedient dragon. His experiments routinely failed, with many of the resulting offspring unable to properly bond as familiars or so frail they died within days of hatching. Decades later, a young paladin of Apsu discovered the wizard's atrocities against dragonkind and confronted the wizard. The wizard's daughter, who had cared for the failed experiments all of her life, released them from their cages, attempting to spare them from her father's magic and the paladin's ire.

Not long after the paladin left the wizard's mansion, the drakes returned to their pen. The daughter, intending to grant them freedom, released them further and further away from her home, only to discover them back in her courtyard each time she returned. Unable to "free" the drakes, she instead created a messenger service with them in an attempt to recover her family's fortune. Her plan did not work quite as intended. The drakes became a decades-long fashion fad that spread like wildfire across Golarion's nobility, especially after it was discovered that the creatures could be easily bred to exhibit a variety of colors, spikes, and frill styles. By the time the drakes fell out of fashion, they had become too embedded in their urban homes to ever be fully removed.

Unlike their draconic cousins, pest drakes are highly fertile and mature quickly. Mated pairs lay clutches of two to three eggs each year in the spring and fall. The eggs incubate for 2 months, and a hatchling reaches physical and sexual maturity within 5 months. A mated pair of pest drakes remains together while incubating eggs and raising the hatchlings, but they often find new mates within the flock after those young mature. Each adult in the flock takes at least some role in a hatchling's growth,

often teaching it which places to frequent for food and which to avoid due to danger. Some smaller flocks have been known to follow people who feed them, even as those people age and move to different homes within the city, passing the tribal knowledge of previous kindness from one generation of pest drakes to the next.

Pest drakes are not as vicious as their drake cousins, and they rarely attack creatures larger than themselves. They are omnivorous, subsisting primarily on berries, seeds, insects, and small rodents, though those that inhabit cities get the majority of their diet from scraps dropped by the city's inhabitants. Many pest drakes perch patiently in parks where citizens are likely to rest and eat, waiting for a dropped scrap or the opportunity to steal an untended meal. Some pest drakes have learned that chirping, dancing, and other displays often delight the local populace, leading to the drakes getting more scraps of food.

HABITAT AND SOCIETY

Pest drakes are social, communal creatures that exist almost entirely within cities. Flocks within cities tend to claim sections of the city as their territories and defend these territories from outside menaces, whether those menaces are other flocks of pest drakes, an invasion of stowaway rats on the docks, or new construction in the nobles' district that disrupts their nests. Flocks of pest drakes found outside of cities still frequently gravitate toward humanoid settlements, latching onto tribes or villages. Pest drakes communicate with each other through a mixture of body language, chirps, clicks, and whistles. They can understand basic words and simple commands in the languages of the humanoids around them, but they lack the ability to fully understand or speak a language.

Masons despise pest drakes. The drakes' acidic biology eventually permeates their roosting places, slowly eating away at the structure beneath. Their acid erodes details on statues, inscriptions on walls, and designs on column capitals. Buildings and statuary made of marble or painted in lighter colors are particularly susceptible to this corrosion, as it slowly darkens the stone and dissolves the paint. Once established, these pests have proven difficult to remove, as they are often too numerous and too prolific to fully exterminate, especially when the local populace so regularly feeds the friendly creatures. In poorer areas where vermin are more prevalent, the citizens often encourage the habitation of pest drakes to help keep the populations of other pests down.

Many minor nobles still collect and breed pest drakes for racing stock due to their innate ability to always find their way home. Some pest drakes are bred for speed, others for endurance. These races are collectively referred to as "Rainbow Races" due to the bright streaks of color that fill the sky when the pest drakes are released. Owners keep racing drakes in housing that limits the drakes' ability to form a bond with others of their kind. Current Rainbow Races have regulations limiting how many pest drakes can be raced at the same time after the Great Drake Disaster in Taldor, in which thousands of half-starved pest drakes were released for a race and subsequently bonded into a flock that decimated the nearby farmland.

Sceazir

This winged, six-legged creature seems to be constructed of dark crystal. Its mouth is disproportionately large for its wolfish head, gaping open to display rows of jagged teeth, and its spiky, many-jointed legs bend in unsettling ways.

SCEAZIR **CR 9**

XP 6,400

NE Large outsider (extraplanar)

Init +8; **Senses** darkvision 120 ft., lifesense, low-light vision; Perception +9

DEFENSE

AC 22, touch 14, flat-footed 17 (+4 Dex, +1 dodge, +8 natural, –1 size)

hp 114 (12d10+48)

Fort +8, **Ref** +12, **Will** +10

Defensive Abilities negative energy affinity; **DR** 10/ adamantine or good; **Immune** cold, death effects, disease, energy drain, poison; **Resist** acid 10, electricity 10, sonic 10

OFFENSE

Speed 60 ft., fly 120 ft. (good)

Melee bite +16 (1d8+5), 4 claws +17 (1d6+5/19–20)

Special Attacks entropic ruin, pounce, voidfury

STATISTICS

Str 21, **Dex** 18, **Con** 19, **Int** 2, **Wis** 14, **Cha** 9

Base Atk +12; **CMB** +18; **CMD** 33 (41 vs. trip)

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Critical (claw), Improved Initiative, Weapon Focus (claw)

Skills Acrobatics +8, Fly +18, Perception +9, Stealth +16, Survival +8; **Racial Modifiers** +4 Fly, +8 Stealth

SQ bond of the void

ECOLOGY

Environment any (Negative Energy Plane)

Organization solitary, voidpair (1 plus 1 sceaduinar) or howling (4–8)

Treasure none

SPECIAL ABILITIES

Bond of the Void (Su) Sceazirs have an innate connection with sceaduinars and can intuitively understand their commands. A sceazir with a sceaduinar rider forms a telepathic connection with the rider, allowing the sceaduinar to control its sceazir mount as a free action. A sceazir follows the commands of a sceaduinar rider to the best of its ability, but it almost never allows any other creature to use it as a mount.

Entropic Ruin (Ex) When a sceazir is slain, its body explodes in a burst of negative energy. All creatures within a 20-foot burst take 8d6 points of negative energy damage and become fatigued. A creature can halve this damage and negate the fatigue with a successful DC 20 Reflex save. If a creature was already fatigued when it fails this save, it becomes exhausted instead. The save DC is Constitution-based.

Voidfury (Ex) Sceazirs have an instinctive loathing for positive energy. When targeted with positive energy (such as a cure spell or channeled energy), a sceazir immediately flies into a fury, as the *rage* spell, for 2d6 rounds.

Vicious and brutal predators, sceazirs are born from the substance of the Negative Energy Plane in much the same way as the plane's more intelligent inhabitants, sceaduinars. Though they possess only an animalistic intelligence, sceazirs loathe all forms of life and unlife and are quick to hunt down anything they detect in their territory that is not native to the Negative Energy Plane. They are unnaturally fast, moving with equal ease on the ground or through the air. Due to sceazirs' speed and skill at tracking, sceaduinars often use them as mounts or beasts of burden. Sceazirs can understand the commands of a sceaduinar rider through a telepathic bond and carry out such commands obediently, but they almost never accept non-sceaduinar riders.

A sceazir is typically 11 feet long, stands 6 feet tall at the shoulder, and weighs about 900 pounds.

ECOLOGY

Scholars are unsure of the exact catalysts that cause the "births" of the Negative Energy Plane's strange entropic creatures, and due to the plane's hostile environment, attempts to study the subject are difficult and limited. Like sceaduinars, sceazirs are born from crystalline formations made of the Negative Energy Plane's hypersaturation of negative energy, hatching fully grown from egg-like cocoons. Academics speculate that the similarities in this creation process are what form the connection that allows sceaduinars to telepathically command sceazirs.

Sceazirs' bodies are formed of dark purple crystal, and their heads are somewhat wolflike, though with mouths far wider than those of any mortal canines. Their six many-jointed, insectile legs, terminating in jagged claws, give them an unnerving, skittering appearance when moving across the ground. In flight, their wings vibrate at a speed not easily discernible by the mortal eye, so they appear to be completely still even as they swoop down on victims. Their speed, stealth, and ability to sense living creatures make them highly efficient predators.

It is rumored that even larger and more powerful sceazirs inhabit the dark reaches of the Negative Energy Plane, though if such creatures do exist, none who have encountered them survived to verify these rumors.

HABITAT AND SOCIETY

As bestial creatures driven primarily by instinctual hatred, sceazirs do not have anything that could properly be called a society of their own. They are often influenced more by sceaduinars than their own inclinations. Though the

egg formations containing sceazirs arise spontaneously, sceaduinars residing in the area typically tend them to ensure the eggs hatch safely. This process also ensures that the newly birthed sceazirs bond to the attending sceaduinars, providing a ready source of mounts when needed. A sceazir is loyal to its sceaduinar rider, although the bond is not necessarily exclusive; sceazirs take commands from any sceaduinar, provided they do not conflict with the commands of a sceaduinar that is already commanding them. It is unusual to see more than a single sceazir and sceaduinar together, however, and the presence of multiple pairs always indicates they are joining together against something they consider to be a significant threat.

Sceazirs birthed into the harsh wilds of the Negative Energy Plane are left to their own devices unless found by a sceaduinar with a need for their service. These sceazirs roam the plane hunting for prey, often forming packs. Packs have a loose hierarchy, with the strongest sceazir in the group acting as the leader, without other defined roles. Although they have no real need to eat, they enjoy seeking out both living and undead creatures to devour, gleefully tearing their prey to pieces. The relative rarity of intruders to the Negative Energy Plane means that sceazirs eagerly track down any new arrivals they detect in their territory. They especially loathe those capable of using positive energy and target such foes with particular ferocity.

Whether they are solitary or part of a pack, sceazirs mark their territory by digging nests out of the entropic substance that forms the Negative Energy Plane's environs. Sceazir nests generally take the form of caves or deep pits, and they can be identified by the swirled, geometrical patterns of claw marks across the ground and exterior. These patterns are unique to each sceazir or pack, and they cause a disturbing sense of vertigo to living creatures who look into them for too long.

Curiously, sceazirs seem to have an inborn terror of the Negative Energy Plane's other inhabitants, nightshades. This aversion goes far beyond that of sceaduinars, who despise nightshades and avoid them unless they have sufficient power or numbers to ensure success in the ensuing conflict. Sceazirs will not approach a nightshade or its territory under any circumstances, even if directly commanded to do so by a sceaduinar rider. Speculations regarding the reason for this vary. Some scholars believe it is a simple matter of practicality, as the majority of sceazirs are not powerful enough to survive a conflict with a nightshade. Others, however, suspect the phobia may have a deeper cause, with suggestions ranging from an energy given off by nightshades that sceazirs cannot tolerate to an ancient war ending in the sceazirs' defeat and devolution to the bestial creatures they are now. Some have even suggested that nightshades are capable of commanding sceazirs just as sceaduinars are, but use that ability to keep sceazirs away rather than work with them.

Sump Steward

This hunched giant has spindly limbs covered in moss and a riot of vines and mushrooms for a torso. It has two bright red mushrooms growing where its eyes should be, and it sports a long beard of woven grass.

SUMP STEWARD **CR 9**

XP 6,400

N Large plant

Init +6; **Senses** low-light vision; Perception +14

DEFENSE

AC 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, –1 size)

hp 105 (14d8+42); regeneration 10 (acid or fire)

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

Immune plant traits

OFFENSE

Speed 30 ft.

Melee greatclub +15/+10 (2d8+7) or
2 slams +14 (1d6+5)

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

Spell-Like Abilities (CL 14th; concentration +15)
Constant—*speak with plants*
At will—*entangle* (DC 12), *plant growth*
3/day—quickened *entangle* (DC 12)
1/day—*cloudkill* (DC 16)

STATISTICS

Str 21, **Dex** 15, **Con** 16, **Int** 11, **Wis** 14, **Cha** 12

Base Atk +10; **CMB** +16; **CMD** 28

Feats Alertness, Blind-Fight, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell-Like Ability (*entangle*), Weapon Focus (greatclub)

Skills Perception +14, Perform (sing) +8, Sense Motive +11, Stealth +8 (+16 in forests and swamps); **Racial Modifiers** +8 Stealth in forests and swamps

Languages Common, Sylvan; *speak with plants*

SQ improved woodland stride

ECOLOGY

Environment any swamp or underground

Organization solitary, pair, or choir (3–8)

Treasure standard (greatclub, other treasure)

SPECIAL ABILITIES

Improved Woodland Stride (Ex) A sump steward can move through any sort of bog or undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed without taking damage or suffering other impairments. It can also move without harm or impediment through bogs, thorns, briars, and overgrown areas that are magically manipulated to impede motion.

Hidden away in deep caverns or under the shade of mangroves in isolated swamps, sump stewards hum songs while they dutifully tend to verdant colonies of mushrooms and fungi. Vaguely humanoid in form, sump stewards carry old tree trunks, rotting logs, or other large tools to help them tend and protect these colonies while they make their rounds. As they work, they sing low, thrumming tunes that echo throughout their domain.

Sump stewards—who, despite their intelligence, have no name for themselves and only indifferently acknowledge the names given by other races—have long, spindly limbs that possess great strength. Their form consists of mosses and lichens, with vines wrapping their bodies and holding them together. Mushrooms sprout all over the sump steward's form, although two red mushrooms glow where eyes would be. Some sump stewards grow long beards made of interwoven moss or grass.

A sump steward stands almost 15 feet tall, though they are frequently hunched over and seem shorter. They weigh approximately 1,400 pounds.

ECOLOGY

Sump stewards begin life as a pair of red mushrooms. These rare mushrooms often grow in fungal colonies tended by older sump stewards, who keep the new sump stewards sheltered and well-fed. Any creatures that invade the colony are quickly and firmly escorted away by the attendant sump stewards. By the time the red mushrooms are ready to sprout, an attendant sump steward has usually prepared a pile of twigs, leaves, moss, and other organic debris nearby. When the mushrooms sprout, they send shoots out to wrap around the offerings and form a body; the original red mushrooms serve as the new sump steward's eyes. Sump stewards that grow unattended form bodies from whatever debris is near and might seem mismatched as a result: some of these unattended sump stewards might walk with a limp, bear additional limbs, or have forms that incorporate bones or rocks.

While sump stewards' bodies can look rather hodgepodge, they are resilient and strong. The vines that wrap their bodies regrow quickly and knit a sump steward back together with remarkable speed. While not inherently violent, sump stewards don't hesitate to use their strength to protect their domain, encouraging local plants to restrain and delay intruders. If lethal force is required, they can use their oversized farming implements as greatclubs and expel clouds of poisonous spores that functions as the *cloudkill* spell. Goblins and other underground races tend to avoid sump steward colonies, venturing into them only under dire circumstances.

Arcano-botanists posit that all sump stewards are biological duplicates of one original organism, spreading asexually via their spores for thousands or millions of years all across Golarion. It is unknown how long an individual sump steward lives, but an elven explorer reported meeting the same sump steward 800 years apart.

It's even possible that the original sump steward is still alive, tending to some remote colony to this day.

HABITAT AND SOCIETY

Sump stewards are social creatures; a group of sump stewards is called a choir because they sing together. Every sump steward in a choir sings its own unique song, and when the voices come together, the subtly different melodies build upon one another in a haunting music that echoes throughout their domain. Sump stewards' social structures are intensely hierarchical. The eldest in a choir speaks for—and makes binding decisions for—every sump steward in the choir.

Sump stewards live primarily underground or deep in primeval forests and swamps, although they can be found anywhere they can manage to grow their colonies. While a single sump steward might tend to a relatively small colony, a choir of sump stewards might have a domain that encompasses many square miles. These fungal forests have their own unique ecology: various slimes, jellies, and oozes make their home among the stalks of giant mushrooms, while large packs of fungal crawlers (*Pathfinder RPG Bestiary 2* 127) scamper along the floor. Giant slugs sometimes live within a colony, as they are attracted to and pacified by sump steward songs.

Sump stewards have a longstanding but puzzling rivalry with treants. Entire choirs have been observed to travel far from their colonies to attack a treant grove, leaving their treasures and young sump stewards unguarded as they wage these attacks. Treants don't share this violent animosity, but they think poorly of sump stewards, likening them to parasites or blights on nature. The source of this intense enmity isn't clear; sump stewards and treants rarely inhabit the same areas, so they don't typically compete for resources. Sump stewards don't take much stock in what other creatures think of them, so it's unlikely that treants' dismissive attitude toward sump stewards is sufficient to generate this ire. Whatever the reason, sump stewards and treants never cooperate, and they usually come to blows if they encounter one another.

NOTABLE SUMP STEWARDS

Sump stewards exist across Golarion, including the following locations.

Kaer Maga: One of the most notable colonies of sump stewards is located under Kaer Maga, in the deep and mysterious chasm called Nursery Trench. This chasm is so choked with fungal growth that it is nearly impassable, although the form of an overgrown cathedral is barely visible at the chasm's lowest point. The choir of sump stewards in Nursery Trench is headed by a steward called Calando Mosswort. It's said that the cathedral Calando's choir guards holds secrets from before Earthfall.

Mindspin Mountains: A sump steward known as Lichenback leads a choir in eastern Varisia. Dwarven traders occasionally pass through Lichenback's large colony in the Mindspin Mountains. Lichenback lets travelers pass if they give up a token, which the sump steward adds to an impressive collection of mementos in a collapsed tower choked with fungus.

Fangwood: Fluge Darkwood leads an exceptionally large choir in the Fangwood Forest, near the strange blight that pervades the forest's heart. It's unknown if Fluge's choir has been corrupted by Arlantia, or if they simply find the blight more hospitable for rampant fungal growth. Rumors persist that the sump stewards' songs echoing through the Fangwood are paeans to the horrid god Cyth-V'sug.

Undead Hordes

When large numbers of individuals die at once, they sometimes rise as a collective of undead that work together.

CLACKING SKULL SWARM

This mass of floating skulls lingers in the air with a haunting presence. A constant clattering emanates from the dreadful mass.

CLACKING SKULL SWARM **CR 10**

XP 9,600

NE Tiny undead (swarm)

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

DEFENSE

AC 22, touch 15, flat-footed 19 (+3 Dex, +7 natural, +2 size)

hp 127 (15d8+60)

Fort +9, **Ref** +8, **Will** +10

Defensive Abilities swarm traits; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee swarm (3d6 plus distraction)

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

Special Attacks bone shards, chattering teeth, distraction (DC 21), frightening scream

STATISTICS

Str 5, **Dex** 16, **Con** —, **Int** —, **Wis** 13, **Cha** 19

Base Atk +11; **CMB** +6; **CMD** 19 (can't be tripped)

Skills Fly +15

ECOLOGY

Environment any

Organization solitary, horde (2–3), or clatter (4–8)

Treasure standard

SPECIAL ABILITIES

Bone Shards (Su) When a clacking skull swarm is reduced to 0 hit points, it unleashes an explosion of foul energy and bone fragments. Creatures within 30 feet of the clacking skull swarm take 8d8 points of damage (Reflex DC 21 half). Half of this damage is piercing damage, and half is negative energy damage. The save DC is Constitution-based.

Chattering Teeth (Su) As a free action, a clacking skull swarm can begin emitting a cacophony of chattering. Each creature within 60 feet must succeed at a DC 21 Will save or be confused for 1 round. A creature that successfully saves cannot be affected by the same clacking skull swarm's chattering teeth for 24 hours. The clacking skull swarm can stop this ability as a free action. This is a sonic, mind-affecting, compulsion effect. The save DC is Charisma-based.

Frightening Scream (Su) A clacking skull swarm can emit a terrifying scream as a free action once every 1d4 rounds. Each creature within 30 feet must succeed at a DC 21 Will save or be shaken for 1d4 rounds. A clacking skull swarm can't scream while using its chattering teeth. This is a sonic, mind-affecting, fear effect. The save DC is Charisma-based.

Clacking skulls are a unique type of beheaded[B4] that constantly chatter. This incessant noise can cause other skulls to rise as clacking skulls.

TROOP, BARRIER BREAKER

This wretched collection of undead have tight leathery skin, sunken eyes, and emaciated frames.

BARRIER BREAKER TROOP **CR 7**

XP 3,200

NE Medium undead (troop[B6])

Init +5; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 21, touch 12, flat-footed 19 (+4 armor, +1 Dex, +1 dodge, +5 natural)

hp 90 (12d8+36)

Fort +7, **Ref** +7, **Will** +9

Defensive Abilities troop traits; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee troop (2d6+6)

Ranged volley (2d8, DC 16)

Space 20 ft.; **Reach** 5 ft.

Special Attacks overwhelm, vandalism

STATISTICS

Str 22, **Dex** 13, **Con** —, **Int** 10, **Wis** 12, **Cha** 17

Base Atk +9; **CMB** +15; **CMD** 27 (can't be tripped)

Feats Dodge, Improved Initiative, Lightning Reflexes, Mobility, Nimble Moves

Skills Climb +21, Intimidate +18, Perception +16, Survival +13

Languages Common

SQ trench mist symbiosis

ECOLOGY

Environment any land

Organization solitary, horde (2–4), or uprising (5–10)

Treasure standard

SPECIAL ABILITIES

Overwhelm (Ex) A barrier breaker troop deals 3d6 points of damage with its troop attack to foes in its space.

Trench Mist Symbiosis (Ex) A barrier breaker troop is immune to trench mists' (*Pathfinder RPG Bestiary 5* 250) acid damage. When a barrier breaker troop reaches 0 hit points and is destroyed, it bursts violently outwards, and creatures within or adjacent to the troop take 4d6 points of acid damage. If any section of this troop is engulfed by trench mist when this death burst occurs, the trench mist's fast healing ability doubles for 2d6 rounds.

Vandalism (Ex) A barrier breaker troop ignores the first 5 points of hardness when attacking doors, walls, and other barriers. In addition, it deals double its troop damage (normally 4d6) against such barriers and unattended objects. When a barrier is destroyed with this ability, it

explodes and deals an amount of bludgeoning, piercing, and slashing damage equal to 1d4 points plus 1 point per point of the object's hardness to creatures within 5 feet of the object, including the barrier breaker troop.

Volley (Ex) A barrier breaker troop can hurl a barrage of rocks and debris as a standard action. This attack takes the form of up to two lines with a range of 40 feet. These lines can each start from any square the troop occupies. Creatures in these lines take 2d8 points of bludgeoning damage (Reflex DC 17 half). The save DC is Dexterity-based.

Barrier breaker troops arise from the animation of large numbers of juju zombies[B2] in a small amount of time.

TROOP, SODDEN DRAUGR

This mob of undead is draped in soggy seaweed.

SODDEN DRAUGR TROOP **CR 9**

XP 6,400

CE Medium undead (troop[B6])

Init +6; **Senses** darkvision 60 ft.; Perception +16

Aura stench (DC 18, 10 rounds)

DEFENSE

AC 23, touch 13, flat-footed 20 (+4 armor, +2 Dex, +1 dodge, +6 natural)

hp 93 (11d8+44)

Fort +6, **Ref** +7, **Will** +9

Defensive Abilities evasion, troop traits; **DR** 5/bludgeoning or slashing; **Immune** undead traits; **Resist** fire 10

OFFENSE

Speed 30 ft., swim 30 ft.

Melee troop (3d6+5 plus nausea)

Ranged vomiting deluge (2d8, DC 17)

Space 20 ft.; **Reach** 5 ft.

Special Attacks opportunist mauler, sodden field, sneak attack +2d6

Spell-Like Abilities (CL 8th; concentration +11)

3/day—*obscuring mist*

STATISTICS

Str 21, **Dex** 14, **Con** —, **Int** 12, **Wis** 14, **Cha** 17

Base Atk +8; **CMB** +13; **CMD** 26 (can't be tripped)

Feats Combat Reflexes, Dodge, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Toughness

Skills Climb +19, Intimidate +17, Perception +16, Profession (sailor) +11, Stealth +16, Swim +13

Languages Common (can't speak)

ECOLOGY

Environment any coastal

Organization solitary, horde (2–4), or uprising (5–7)

Treasure standard

SPECIAL ABILITIES

Opportunist Mauler (Ex) A sodden draugr troop can deal sneak attack damage to foes in its space. When it makes a successful sneak attack, it can forgo any number of sneak attack dice to increase the initial save DC and the duration in rounds of its nausea ability by an equal amount.

Nausea (Su) A creature damaged by a sodden draugr troop must succeed at a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based.

Sodden Field (Ex) As a free action, a sodden draugr troop can douse an area with putrid seaweed and vermin. This affects the sodden draugr troop's space and all adjacent squares for 1 minute. This area becomes difficult terrain; anyone who attempts to move through a sodden field must succeed at a DC 17 Reflex save or be staggered. A sodden draugr troop is immune to this effect. The save DC is Dexterity-based.

Vomiting Deluge (Su) A sodden draugr troop can vomit a torrent of water as a standard action. This attack takes the form of up to two lines with a range of 20 feet. These lines can each start from any square the troop occupies. Creatures in these lines take 2d8 points of acid damage (Reflex DC 17 half). The save DC is Dexterity-based.

When a large number of individuals drown, such as an entire ship's crew, they join into a mob of sodden draugr.

NEXT MONTH

Gardens of Gallowspire

By Crystal Frasier

Signs indicate that Tar-Baphon is free from his prison in Gallowspire and is rallying his forces for an assault on the lands of the living. The lich Arazni contacts the PCs, offering her aid against the Whispering Tyrant, but the PCs must first brave the blasted ruins of Gallowspire to shut down the wards that prevent Arazni's approach. Yet can even a demigod stand against the power of the *Radiant Fire*?

Ecology of the Carnivorous Plants

By Andrew Mullen

The energy of the *Radiant Fire* destroys, but it also creates explosions of mutant life, including animate plants that seek out prey. Explore the newest botanical discoveries involving these bizarre predators!

Missions in Lastwall

By Ron Lundeen

The fall of Lastwall was a tragedy slow in the making—a nation inexorably crushed by many failings each too heavy to be cast aside. But even in the face of inevitable doom, seemingly futile actions can make all the difference to those caught in the disaster. Keep the spark of hope alive with these missions set against the backdrop of Lastwall's impending destruction!

Witchgates

By Christopher Wasko

Spellcasters must always be alert to ways their own art can be turned against them. Those unwary and ignorant crusaders who seek to fight Tar-Baphon may find themselves trapped in the Whispering Tyrant's infamous teleportation traps!

Subscribe to Pathfinder Adventure Path

The Tyrant's Grasp Adventure Path continues! Don't miss out on a single exciting volume—head over to **paizo.com/pathfinder** and subscribe today to have new Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Module, Pathfinder Player Companion, and Pathfinder Accessories products delivered to your door.

Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Ascomoid from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Angel, Movanic Deva from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Beetle, Slicer from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Giant Slug from the Tome of Horrors © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Hangman Tree from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Poltergeist from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Lewis Pulsipher.

Quickwood from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Zombie, Juju from the *Tome of Horrors Complete* © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Pathfinder Adventure Path #141: Last Watch © 2019, Paizo Inc.; Authors: Larry Wilhelm, with Alexander Augunas, Mike Headley, Isabelle Lee, Meagan Maricle, Patchen Mortimer, Kendra Leigh Speedling, and Greg A. Vaughan.

INTELLIGENT CENTIPEDE? YOU CAN PLAY THAT!

STARFINDER®

ALIEN ARCHIVE 2

Battle or befriend more than 100 exotic and alien life forms in this creature collection for the Starfinder Roleplaying Game!

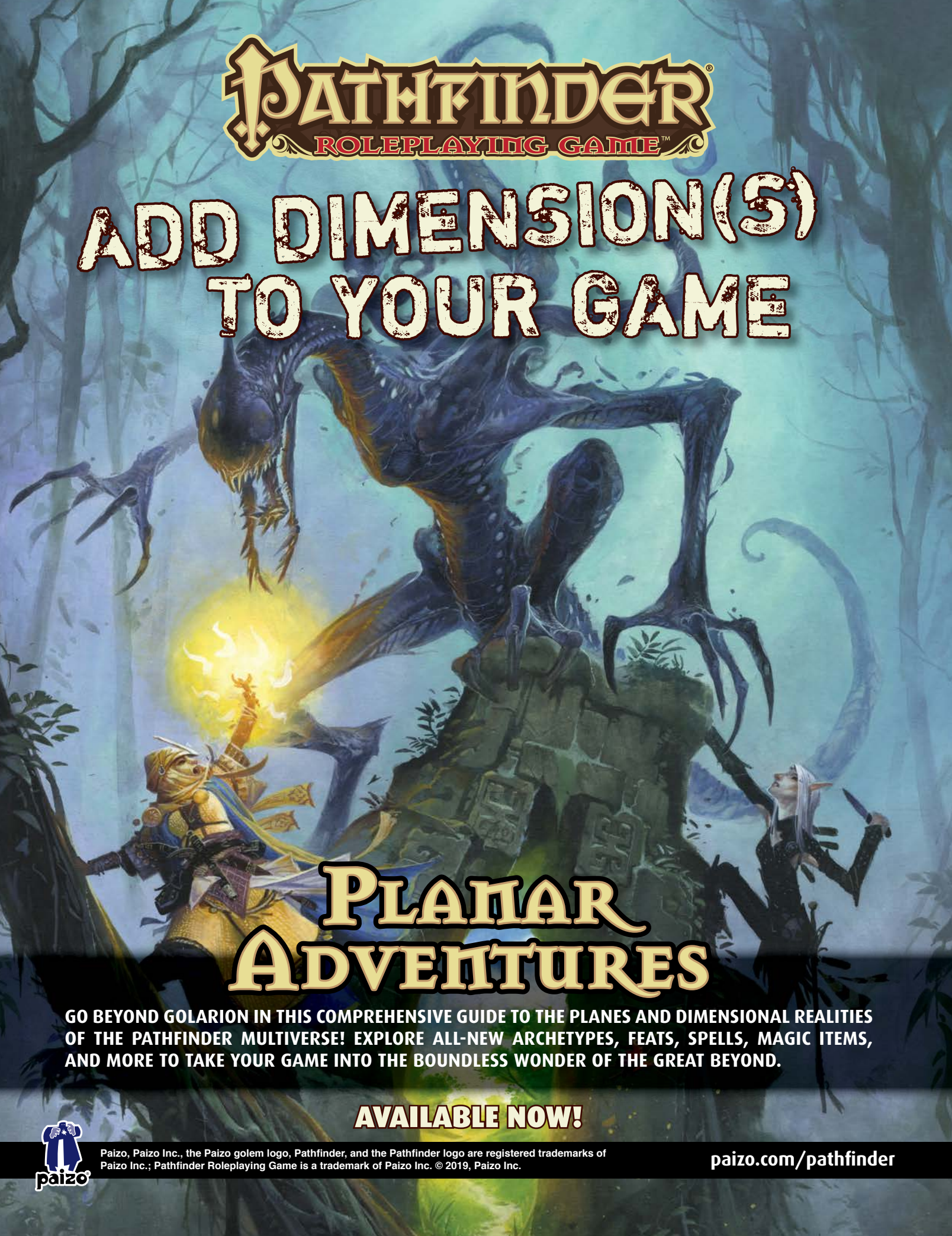
- Rules and ecological information for creatures from across the known worlds
- Exotic alien gear
- Sixteen new playable races let YOU be the alien
- Complete magical polymorphing rules, and more!

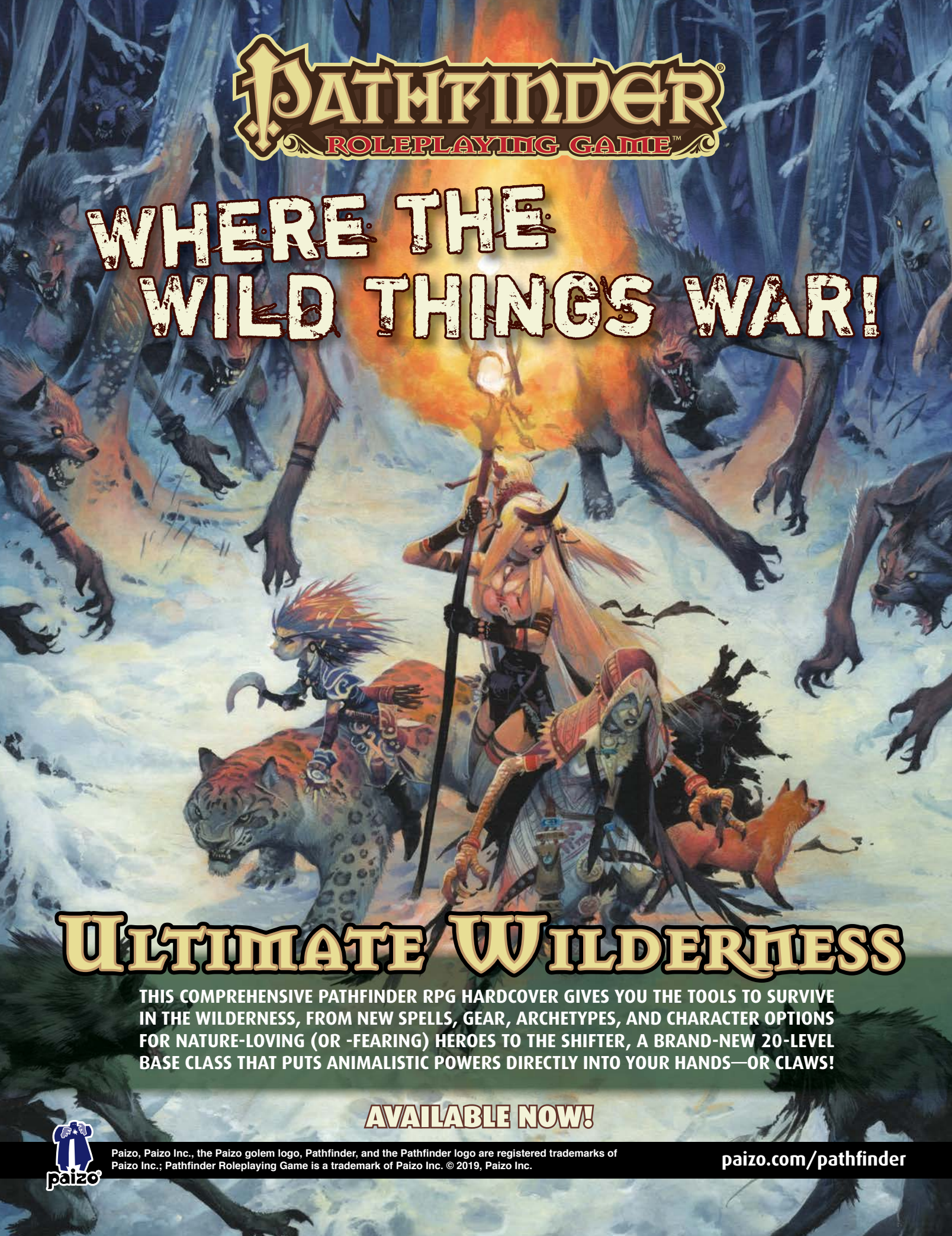
AVAILABLE NOW!

paizo

Paizo, Paizo Inc., and the Paizo golem logo, are registered trademarks of Paizo Inc.
Starfinder and the Starfinder logo are trademarks of Paizo Inc. © 2019 Paizo Inc.

paizo.com


Pathfinder
Roleplaying Game
Add Dimension(s) to Your Game
Planar Adventures
Go beyond Golarion in this comprehensive guide to the planes and dimensional realities of the Pathfinder multiverse! Explore all-new archetypes, feats, spells, magic items, and more to take your game into the boundless wonder of the great beyond.
Available Now!
Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, and the Pathfinder logo are registered trademarks of Paizo Inc.; Pathfinder Roleplaying Game is a trademark of Paizo Inc. © 2019, Paizo Inc.
paizo.com/pathfinder


Pathfinder
Roleplaying Game
Where the Wild Things War!
Ultimate Wilderness
This comprehensive Pathfinder RPG hardcover gives you the tools to survive in the wilderness, from new spells, gear, archetypes, and character options for nature-loving (or -fearing) heroes to the shifter, a brand-new 20-level base class that puts animalistic powers directly into your hands—or claws!
Available Now!
paizo
Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, and the Pathfinder logo are registered trademarks of Paizo Inc.; Pathfinder Roleplaying Game is a trademark of Paizo Inc. © 2019, Paizo Inc.
paizo.com/pathfinder

ALL SYSTEMS ARE GO!

STARFINDER®

BEGINNER BOX

Launch into an exciting universe of science fantasy adventure with the *Starfinder Beginner Box*! Streamlined rules help you create and customize your own futuristic hero to play through challenging adventures and action-packed battles against dangerous foes!

The *Starfinder Beginner Box* is the ideal introduction to the Starfinder Roleplaying Game, and includes two books, player aid cards, a complete set of dice, six pregenerated characters, blank character sheets, pawns and pawn bases, and a double-sided Flip-Mat.

AVAILABLE NOW

paizo

Paizo, Paizo Inc., the Paizo golem logo, Starfinder, and the Starfinder logo are registered trademarks of Paizo Inc.; Starfinder Roleplaying Game and Starfinder Flip-Mat are trademarks of Paizo Inc. © 2019, Paizo Inc.

paizo.com/starfinder

Shoki

The hunched woman labored under the weight of the snail shell upon her back. "My duty is to capture souls," she said, "and there's normally only one to a customer. But you have a pair, and that complicates my task."

"None know souls as well as the shoki, spirit-collectors of the Great Beyond," I said, hiding my mounting frustration. "But I think I know my own soul best, for my whole life I have had but one."

She peered closer. "Perhaps, for your life, yes."

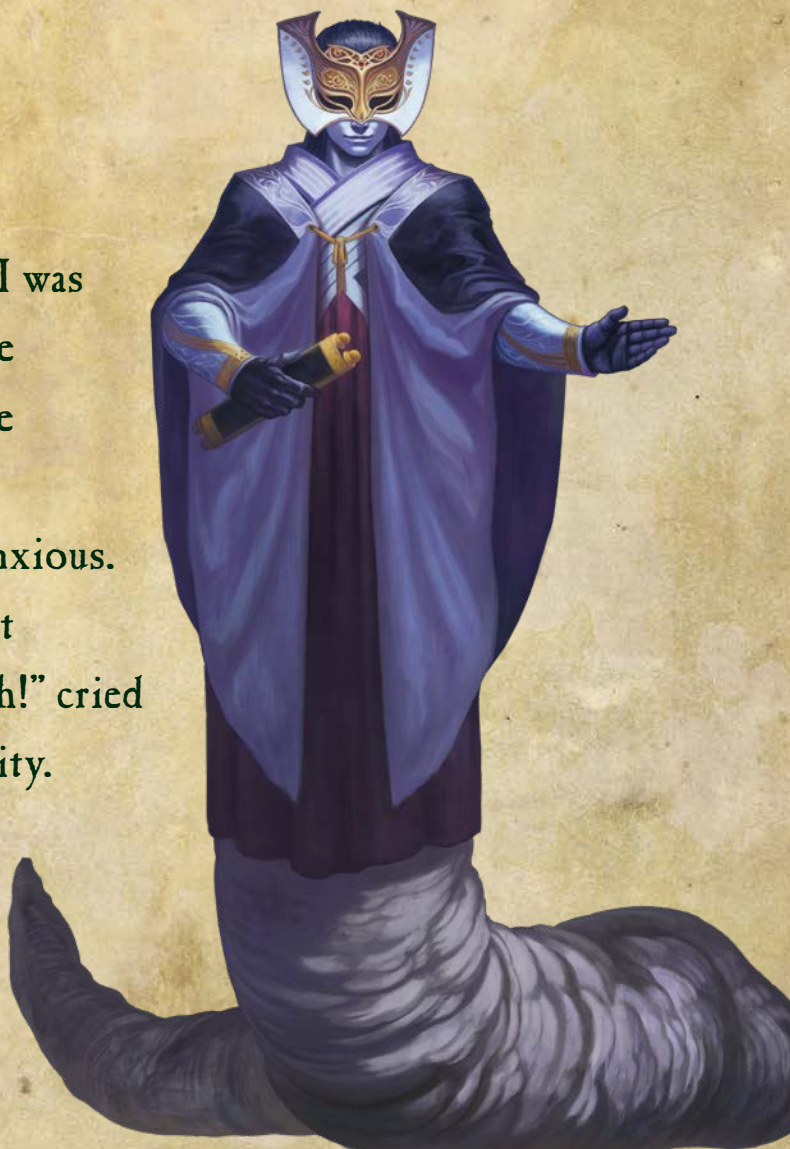
Viduus

I find showmanship distasteful, so I was already uneasy standing before the pretentious viduus. Yet the substance of his presentation to the ranks of psychopomps made me even more anxious.

"Now, to extract the errant soul that attached to this mortal upon his death!" cried the viduus with overblown theatricality.

I was so nervous that I laughed. "Is this an exorcism, as in some vulgar revival service?"

He looked down at me seriously. "No. Exorcisms hurt less."



Disaster Looms Over Vigil

The heroes race to the crusaders in Vigil to warn them of the Whispering Tyrant's devastating new weapon. Amid a city-wide celebration, Vigil's leaders are disinclined to believe incredible tales from the frontier, so the heroes must uncover the conspirators who seek to engineer the city's destruction. At the center of these schemes is a gang of thieves whose long-ago heist has finally brought old enemies to light. Will the heroes assemble the clues in time to warn others of the doom that hangs over Vigil?

This volume of Pathfinder Adventure Path continues the Tyrant's Grasp Adventure Path and includes:

- "Last Watch," a Pathfinder RPG adventure for 8th-level characters, by Larry Wilhelm.
- An examination of the life-hating threats that dwell in the void of the Negative Energy Plane, by Patchen Mortimer.
- The secrets of the Seal-Breakers, a sect that strives to set the Whispering Tyrant free and break other seals that preserve reality, by Greg A. Vaughan.
- A collection of relics—magic items that grow in power the more they are used in pursuit of a cause—from the glorious days of the Shining Crusade, by Alexander Augunas.
- A bestiary of fearsome monsters, including a bestial humanoid tainted by undeath, an ersatz angel, swarms of noxious dragons, a flying beast from the Negative Energy plane, a reclusive plant-shepherd, and hordes of undead, by Mike Headley, Isabelle Lee, Meagan Maricle, Kendra Lee Speedling, and Larry Wilhelm.

paizo

PATHFINDER ROLEPLAYING GAME

3.5 • OGL COMPATIBLE

paizo.com/pathfinder

ISBN 978-1-64078-126-9

US $24.99

52499>

9 781640 781269

Printed in China. PZO90141