

DEADLY D • E • L • V • E • S



9 LIVES FOR PETAE

A LEVEL 12 ADVENTURE

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**JON BRAZER
ENTERPRISES**

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Book References

B(1-6)	Pathfinder® Roleplaying Game Bestiary (1-6)	OA	Pathfinder® Roleplaying Game: Occult Adventures
MC	Pathfinder® Roleplaying Game: Monster Codex	UC	Pathfinder® Roleplaying Game: Ultimate Combat
NPCC	Pathfinder® Roleplaying Game: NPC Codex	UE	Pathfinder® Roleplaying Game: Ultimate Equipment
VC	Pathfinder® Roleplaying Game: Villain Codex	UM	Pathfinder® Roleplaying Game: Ultimate Magic
ACG	Pathfinder® Roleplaying Game: Advanced Class Guide	BoHR	Jon Brazer Enterprises' Book of Heroic Races: Advanced Compendium
APG	Pathfinder® Roleplaying Game: Advanced Player's Guide	PB	Dreamscarred Press' Psionics Bestiary
ARG	Pathfinder® Roleplaying Game: Advanced Race Guide	PE	Dreamscarred Press' Psionics Embodied
GMG	Pathfinder® Roleplaying Game: GameMastery Guide	ToHC	Frog God Game's Tome of Horrors Complete
		UP	Dreamscarred Press' Ultimate Psionics

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ADVENTURE BACKGROUND

In ancient ages of the world, a city-state of catfolk rose in a distant land known as Khys. As the kingdom flourished, so too did their dark goddess Heshatta, the Tomb Dancer. She was a power of limitless curiosity, amoral explorations, and seeking that which was forbidden. Among the goddess' most powerful gifts was the stolen secret of resurrection. Her high priests honored her by placing this power in the form of a powerful artifact—the *amulet of nine lives*.

So great was its power that word spread to human barbarians of its power over death. The humans arose in vast numbers as their chieftains demanded the power to rise from the grave—and in a bloody war that all but destroyed Khys, the *amulet* was stolen. Broken and vengeful, the remaining priests of Heshatta cried out for her power to strike back at the thieves. So the goddess took up her followers and sowed the lands of death with her hidden living children so that whenever the doors of death were opened by her *amulet*, the dead did not return alone.

In the current age, trouble has stirred in a remote barony in the northern reaches. Baron Markail Petane, the last of his bloodline, was lost at sea earlier this month. No trace of his body was found. While the whole of the barony is in mourning, his widow, the newly-wedded Baroness Jelia Petane, has a much larger problem. Despite being so far north, Petane enjoys a magically extended growing season in what would otherwise be an inhospitable clime thanks to a well-guarded and secret relic called the *fairwind spire*. The spire is an heirloom of the House of Petane that can only

be invoked by a blood-heir to the house. It is this prolonged growing season that allows them to feed the dwarf clans of Brightmark who work the mithril mines and foundries beneath the barony and to exchange that food for protection from Petane's neighbors. Jelia, being from a wealthy merchant family, cannot operate the relic. The region is still in the natural growing season, but that is expected to end within a month's time, exposing the Barony's vulnerability to all.

The Baroness Petane sent her niece, a young historian named Adene Corvuth, on a secret mission—with a sizable amount of the Barony's wealth—to procure a diamond worth the 25,000 gold pieces needed for a *true resurrection* spell, as well as a scroll of that same spell. Upon learning no such diamond could be found in the region, let alone a *scroll of true resurrection*, Adene fell to despair, realizing she had failed her aunt. While in a smoke-induced haze, she stumbled upon the auction for some ancient amulet. Adene recognized it instantly as the long lost *amulet of nine lives*, having passionately studied it and similar ancient artifacts. She made an offer for the *amulet*, and its seller accepted.

On her way back, she devised a plan. The family could use the amulet to raise the famed general, Ourys Petane, from his resting place in the Tombs of the Valor, a home for the honored dead of the Orcwall War.

Returning to the barony, Adene informed her aunt of the *amulet* and her plan to save the house.

Armed with the *amulet of nine lives*, Baroness Petane has hopes of having a proper house heir to stave off the advance of crop-killing weather. Her intention is to wed the resurrected blood-heir to

Customizing the Adventure

This adventure assumes a fairly standard fantasy setting and certain details are left generally open to allow for easy customization. Consider the following when adapting *Nine Lives for Petane* to your campaign:

- The Barony of Petane can be in nearly any extreme environment. The *fairwind spire* could even alter hotter weather to cold or dry weather to rainy, allowing you to place the adventure in any extreme climate where magically controlled weather might be beneficial.
- Jelja Petane's summons could be altered to be a response to a party in need of resurrection (but unable to afford a standard *resurrection* or *true resurrection*). If this is the case, she offers to return the fallen ally in exchange for their promise to help her. If the adventurers do use the *amulet* to raise a fallen friend at the beginning of this module, the feral ragers (See Appendix 1, page 27) summoned when the first use of the *amulet* is triggered appear outside the manor and either stalk the party to the tomb or ambush them at camp on the way.
- The Orcwall War is the default conflict during which many heroes—who were later interred in the Tombs of Valor—fell. The conflict can be replaced with some other event to match your campaign's history, preferably long enough ago that *raise dead* is not sufficient to resurrect the fallen.
- Heshatta's identity could be altered to suit the needs of a longer campaign and may be presented as a catfolk-focused aspect or daughter of Set. When planning to run this adventure, consider alluding to Khys in a prior story arc, particularly if the adventurers have dealings with catfolk.
- The Tombs of Valor contain a number of long-dead heroes (the Orcwall War ended over 200 years ago), and can be a vehicle to introduce new spells, mechanics, or other content to your campaign. With successful Knowledge checks about the heroes laid to rest here, the party could uncover such ancient knowledge.

her niece and secure a new family line. Adene, the heir, has another hope in mind. Neither of them knows that despite its great powers, Heshatta's amulet is cursed—or, worse still, that the Tombs have been desecrated.

ADVENTURE SUMMARY

Nine Lives for Petane is an adventure for four 12th-level characters. It is likely that the characters will advance to 13th level during the course of the adventure.

The baroness directs the adventurers to seek out the body of Ourys Petane, a fallen hero of the Orcwall War who was laid to rest in the Tombs of Valor, a place once reserved for the greatest heroes of the Faiths of Light who fell during the conflict. Rumor has it that when religious tensions rose between the allied Faiths, the Tomb fell out of repair. Unknown to Jelja, it was also recently targeted for desecration by the cult of a demon lord named Zeraghal. The cult is a force of corruption and its followers began defiling the tomb sometime in the past few years.

The heroes are sent with the *amulet of nine lives* to use its powers to seek out a true heir of House Petane. The adventurers arrive at the Tombs and quickly confirm the rumors of the Cult of Zeraghal and the defiling of the tombs. In their quest, they must confront the lingering corruptions of the demon lord and the difficulties which the desecrated tombs present.

After discovering the way into the tombs, they fight a group of vandalous mephits. They then proceed into the Crypts of the Noble and discover their first clues to the location of Ourys' remains. It is also likely that they will encounter the vampire Galsen, a priest of Zeraghal left behind to watch over the "Great Works" of the cult. From there, the adventurers can explore the Chambers of Community, Halls of the Honored, and Tombs of the Protectors before confronting more undead champions, defeating the shemhazian demon Durikoor, and reclaiming Ourys' remains.

Each time the *amulet of nine lives* is used, the way through the eons for Heshatta's servants grows clearer, and the threats from the ancient catfolk goddess grow more dire in nature. Clever players may try to weaponize the *amulet* against the undead in the Tombs. As GM, try to discourage this by reminding them that the power of the *amulet* is finite. For more information about the *amulet*, see both the Sidebar "Resurrection in the Players' Hands" and Appendix 1.

As the adventurers seek to solve the Tombs of Valor's mysteries, they must contend with the dangers left behind by the demon lord's cult while striking a balance between using the *amulet of nine lives* to gain information from the dead heroes and inadvertently drawing progressively more powerful ambushes of Heshatta's followers.

9 LIVES FOR PETANE

Arrival at Petane Manor

In this section, the adventurers meet the Baroness Jelia Petane, learn of her plight, and receive the *amulet of nine lives*. They also have the opportunity to speak with Jelia's niece Adene and learn a little more about the history of House Petane.

A pair of servants escorts you through the reception chambers of Petane Manor and into a large inner courtyard. A narrow monolith of dark stone raises high into the air and radiates with a gentle hum. Beautiful vegetation crowds the garden plots around the structure. Many of the plants in the garden are of distinct varieties from those in the lands nearby the mansion. The servants leave to retrieve their mistress, and she soon arrives, dressed in a dark gown of mourning black, providing a stark contrast to the vibrant greenery surrounding you. Her graying hair and cool blue eyes still show traces of a striking beauty. She slows to a pause on a step just above the gardens and addresses you. "I am Baroness Jelia Petane, widow of the late Baron and keeper of the fairwind spire," she begins, gesturing to the monolith, "the key to maintaining the extended growing seasons of the region. The spire only responds to blood-descendants of the House of Petane. Some days ago, my son was lost at sea far to the south. I never should have let him leave..." Tears break through her cool exterior, and soon her body is wracked with sobs.

"With...his father dead as well, the line of Petane will end with my marriage. Unless, brave adventurers, you can assist me." She gestures for a servant to present a case to the party. The case contains an amulet cast in the shape of a cat's head, flanked on each side by three set rubies, mirroring a single stone in the brow of the cat and one in each eye. All nine of the rubies pulse faintly with light. "This is the amulet of nine lives, a relic of the lost desert empires. It has the power to restore life to the fallen—even those long-dead for centuries. As you no doubt know, our House joined the forces of the Light during the Orcwall War and helped turn the tides of battle. That victory was due in no small part to Ourys Petane, once head of our house and the last General of the Armies of Light.

"I have become aware that the remains of Ourys Petane were interred in a crypt honoring the fallen of the Orcwall War, called the 'Tombs of Valor' by those who built it. I implore you to seek out these tombs and explore them to locate Ourys' remains. Use this amulet to restore him.

"If you succeed, I can offer you mithral weapons enchanted by the smiths of the Brightmark dwarves or perhaps allow you to purchase

Resurrection in the Players' Hands

Due to the desecration of the tombs, adventurers will likely need to resurrect some of the fallen in the Tombs of Valor to determine where Ourys' remains lie. While characters of 12th level possibly have access to *raise dead* or other resurrection magic, it is unlikely that they possess the magical power needed to reach back over two centuries and revive the heroes of the Orcwall War. The *amulet of nine lives* does, though the party can gain the same information by preparing *speak with dead* spells if they have access to them.

The *amulet* can be used to bring back fallen adventurers as well as the heroes of old. Alternatively, a GM may wish to allow a player to play one of the resurrected NPC heroes suggested herein as a possible replacement characters instead. The *Pathfinder® Roleplaying Game Villain Codex*, *Pathfinder® Roleplaying Game NPC Codex*, and *Pathfinder® Roleplaying Game Mastery Guide* contain many stat blocks for such characters, which are also denoted herein for ease of reference. (Other NPC builds without ready-made stats are also suggested in the text, but if you don't have time to flesh these out for use, simply tell the players there aren't enough corporeal remains of those NPCs to resurrect them.)

While it is possible for the adventurers to resurrect up to 8 other NPCs and still succeed at their mission, it is unlikely that they will do so as the challenges of the *amulet's* defenders grow in strength with each use.

It is also possible that the party will attempt to resurrect several NPCs to try to "clear" the dungeon. If this starts to happen, consider having NPCs arrive depleted of magic, traumatized by their deaths, or urgently wishing to return home. Unable or unwilling to fight, such NPCs will leave the tombs as soon as possible, which will keep the number of active NPCs from becoming overwhelming.

the amulet itself to have its powerful magical available in your other adventures. What say you?"

A variety of information is available to the adventurers at this point, much of which they may know from successful skill checks. A **DC 20 Knowledge (religion)** check reveals that the Tombs of Valor were a communal tomb built in reverence to six of the Gods of Honor and Light to enshrine their greatest fallen faithful from a

9 LIVES FOR PETANE

Jelia's Trust

Players (or GMs) may want to know why Jelia is willing to send the *amulet of nine lives* with them, as it is a potentially priceless relic. Jelia is not a fool. Prior to the party's arrival, she will have procured *divination* scrolls and ascertained the truth of their trustworthiness. If the adventurers strike her as having questionable morals, she also has a *scroll of geas* available and will not hesitate to use the binding magic to require compliance of the individual selected to carry the *amulet*. She believes that Ourys will return of his own will and has faith that he will not surrender the *amulet* casually to the party once it restores him.

military campaign known as the Orcwall Wars. Sometime after the tomb filled, its popularity began to wane and each church eventually abandoned the site after sealing it against thieves. A second **DC 25 Knowledge (religion)** check additionally reveals that in recent history, cultists of the demon lord Zeraghal breached several crypts in the area of the Tombs of Valor and they may have been magically desecrated. A **DC 25 Knowledge (arcana)** check reveals the *fairwind spire's* glyphs of weather control and their dependence on the Petane bloodline. The relic is unmoved by attempts to activate it with **Use Magic Device** checks, save for mishaps (occurring on any check result of 20 or lower), which cause the user to be targeted by a bolt of lightning as the *call lightning* spell. A **DC 25 Knowledge (history)** check reveals that the *amulet* has surfaced now and then over the ages—its owners are often found dead and savaged in particularly gruesome ways.

The adventurers should also feel free to question Jelia as needed. Here are answers to a few likely questions:

What does she know about the *amulet*?

She knows very little of the *amulet*, save that it has a mysterious past and came from the desert empires. Her niece's studies of history might be more helpful.

Why not use the *amulet* on her fallen husband? For several generations the Petane family has cremated their dead and used the powers of the *fairwind spire* to "give their ashes to the wind." Ourys was an exception to this tradition due to his interment by the military. Though powerful, the *amulet of nine lives* requires a mostly intact corpse and cannot resurrect the cremated family members.

What are her plans for Ourys? If pressed, she will explain that she intends to wed Ourys to her niece Adene to secure the new and old families with more blood-heirs. A **DC 20 Sense Motive** check should reveal that it isn't a particular concern of Jelia's how Adene feels about wedding the fallen general.

At the conclusion of the encounter, allow the party to make **DC 20 Perception** checks to realize that a young woman is watching them from an upper window of the manor. This is Adene, Jelia's niece. If the adventurers ask after her, Jelia will reveal her identity.

Once the Baroness has concluded her business with the adventurers, she lets them know that they are free to spend the night in Petane Manor if they wish. It is a well-kept, if quiet, place that is nearly hauntingly vacant. Many of the rooms (including those offered to the adventurers) are decorated in such a way as to suggest an occupant who doesn't really exist.

If the adventurers use *detect magic* to examine the *amulet of nine lives* they should nearly be overwhelmed by the conjuration (healing) aura it presents. The aura is so strong that they have to make a **DC 30 Spellcraft** check to realize that there is also a powerful second conjuration (summoning) aura on the *amulet*, although an *arcane sight* spell reveals this clearly. See the description of the *amulet* in Appendix 1 for more details.

The adventurers may seek out Adene if they noticed her. She is cautious about strangers being involved with her family. A **DC 25 Diplomacy** check will get her to open up about the situation and her research about the family. The adventurers can ask Adene the following questions:

What does Adene think of Jelia's plan? If pressed, Adene explains that the idea to resurrect an heir was hers originally, although she had a different target in mind. She suspects that in addition to Ourys, his nephew Akouryn Petane, an excoriated member of the House, was also laid to

Random Monster Table

Before arriving at the Tombs of Valor, feel free to have the players encounter one of these.

1d8	Monster (Quantity)	Stat Location
1	Highwaymen (2d4)	GMG
2	Incubus Demon (2d4)	B3
3	Death Priest (1d3)	NPCC
4	Guecubu (6)	B3
5	Mohrg (1d3)	B1
6	Vrykolakas (1d3)	B6
7	Coloxus Demon	B3
8	Oolioddro Demon	B6

rest somewhere in the Tombs of Valor. Akouryn was exiled from the House when he defied Ourys' orders to save a friend. He was also said to be quite handsome. She is aware of her aunt's ambitions to wed her to Ourys but would much rather wed Akouryn, who should also be able to use the *fairwind spire*. She implores the adventurers to try to find Akouryn rather than his uncle.

What does she think of being married to Ourys? Adene is a student of history and suspects Ourys died in the later part of his life. The prospect of being married to a man old enough to be her father doesn't sit well with Adene but the duty and privilege of becoming the next Baroness is not lost on her. If she must, she will wed the man—but she is clearly not happy with the prospect.

Does she know more about the *amulet of nine lives*? Adene explains that she came across the *amulet* on her journey to attempt to secure resurrection for her cousin Markail. When she failed to find alternate means of restoring his life, she attended the auction and placed a modest bid for the artifact. To her surprise, she won the *amulet* without having to place so much as a second bid. Another attendee of the auction cautioned her against the *amulet's* use, but she dismissed the warning as superstition.

Part I: Tombs of Valor — Entry Area (Areas 1–3)

After receiving the details of the mission, the adventurers journey across temperate terrain to reach the hillside where the Tombs of Valor lie. The tombs were built for the greatest heroes of the Coalition of Light—a long-faded army drawn from the faithful of many nations and supporting the human resistance in the Orcwall War. The tombs are mostly constructed from stone from a nearby quarry and the doors are also stone (**hardness 8, hit points 45, Break DC 30**). Doors in the crypt are not locked unless noted. If and when fallen heroes are resurrected it is important to remember that at the time of the heroes' deaths orcs were an enemy of great menace. Resurrected NPCs generally start at indifferent (due to the confusion of resurrection) but will instead have a starting attitude of unfriendly if the party has an orc or half-orc in it. Omiluth, the half-fiend aboleth that resides in the Tombs, has thralls that maintain the structure and keep tabs on Galsen (see 5H). Use the statistics for Charlatans (human rogue 4 ^{NPC}) for Omiluth's spies—he has at least two such minions wandering the Tombs at any given time.

1. Shrine of Offerings

A hammerblow crater marks the face of a statue of a goddess. Six other sculptures have been shattered in the same fashion, displaying the savagery of the forces which have despoiled this tomb. Any hope that the site had not been despoiled fades from your minds. Despite its abandonment by the Faiths of Light, the locals still seem to make their way to these tombs to offer up flowers, herb-bundles, and other tokens of honor for the fallen heroes who rest here. The two central doors of the tombs have been obviously desecrated by worshippers of the demon lord Zeraghal, whose sigil has been carved into the face of the shrine.

Any adventurer who makes a **DC 20 Knowledge (religion)** check realizes that each side of the Shrine's walls depicts three of the Gods of Light. To the left of the entryway are the Gods of Nobility (Odin), Protection (Thor), and Community (Freyr). To the right are the Gods of Honor (Heimdall), Love (Freyja), and Sacrifice (Tyr). This arrangement is traditional for the Coalition of Light and is the key to solving the door puzzle in Area 2.

Treasure: A bundle of bluethrush herbs here is still potent enough to be useful. A **DC 20 Knowledge (nature) or Craft (alchemy)** check allows an adventurer to recall that the herb can ward off disease if burned and inhaled. The bluethrush smoke grants a +2 alchemical bonus to Fortitude saves against any ability drain, channeled negative energy, disease, or energy drain effects originating from undead creatures for 2 hours. If the adventurers take the time to search this area, a **DC 25 Perception** check reveals that a single "coin" of mithral has been wedged into a cracked cobblestone. The coin is stamped with Ourys Petane's visage. A **DC 25 Knowledge (history)** check indicates that the coin was minted by dwarven allies in clan Brightmark while Ourys' popularity was still at a low due to his decision to exorcise his nephew Akouryn from House Petane for his defiance. Disinherited or not, Akouryn also fought in the Orcwall Wars and may also have been laid to rest in the Tombs of Valor (the coin's discovery triggers this check for any adventurers who did not question Adene). The coin is a collector's item and will easily fetch 100 gold pieces from an interested buyer.

2. Doors of the Valorous Dead

A grand carved door depicts two Aesir flanking a sunburst-shaped sigil; a shrouded corpse rises up to meet them. The relatively-unmarred door has no discernible handles or keyholes.



A simple deterrent to casual entry, this door is magically sealed and normally only opens when presented with a dead body. While this effect is dramatic, it is not a particularly discerning divination and responds to any dead body placed before it, even an animal's. Alternatively, a **DC 25 Use Magic Device** check reveals a means of tricking the device: if a character can slow their breathing and still their pulse long enough (which requires either a **DC 22 Heal or Survival** skill check or a **DC 16 Constitution** ability check), this triggers the door. The door will open from the inside whenever a living creature approaches with a desire to leave.

When the group passes through the first door, read or paraphrase the following:

Both sides of the room hold three columns, each adorned with a spinning prayer wheel displaying large glyphs. Hammer blows mar the surfaces of the once-intricate carvings. In the fractured reliefs, it is possible to make out scenes depicting figures in battle, prayer, and various other activities. Each column seems to depict a certain virtue, but the runes labeling them are damaged severely.

The pillars in this room conceal a second locking mechanism. Each pillar is set with rotational prayer spindles which can be moved to display the various virtues of the gods of Light. The prayer spindles are currently set to: Honor, Community, Sacrifice, Nobility, Sacrifice, Love, and Protection. The cultists of Zeraghal have defaced the pillars, however, and the carved symbols are now nearly illegible. A **DC 20 Linguistics** check can determine the virtue portrayed on each pillar. Each prayer spindle must be set to the following virtues (in the same order from the tomb entrance) in order to open the second seal: Nobility (Odin), Protection (Thor), Community (Freyr), Honor (Heimdall), Love (Freyja), and Sacrifice (Tyr).

3. Corrupted Chamber of Readiness (CR 11)

As the Doors of Virtue part, the air fills with whoops and squeals of excitement. Mephits swarm about in the chamber beyond, scraping at statues and profaning what was once a sacred font. Statues scraped and scratched to the point of being unrecognizable stand as mute witnesses to the ongoing desecration. Hearing the grinding stone of the door, the vandalous creatures hiss in greeting and launch into the air toward you!

This chamber was once a purification room, used to prepare the living to be worthy of coming into the presence of the honored dead. Tattered remains of rotted cloth litter the floor. The priests

of the Demon Lord took time to profane many of the sacred sites within the Tombs of Valor; the Chamber of Readiness was no exception. The creatures, summoned mephits with ties to ooze and grime, were compelled to deface and ruin all of the carvings and trappings of this once-beautiful cleansing chamber. The font is fouled terribly with ooze mephit droppings, and an entropic ooze left behind by the Cult of Zeraghal has taken to feeding on the collected muck.

DUST MEPHITS ^{B1} (4) **CR 3 EACH**

XP 800 each
hp 19 (3d10+3)

OOZE MEPHITS ^{B1} (4) **CR 3 EACH**

XP 800 each
hp 19 (3d10+3)

ENTROPIC OOZE ^{ToHC} **CR 9**

XP 6,400
hp 137 (11d8+88)

Tactics: As summoned creatures, the mephits fight until slain. They have scraped and torn at the sculptures and tapestries of this room. Runes on the ground confine the mephits to this area. The ooze is not so bound; it waits beneath the pile of mephit droppings until a living creature comes within its melee reach, then relentlessly chases it and attempts to consume its soul.

Development: The fountain in this room is connected to the cisterns where Omiluth lies. An adventurer interacting with the water may make a successful **DC 30 Knowledge (dungeoneering)** check to identify the presence of aboleth slime in addition to the algae and mephit droppings.

Part II: Crypts of the Noble (Areas 5A–5H)

These tombs were reserved for those lineages sanctified by the God of Nobility (Odin), who held such families in esteem and gave them a divine charge to care for their communities. The sarcophagi in this area house the remains of the greatest heroes of those families. Each tomb in the area bore Odin's mark before being defiled, and the donations of these families funded the creation of the Tombs. Sadly, the crypts here are heavily damaged, and it is difficult to decipher the identities of those who rest within (with the exception of 5G; see below).

9 LIVES FOR PETANE

Baiting the Hook

The challenge of *Nine Lives for Petane* relies heavily on the party feeling pressured to use the *amulet of nine lives*. A number of key NPCs can help the adventurers identify the resting place of Ourys Petane (or his nephew Akouryn). Due to the desecration of the Tombs of Valor by Zeraghal's cult, this task is nearly impossible without using the *amulet* to resurrect one or more of the NPCs who have knowledge of them. GMs are encouraged to play up the damage to the Tombs and the unlikelihood of the party being able to locate Ourys without help. It is natural that players will become more hesitant to use the *amulet* as they experience its summoning curse (see Appendix 1). Also consider using "near-miss" Knowledge checks in the crypt to mislead or confuse the party with exaggerated or incorrect information as they search, increasing the necessity of resurrection.

If the party seems reluctant to utilize the *amulet* to gain information, it is also likely that they may have to if they face too many challenges too quickly. The tomb is densely packed with dangers, and if anything is too loud, it is possible that the adventurers will draw the attention of Akouryn (see Area 16).

5A. Sunwatch Tomb

This door's cracked and shattered exterior depicts a large sunburst motif with its lower third broken away and chiseled to resemble a fanged maw.

If the adventurers open this chamber, read the following:

The crest of the setting sun features prominently in the adornments of the door to the chamber, surrounded by elegant but damaged and illegible Elven script. A small row of crematory urns lines the western wall. Throughout the chamber, more scenes of sunset imagery carved into the walls have been battered by hammers and chisels. Black, tarry substances are smeared over some of the carvings.

A **DC 20 Knowledge (nobility)** or **DC 25 Knowledge (history)** check recognizes the half-defaced symbol of the Sunwatch clan of elves from the nearby settlement of Anyrathia. Although strident allies in the war against the orcs, the elves of Sunwatch are not likely candidates for resurrection, since they are not closely associated with House Petane. If the *amulet of nine lives* is used on one or more of the elves interred here, treat them as follows: Sustassyn (Cautious Archer, male elf fighter 5 ^{NPCC}), Dandriel (Queen of Staves, female elf fighter 2/abjurer 5/eldritch knight 2

^{NPCC}), and Kossyn (Green Warden, male elf fighter 5/conjurer 2/arcane archer 2 ^{NPCC}).

5B. House Vaelrath Tomb

The tomb door is decorated with the twin curls of a winding river and a starry band forming an hourglass-like symbol around two dented bronze-inlaid starbursts.

If the adventurers open this chamber, read the following:

It is clear that twin bronze stars once marked the walls of this chamber, but the jagged forms of twisted metal that litter the floor suggest the cultists took their time defiling the area.

A **DC 20 Knowledge (nobility)** or **DC 25 Knowledge (history)** check identifies the twin star crest as that of House Vaelrath. A rival family to House Petane for several generations, Vaelrath's members are possible candidates for resurrection to gain information. If the *amulet of nine lives* is used on one or more of the Vaelraths, treat them as follows: Ezramah Vaelrath (Pyromaniac Mage, male human evoker 13 ^{NPCC}), Dezen Vaelrath (Noble Crusader, male human cleric of Zeus 5 ^{NPCC}), and Hedryss Vaelrath (Ship's Surgeon, female human alchemist [vivisectionist ^{UM}] 9 ^{VC}). Any of the Vaelraths will be able to recognize the broken hilt carving (in Area 16) as belonging to Ourys Petane.

5C. Ozden Hall Tomb

Dual hammers mark this tomb's door, flanked by the dwarven runes signifying "Duty" and "Strength." Despite the cultists' efforts to chisel Abyssal profanities into the stonework, the messages remain clear.

If the adventurers open this chamber, read the following:

The tomb's dwarven motifs make it an unlikely place for Ourys to have been lain to rest.

As suggested by the dwarven runes, the Ozden Hall tomb contains the bodies of dwarven heroes. A **DC 20 Knowledge (nobility)** check reveals that the dwarves of Ozden were not Brightmark dwarves and likely knew little of the Petane family, while a failed check will only remind a character of the Petane's connection to the Brightmark clan. The dwarves interred here are: Mentarro Ozden (Forge Rider, male dwarf paladin 12 ^{NPCC}), Yitarra Ozden (Cave Wizard, female dwarf evoker 9 ^{NPCC}), and Omtri Redbeard (Mountaineer, male dwarf ranger 7 ^{NPCC}). It is unlikely that any of these dwarves will have useful information, as the Ozden clan had little interaction with House Petane. If the party searches this tomb, they find Mentarro's +1 *holy*

battleaxe, Shadowcleaver, cast against the far wall (no check required).

5D. House Belsenneca Tomb

Twists of thorns and wicked vines carved into tangles mark this relatively unblemished door.

If the adventurers open this chamber, read the following:

The interior of this tomb is decorated with vines that curve in maddening twists and spirals.

The aesthetic must have pleased the servitors of Zeraghal—they remain untouched for the most part, save for small coppery dots of dried blood which anoint the thorns of each vine.

The tombs in this chamber are relatively undisturbed. On close examination the carvings on each sarcophagus lid display horns which protrude through each helm or diadem. A **DC 20 Knowledge (history)** check identifies the members of the Belsenneca family. The Belsennecas were tieflings and seem to have been afforded some respect by the cultists due to their heritage. From nearest to the door, they are: Diastrin Belsenneca (male tiefling fighter 1/arcanist ^{ACG} 6/eldritch knight 3), Melsen Belsenneca (female tiefling arcanist ^{ACG} 8), and Jentha Belsenneca (see below). It is obvious that the cultists are not aware that Jentha was an avid foe of Zeraghal. Characters making a successful **DC 25 Knowledge (history)** check would realize that Jentha would likely make a powerful ally if she is resurrected. If the party is APL 11th, or missing a party member due to death or other circumstances, adding Jentha to the party may be a good idea. Otherwise, the unequipped magus offers to “ride” someone with her psychic possession magic and offer spell support. Jentha only met Ourys once and doesn’t remember much about him, other than that he seemed strict but fair.

JENTHA BELSENNECA

CR 10

XP 9,600

Female tiefling magus ^{UM} (mindblade ^{OA}) 12

CG Medium native outsider

Init +3; **Senses** darkvision 60 ft.; Perception +11

DEFENSES

AC 22, touch 14, flat-footed 18 (+4 armor, +3 Dex, +1 dodge, +4 shield)

hp 81 (12d8+24)

Fort +9, **Ref** +7, **Will** +7

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee +2 flaming mindblade orc double axe +13/+8 (1d8+5/x3 plus 1d6 fire) or +2 flaming/+2 flaming mindblade orc double axe +11/+11/+6/+6 (1d8+4/x3 plus 1d6 fire)

Ranged +4 flaming mindblade composite shortbow +14/+9 (1d8+6/x3 plus 1d6 fire)

Special Attacks spell combat (–2 attack), spellstrike

Tiefling Spell-Like Abilities (CL 12th; concentration +16)

1/day—darkness

Magus Spells Known (CL 12th; concentration +16, psychic magic)

4th (4/day)—arcana theft ^{UM}, cast out ^{APG}, dragon’s breath (DC 18), greater invisibility, riding possession ^{OA} (DC 18), wall of ice

3rd (5/day)—burst of speed ^{UC}, contingent action ^{ACG}, dispel magic, fireball (DC 17), fly, haste

2nd (6/day)—blood armor* ^{ACG}, brow gasher ^{UC}, burning gaze ^{APG}, fire breath (DC 16), scorching ray

1st (6/day)—jump, mage armor*, magic missile, monkey fish ^{ACG}, recharge innate magic ^{ARG}, shield*, vanish ^{APG}

0 (at will)—daze (DC 14), detect magic, light, mage hand, prestidigitation, read magic

TACTICS

Before Combat Jentha casts *blood armor*, *mage armor*, and *shield* if possible before combat.

During Combat Jentha makes use of numerous movement-enhancing abilities to accelerate her allies and herself. If she can hit at least half the party, she opens combat with *haste*. Once *hasted*, she attacks in a blur, combining *burst of speed* and *brow gasher* to run down foes and cause grievous sustaining wounds. She uses Spring Attack to avoid melee unless she is sure she can drop a foe with a full attack action on her next turn.

Morale Jentha hates the cult of Zeraghal and will fight to the death to drive them from the Tombs of Valor, even in her undergeared state. Given her heritage, she is more forgiving of orc-descended adventurers than most of the dead champions in the Tombs.

Base Stats Without the spells mentioned as cast before combat, Jentha’s armor class is **AC** 14, touch 14, flat-footed 10 (+3 Dex)

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 18, **Wis** 8, **Cha** 8

Base Atk +9; **CMB** +11; **CMD** 25

Feats Combat Casting, Dodge, Exotic Weapon Proficiency (orc double axe), Improved Two-Weapon Fighting, Intensified Spell ^{APG}, Mobility,

Spring Attack, Two-Weapon Fighting
Skills Bluff +10, Climb +14, Fly +15, Knowledge (arcana) +16, Knowledge (dungeoneering) +16, Knowledge (planes) +16, Spellcraft +16, Stealth +5, Use Magic Device +11; **Racial Modifiers** +2 Bluff, +2 Stealth

Languages Common, Draconic, Dwarven, Elven, Sylvan

SQ magus arcana (accurate strike ^{UC}, arcane redoubt ^{UC}, maximized magic, pool strike), psychic access, psychic magic, psychic pool (7 points remaining), dual weapons, rapid manifest

5E. Tomb of House Stanbron

This door is so shattered and broken that it wouldn't take much to collapse it completely. No signs of its devices or symbols remain.

If the adventurers open this chamber, read the following:

The defaced tomb is so damaged as to be unrecognizable. The edging and construction match the rest of the Crypts of the Noble, so although this tomb almost certainly belonged to one of the Great Houses, exactly which is uncertain. The sarcophagi yawn open and the bones have been scattered about the room.

The carvings on the shattered lids of these sarcophagi have been so badly damaged that the lids are barely intact. What remain on the walls are mostly sharp fragments of some great battle scene. The scions of House Stanbron were sworn to the God of Nobility from birth to serve as avengers of the bloodlines who were threatened by evil. In time, these staunch enemies of evil became peerless demon hunters. Greatly angered by this tomb, the cult of Zeraghal scattered their bones across the chamber. A **DC 25 Heal** check can sort the skeletons into three intact bodies. The only way to verify the identities of the deceased is to resurrect one or more of them. The three skeletons are the remains of Ontra Stanbron (female human paladin 3/ranger 7), Miles Stanbron (Holy Warrior, male human paladin 7 ^{GMG}), and Viesla Stanbron (female aasimar paladin 4). The Stanbrons were staunch enemies of the forces of evil in the Orcwall War. They all fell during the siege of Longmere some time before House Petane joined the battle, meaning they will have little information for the party. The tomb in its current state represents a good chance for the GM to goad the adventurers into using the *amulet*. While any resurrected Stanbrons will aid in battling the catfolk summoned by the *amulet*, they will likely seek to return to their family estates as soon as they are able.

5F. Gas Trap and House Fillius Tomb (CR 10)

The carvings on the door of this tomb have been nearly reduced to powder. The miniscule arcs of thorny vine that remain imply a sculpted relief of a gardenscape.

If the adventurers open this chamber, read the following:

The interior of this tomb was sculpted by a master's hand. Once a panoply of stone-wrought blooms and vines, its beauty is now shattered beyond repair. The once vine-crowded lids of each sarcophagus offer up broken arcs of stone more reminiscent of teeth than plants.

Trap: The middle tomb is trapped with a *cloudkill* spell.

CLOUDKILL TRAP

CR 10

XP 2,400

Type magic; **Perception** DC 30; **Disable Device** DC 30

EFFECTS

Trigger opening the middle tomb; **Reset** no reset
Effect The trap releases a heightened maximized *cloudkill* spell (CL 15th, Fortitude DC 23 to resist its effects).

Development: If the adventurers resurrect the fallen of House Fillius, they are: Sir Esmer Fillius (Petitioning Paladin, male human paladin [divine defender ^{APG}] 10 ^{VC}), Sir Dancus Fillius (male human magus 8), and Lady Wira Fillius (Sacred Sorcerer, female human sorcerer 9 ^{NPCC}).

5G. Tomb of the Vampire Galsen & House Thuesse (CR 10)

This tomb is sealed with the faintly-pulsing glow of sickly purple runes—the mark of the demon lord Zeraghal taints the stone. His seal has magically reinforced the door.

When the adventurers near this room, Galsen, the Bloodblight of Zeraghal, hears their approach. After hearing about the graverobbers the vampire turned, Ygakkis sealed him in his tomb with a CL 10th *arcane lock*. If Galsen hears the adventurers, he will beg the group to free him. He also casts spells to augment himself should things turn ugly. If a party member succeeds on a **DC 20 Diplomacy** check and offers to let Galsen feed on them, he will offer up that “The Petane creature has been transformed as I have been,” if asked about

their House. He is actually referring to Akouryn Petane, whom the priests raised as a graveknight (see Area 16). If Omiluth is dead, Galsen's dominate ability can cause one of the aboleth's minions to free him.

GALSEN THE BLOODBRIGHT CR 10

XP 9,600

Male human vampire ^{B1} cleric of Zeraghal 9

CE Medium undead

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSES

AC 26, touch 14, flat-footed 22 (+6 armor, +1 deflection, +2 Dex, +1 dodge, +6 natural)

hp 89 (9d8+45); fast healing 5

Fort +10, **Ref** +8, **Will** +11

Defensive Abilities channel resistance +4; **DR** 10/magic and silver; **Resist** cold 10, electricity 10; **Immune** undead traits

OFFENSE

Speed 30 ft.; *spider climb*

Melee +1 *quarterstaff* +16 (1d6+12) or 2 slams +16 (1d6+9 plus energy drain)

Ranged mwk throwing dagger +13 (1d4+9)

Special Attacks blood drain, channel negative energy (5d6 negative energy, Will DC 19 half), children of the night, create spawn, dominate (DC 19), energy drain (2 levels, DC 17), scythe of evil (4 rounds)

Domain Spell-Like Abilities (CL 9th; concentration +13)

At-will—*master's illusion* (9 rounds)

7/day—*copycat* (9 rounds), *fury of the Abyss* ^{APG}

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

5th—*dispel good* ^D, *profane nimbus* ^{HA} (DC 19)

4th—*divine power*, *inflict critical wounds* (2, DC 18), *unholy blight* ^D (DC 18)

3rd—*dispel magic*, *inflict serious wounds* (DC 17), *magic vestment* (2), *rage* ^D

2nd—*align weapon* (evil) ^D, *command* (DC 16), *inflict moderate wounds* (2) (DC 16), *invisibility*, *suggestion* (DC 16)

1st—*disguise self* ^D, *divine favor*, *inflict light wounds* (3) (DC 15), *protection from good* (DC 15)

0 (at will)—*bleed*, *detect magic*, *guidance*, *spark* (DC 14)

D Domain Spells; **Domains** Evil (Demon ^{APG}), Trickery

TACTICS

Before Combat Galsen uses long-duration spells such as *disguise self* and *magic vestment*

before attacking the party, but he is more likely to try ingratiating himself to them via Bluff and Disguise checks. Inevitably, however, his thirst for fresh human blood will overwhelm him and he will attack. He is not foolish and times his strike when they are otherwise distracted. If he can free his spawn, they join him in a feeding frenzy (which increases the CR of this area to 11).

During Combat Galsen prefers to attack when he feels the majority of the party is distracted or when only a single member is on watch. He begins with a dominate attempt, only moving into overt combat if he feels he has the upper hand. If forced into close combat, he uses his fury of the Abyss ability to gain a +4 enhancement bonus to attack and damage rolls. Note that his Battlecaster feat allows him to use a spell, spell-like ability, or supernatural ability as well as an attack at –2 in the same turn.

Morale Galsen surrenders once brought below 20% of his hit points. He offers to guide the adventurers in exchange for their mercy and will even warn the party about Durikoor's presence in the dungeon (see below) in an attempt to prove his worth.

Base Stats (if Galsen is resurrected) **Str** 16, **Dex** 12, **Con** 9, **Int** 10, **Wis** 17, **Cha** 15

STATISTICS

Str 20, **Dex** 14, **Con** —, **Int** 12, **Wis** 19, **Cha** 17

Base Atk +6; **CMB** +11; **CMD** 24

Feats Ability Focus (dominate), Alertness, Battlecaster, Combat Casting, Combat Reflexes, Dodge, Improved Channel, Improved Initiative, Lightning Reflexes, Selective Channeling, Spell Penetration, Toughness

Skills Bluff +20, Diplomacy +15, Disguise +12 (+22 *disguise self*), Perception +14, Sense Motive +26, Stealth +9; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Common

SQ change shape (dire bat or wolf, *beast shape II*), gaseous form, shadowless, spider climb

Other Gear +1 chain shirt, +1 quarterstaff, cloak of resistance +1, ring of protection +1

Development: After the combat, or if they persuade Galsen to allow them to search the area, the adventurers may make a **DC 25 Knowledge (arcana)** or **DC 30 Knowledge (history)** check to recognize the remains in this chamber as those of the House Thuesse mages. The bones lay commingled in the corner and require a **DC 25 Heal** check to sort back into individual bodies. The mages of Thuesse were said to possess an enormous storehouse of magical knowledge which was magically accessible only to them. The mages

9 LIVES FOR PETANE



are: Celiban Thuesse (Operative, male human witch 10^{VC}), Madinnal Thuesse (male human arcanist 11), and Zegahna Thuesse (Pyromaniac Mage, female human evoker 13^{NPC}).

5H. Tomb of Galsen's Spawn & House Huemark (CR 9)

This door is chained shut and further barred by a rusted crowbar. A relatively unblemished crest behind it displays an arc of mosaic colors in a rainbow, with a warrior holding aloft a blade in salute.

If the adventurers open this chamber, read the following:

Emaciated and skeletal, four creatures who carry the stench of death and pitiless hunger crouch with gleaming red eyes inside this tomb. Sensing the pulsing blood in your veins, they rush forward.

Monsters: Earlier this year, Galsen encountered a group of tomb robbers who threatened to disturb the condition of the Tombs and its tribute to Zeraghal. After enjoying a rare treat of humanoid blood, he transformed the quartet into spawn and chained them inside another nearby tomb. He has starved them to make them violently ravenous with hunger but periodically feeds them vrock blood from his feeding trough in order to keep them functioning. The demon blood has tainted and warped the vampire spawn, giving them vrock-like wings and

immunity to electricity. The four are named Assa, Meldun, Cellech, and Brinda.

DEMONIC VAMPIRE SPAWN (4) CR 5 EACH

Variant advanced vampire spawn ^{MC}

XP 1,600 each

NE Medium undead (human, air)

AC 24, touch 13, flat-footed 22 (+5 armor, +1 deflection, +2 Dex, +6 natural)

hp 22 (2d8+10)

Immune electricity

Special Attacks blood drain, dominate (DC 15), energy drain (1 level, DC 15), sneak attack +1d6

Speed 30 ft., fly 40 ft. (clumsy)

Melee slam +6 (1d4+6 plus energy drain)

CMB +6; **CMD** 19

Treasure +1 chain shirt, potion of bull's strength (already consumed), ring of protection +1

Development: The tomb is badly damaged, but various tributes to the Rainbow Bridge of Bifrost still mark the tomb walls. Dwarven runes frame each panel of the legendary realm-spanning bridge. A **DC 20 Knowledge (history)** check identifies the members of the Huemark dwarf clan. The Huemarks are cousins to the Brightmark clans and as such had dealings with the Petane family. They were hurt by Ourys' conversion to Tyr's faith; if resurrected, they express certainty that his corpse would have been interred under the God of Sacrifice's eyes. From nearest to the door, they are: Medrian Huemark (Spell Hunter, male dwarf fighter 7^{NPC}), Ommetra Huemark (female dwarf warpriest ^{ACG} 9), and Gweuran Blackgreaves (male dwarf samurai ^{UC} 7).

Part III: Chambers of Community (Areas 4, 6–9)

These chambers honor the towns, hamlets, and villages that were taken during the Orcwall War.

4. Odin's Vigil

A large statue of the God of Nobility stands in this area. His face has been chiseled into a horrible visage of skull and fangs. His holy symbol has been struck off and fragments of it lie shattered on the ground. Smaller statues of Aesir wear garb marked with the signs of Houses Vaelrath and Petane.

Development: It is possible that Ygakkis (see Area 16) will animate this statue using his vehemence ability to attack the adventurers if they

have drawn his attention, if he flees to regroup, or if the adventurers flee his area without destroying him.

6. Fires of the Unforgotten (CR 11)

This chamber contains the crests of ten settlements that were destroyed in the Orcwall War. Several of the settlement crests have been defaced. A railing made of carved crying maidens circles a pool which has now grown dark and brackish with algae.

This room is brightly lit by stones imbued with *continual flame* spells, which otherwise act identically to everburning torches. Urns containing the ashes of mass graves from settlements entirely lost to the advance of the orc hordes line the walls here. The four urns on the west wall contain Burlton, Mydas, Longmere, and Bluestone. On the east wall are the funerary urns of Desmond, Ahgurand, Jollyton, Kaycee, Prudence, and Marcstead. The ashes are beyond the power of the amulet to resurrect.

Monster: Lurking beneath the water is the fiend-spawned aboleth, Omiluth. The cistern in which the creature resides is as large as the entire room above it. The aberration seeks to absorb the energies of the demon lord's corruption in order to continue its unique metamorphosis. Omiluth originally resisted the idea of watching over the Tombs for his abyssal kin but has now come to think of it as his domain. He considers the efforts of the adventurers a threat to the conditions of his evolution and will first attempt to subvert them; if this fails, he then commands his lurkers to attack, alerts other monsters to the PCs, or kills them outright if necessary. If the party proceeds to Area 7 first, it is possible that the water of this area's pool will be gone and some of the party may already be under the effect of Omiluth's mucus cloud. If this is the case, Omiluth unfurls his wings and takes to the air, attacking the party as the pool refills (which takes 3 rounds). If Omiluth is already aware of them and they are returning after having previously left, he uses illusions (closing off hallways and otherwise distracting the party) and dominate effects to prevent them from escaping.

OMILUTH

CR 9

XP 4,800

Variant half-fiend aboleth ^{B1}

CE Huge outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception +15

Aura mucus cloud (5 ft., DC 21)

DEFENSES

AC 26, touch 15, flat-footed 25 (+2 deflection, +3 Dex, +13 natural, -2 size)

hp 88 (8d8+56)

Fort +9, **Ref** +5, **Will** +10

DR 5/magic, **Resist** acid 10, cold 10, electricity 10, fire 10; **Immune** poison; **SR** 20

OFFENSE

Speed 10 ft., fly 20 ft. (average), swim 60 ft.

Melee tail sweep +13 (3d6+7), 4 tentacles +9 (1d8+3 plus slime)

Space 15 ft.; **Reach** 15 ft. (20 ft. with tentacles)

Special Attacks smite good 1/day (+4 attack and AC, +8 damage)

Spell-Like Abilities (CL 16th; concentration +20)

At will—*hypnotic pattern* (DC 16), *illusory wall* (DC 18), *mirage arcana* (DC 19), *persistent image* (DC 19), *programmed image* (DC 20), *project image* (DC 20), *veil* (DC 20)

3/day—*darkness*, *dominate monster* (DC 24), *poison* (DC 18) quickened *hypnotic pattern* (DC 16)

1/day—*desecrate*, *unholy blight* (DC 18)

TACTICS

During Combat Omiluth will not expose himself to the adventurers unless attacked, preferring to use his thralls to strike at them first (beginning with the lurkers directly overhead). If the slime trap in Area 7 is triggered, he may decide to take the adventurers as additional thralls. He uses illusions to cloak himself if he chooses to move from the cistern. Omiluth targets physically-powerful PCs with his *dominate monster* ability.

Morale If Omiluth is under 25% hit points and feels he is losing, he will try to use *mirage arcana* to make it appear as if he has teleported away. If he can escape, he will seek out a new base of operations and begin using his domination powers to establish a network of thralls to seek his revenge against the party.

STATISTICS

Str 24, **Dex** 16, **Con** 24, **Int** 19, **Wis** 19, **Cha** 19

Base Atk +6; **CMB** +12; **CMD** +30 (cannot be tripped)

Feats Ability Focus (slime), Improved Natural Armor, Quicken Spell-Like Ability (*hypnotic pattern*), Spell Focus (enchantment)

Skills Bluff +12, Fly +14, Intimidate +15, Knowledge (planes) +15, Spellcraft +15, Swim +26; **Racial Modifiers** +8 Swim

Languages Aboleth, Abyssal, Aklo, Aquan, Undercommon

Other Gear ring of protection +2

9 LIVES FOR PETANE



SPECIAL ABILITIES

Exceptional Mucus Cloud (Su) While underwater in Omiluth's cistern, creatures are exposed to a cloud of transparent slime. All creatures in the water or adjacent to Omiluth must succeed on a DC 21 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and another failed save extends the effect for another 3 hours. The save DC is Constitution-based.

Slime (Su) A creature hit by an aboleth's tentacle must succeed on a DC 23 Fortitude save or its skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new flesh is soft and tender, reducing its Constitution score by 4 as long as it persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. *Remove disease* and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

LURKERS ABOVE ^{B4} (2) CR 7 EACH

XP 3,200 each
hp 85 (10d8+40)

7. Passage of Glory (CR 12)

Statues line this passage, paired to suggest epic standoffs. Small carvings display tribal orc

chieftains, in addition to demonic generals—a balor and a shemazian. Each is locked in battle with a valorous champion of the Coalition of Light.

Trap: When descending these stairs, incautious parties are likely to trigger a drain trap that causes the mucus-tainted waters from Area 6 to flood both Areas 7 and 8. The volume of the hidden cisterns and channels in a nearby riverbed are sufficient to flood all but the exposed stairwells.

SLIME POOL DRAIN TRAP CR 12

XP 19,200

Type mechanical; **Perception** DC 30; **Disable Device** DC 30

EFFECTS

Trigger pressure plate; **Reset** automatic
Effect if the adventurers trigger the pressure plates at the base of the stairs, the stairs (and those in Area 8) lift upward into the ceiling, revealing pipes that blast in water from the pool in Area 6, filling each room in 3 rounds. Creatures on the stairs when the trap triggers take 10d6 of damage and are pushed to the closer end of the stairway. A **DC 21 Reflex** save reduces the damage by half. If Omiluth is still alive or has died in the last hour, the liquid still carries the effects of his mucus cloud. The reset trigger for the drain is located in Area 8.

Development: A **DC 20 Knowledge (history)** check identifies both the orc chieftains (Ezzegug, Froshog, Ulzon-Ulzon, and Mortha)

and the demon generals (the balor is called Wihthurigil and the shemazian Durikoor). After the adventurers have dealt with the slime pool drain trap (or if they came in from Area 8), they may examine the statues more closely. A **DC 20 Perception** check will notice that the figure fighting Durikoor is Ourys and that he bears a carved scimitar with the wind glyph of House Petane on its pommel. This can be used to recognize the scimitar in Area 16.

8. Judgment of the Gods (CR 9)

This room contains four statues of gods—those of Nobility, Honor, Community, and Protection. The statues look down on you, each striking a pose of challenge. It is hard not to feel that their wrath is focused on you and your companions.

Trap: Any adventurer entering this chamber without setting off the slime pool drain trap in Area 7 may make a **DC 25 Knowledge (religion)** check to realize that the area requires obeisance of those who enter it. A *detect magic* spell reveals a weak divination aura in the entire room. If an adventurer does not express piety to the gods portrayed here, the statues will unleash lightning at anyone who tries to cross beyond the statues flanking the stairway up to Area 12. If the slime drain was triggered, this room also fills with water, preventing the Knowledge check.

JUDGMENT TRAP

CR 9

XP 6,400

Type magical; **Perception** DC 30; **Disable Device** DC 30

EFFECTS

Trigger magical sensor; **Reset** automatic

Effect If the adventurers trigger the sensor without first having prayed or offered something to the four gods, they are struck with an empowered *chain lightning* spell, which deals 15d6 plus 50% of all rolled electricity damage to the primary target, and half that amount of damage to up to 15 secondary targets. A **DC 22 Reflex** save reduces the damage by half. Secondary targets must each be within 30 feet of the primary target.

9. Heimdall's Vigil

This room is dominated by a large carving of Heimdall standing watch at the Gates of Bifrost. The statue is unblemished and its eyes are iridescent with swirling colors of light. It must have resisted the vandalism of the cultists. An ancient pattern of glyphs marks the statue's base.

As the statue guards the formal entrance to the Halls of the Honored, the priests of Heimdall imbued it with power too great for the cultists to destroy. Any adventurer making a **DC 20 Linguistics** check or who speaks Celestial will understand the script on the statue's base to read "Oath is Reward." This somewhat literal phrasing alludes to the power of the statue to twice a day bestow the benefits of a *heal* spell to a player who swears an oath before it. The oath in question is sealed as though by a *geas* spell (CL 20th). Only oaths of significant consequence will trigger the magic of the statue; any oath to cleanse the Tombs or slay Durikoor should suffice.

Part IV: Halls of the Honored (Areas 10A–10G, 11)

These chambers memorialize heroes and commanders of forces who held positions or executed duties in the face of overwhelming odds at specific battlegrounds. These battles were particularly gruesome slaughters, leaving the cultists of Zeraghal a host of corpses and restless souls to animate and profane. Characters making a **DC 15 Perception** check adjusted for lighting conditions and distance will see the door of Area 11 shattered and lying in the hallway.

10A. The Honored of the Black River, Crypt I (CR 11)

The door to this room suffered similar defacements as the rest of the tombs, although the carvings depicting a dark and winding river were left intact. The scratches and chisel marks seem to scribe a barely-visible circle around it—a strange sign of near-reverence among the profaned ruins.

If the adventurers open this chamber, read the following:

The cultists have painted profane symbols in a tar-like substance on each skull in the open and violated graves of this chamber. The remaining bones have been arranged in cruel poses suggesting corporeal agony.

Monsters: The dead heroes of this battle have been corrupted to call forth wraiths in all three rooms. The wraiths tied to Areas 10B and 10C also join this battle as soon as they are alerted to the adventurers' presence, causing them to rush the chamber in three waves of three wraiths each. (Additionally, Omiluth's thralls may be urged to

9 LIVES FOR PETANE

open the Black River doors in order to aid their master.) After all the wraiths are destroyed, the *amulet of nine lives* will work normally on the remains here.

WRAITHS ^{B1} (9) CR 5 EACH

XP 1,600

hp 47 (5d8+25)

Development: The remains of the corrupted heroes still lie in their crypts. 10A holds the remains of three humans: Sir Daelyn Moors (Desert Protector, male human paladin 8 ^{NPCC}), Lady Rowina Orgavi (Knight, female human aristocrat 2/paladin 6 ^{GMG}), and Mage Sabitha Redcrown (Sage, female human abjurer 5/expert 7 ^{GMG}). The Moors family seal is still relatively intact on Daelyn's sarcophagus. With a **DC 20 Knowledge (history)** check, an adventurer recalls that Daelyn may have served under Ourys Petane. If Daelyn is resurrected, he can confirm that Ourys survived the conflict and was most likely buried in the Hall of Tyr.

10B. The Honored of the Black River, Crypt II

Again, the dark river carvings seem to be encircled by scrapes and chisel marks in a way that seems reverent—almost loving.

If the adventurers open this chamber, read the following:

After pushing aside another hauntingly unmarred mark of the Black River, you see more desecrated tombs before you. The sole exception to the vandalism and profane scribbles is a single unmarked crypt at the end of the chamber.

The remains of the corrupted heroes still lie in their crypts. 10B holds the remains of three humans: Sir Hastorian Incathys (Sellsword, male human fighter 8 ^{GMG}), Sira Treyal Mirrordark (Beast Master, female human ranger 9 ^{GMG}), and Squire Litton Morellis (Caravan Guard, male human fighter 2 ^{GMG}). The lack of a family seal on Litton's sarcophagus caused his crypt to be left alone. A **DC 25 Knowledge (history)** check makes note that the unmarked crypt may belong to Squire Litton, a hero said to have impaled an orc commander upon the command standard of Ourys Petane. If Litton is resurrected, he can describe or recognize the sculpture resembling the hilt of Ourys' scimitar, *Oathmaker* (see Area 16).

10C. The Honored of the Black River, Crypt III

This is the third and final door in this area that is marked with the unmarred symbol of the Battle of Black River.

The remains of the corrupted heroes still lie in their crypts. 10C holds the remains of three humans: Sir Haven Guysen (Tomb Raider, male human rogue 6 ^{GMG}), Sira Cathryn Whitebird (Pious Guard, female human paladin 10 ^{NPCC}), and Sira Tansen Jhis (Celestial Theurge, female human cleric 3/sorcerer 4/mystic theurge 2 ^{NPCC}). The sarcophagi are shattered, but enough of them remain to identify each person interred. A **DC 25 Knowledge (history)** check recognizes the heroes' crests and identifies them as casualties suffered before House Petane joined the war (and hence not useful resurrection candidates).

10D. Heroes of Wide Oak (CR 11)

The fantastically large trees on the door are still strikingly beautiful, but the reliefs are etched with limp stick figures hanging from the once-gorgeous carvings as if they were gallows.

If the adventurers open this chamber, read the following:

More stick-figure executions mar the once tranquil beauty of the interior carvings. The sunsets in the background have been chiseled out to look like jagged black maws.

Trap: An enchanted holy symbol of the God of Honor lies among the defiled corpses of this room. Before abandoning the sign, the cultists spread a liberal dose of contact poison on it.

POISONED AMULET TRAP CR 11

XP 6,400

Type mechanical; **Perception** DC 25; **Disable Device** DC 28

EFFECTS

Trigger contact; **Reset** 2 doses (first two creatures touching the amulet)

Effect If the adventurers handle this amulet they are exposed to black lotus extract poison (poison—contact; *save* Fortitude DC 20; *onset* 1 minute; *frequency* 1/round for 6 rounds; *effect* 1d6 Con damage; *cure* 2 consecutive saves). After the poison has been wiped off or neutralized, the *amulet* is safe for normal use. It functions as an *amulet of natural armor* +2 for non-evil creatures and an *amulet of natural armor* +3 for worshipers of the God of Honor or a lawful good-aligned character.

Development: Anyone succeeding at a **DC 20 Knowledge (nobility)** or **DC 25 Knowledge (history)** check recalls that the heroes of Wide Oak were of the elven clan of Oakwatch. The elves of the Oakwatch were allies that purchased shares of House Petane's mithral from the Brightmark mines. If the *amulet of nine lives* is used on one or more of them, treat them as follows: Balys (Elven Spy, male elf ninja 11^{VC}), Coritiel (Tracker, male elf hunter 7^{VC}) and Ersania (Fey Enchantress, female elf sorceress 12^{NPC}). Ersania's brother Elathiel helped enchant *Oathmaker*, and she would recognize the replica sculptured hilt immediately (see Area 16).

10E. Tomb of the Heroes of Whitsted (CR 6)

The carvings on this door likely once represented a beautiful fortress overlooking a valley but now seem to be a pock-marked vista of craters and chisel marks.

Monster: This chamber is now the lair of Keknoose, a goblin-born tiefling upon whom the other cultists let Omiluth prey. Over the past few months, Keknoose has become dominated by Galsen and now exists in a constant state of conflicted service to both the aboleth and the vampire. If he hears the adventurers, he flees the area and opens the doors to the wraiths' chambers. Since he wears Zeraghal's unholy symbol, the wraiths ignore him. If Omiluth is slain, Galsen telepathically orders Keknoose to destroy the seal on his door (Area 5G). He avoids the party if possible.

KEKNOOSE

CR 6

XP 2,400

Male half-fiend ^{B1} goblin ^{B1} rogue 5

CE Small outsider (humanoid, goblinoid, native)

Init +7; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 21, touch 18, flat-footed 14 (+2 armor, +7 Dex, +1 natural, +1 size)

hp 31 (5d8+5)

Fort +1, **Ref** +11, **Will** +4

Defensive Abilities evasion, trap sense +1, uncanny dodge; **DR** 5/magic; **Immune** poison;

Resist acid 10, cold 10, electricity 10, fire 10; **SR** 17

OFFENSE

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

Melee +1 dagger +7 (1d3+2/19–20) or +1 dagger

+5 (1d3+2/19–20), mwk dagger +5 (1d3/19–20) or bite +5 (1d4+1), 2 claws +5 (1d3+1)

Ranged +1 dagger +13 (1d3+2/19–20)

Special Attacks smite good 1/day (+1 attack and AC, +5 damage), sneak attack +3d6

Spell-Like Abilities (CL 5th; concentration +6)
3/day—darkness
1/day—desecrate, unholy blight

TACTICS

Before Combat Keknoose hates to fight. His masters enforce this by encouraging him to stay hidden and spy on creatures in the dungeon and one another. If he feels he is in danger he will drop a *darkness* effect when it will most benefit him in escaping or using stealth in combat.

During Combat Once a group of wraiths engages the adventurers, Keknoose uses his *desecrate* ability to grant them profane bonuses, which are doubled per the spell description due to the works of Zeraghal's cult within the Tomb. If forced to fight he will attempt sneak attacks from concealment, using his *darkness* cover if possible. He generally only fights until there is a possibility of escape.

Morale Keknoose flees at the first possible opportunity unless his masters command him otherwise.

STATISTICS

Str 12, **Dex** 24, **Con** 10, **Int** 16, **Wis** 17, **Cha** 12

Base Atk +3; **CMB** +3; **CMD** 20

Feats Skill Focus (Use Magic Device), Stealthy, Two-Weapon Fighting, Weapon Focus (dagger)

Skills Acrobatics +15, Appraise +11, Bluff +9, Climb +9, Disable Device +19, Escape Artist +17, Fly +13, Knowledge (dungeoneering, local) +11, Perception +11, Ride +11, Stealth +25, Use Magic Device +12; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, Goblin, Halfling, Orc

SQ confusion, rogue talents (fast stealth, weapon training), trapfinding +2

Other Gear +1 padded armor, +1 dagger, mwk dagger, masterwork thieves' tools, silver unholy symbol of Zeraghal, 21 gp

SPECIAL ABILITIES

Confusion (Su) Keknoose is currently dominated by both the vampire Galsen and the aboleth Omiluth. They sometimes give opposing commands which might cause Keknoose to hesitate. To simulate this, treat Keknoose as if he were confused, as per the spell. If either master senses the duration of their control is running out, they command him to return to them.

10F. Tomb of the Battle of Gronhold

The giant dragon chiseled into the door to this chamber was clearly difficult to deface. The enormous wyrm coils around itself, restraining a struggling warrior in chainmail. A spear pierces its side; its jaws envelop the warrior's arm.

If the adventurers open this chamber, read the following:

Another scene of glorious battle has been desecrated, the lone fortress depicted in the massive relief wall teeters on the sinister brink of a shattered cliff, rendered in newer carvings than the original work.

A **DC 20 Knowledge (nobility)** or **DC 25 Knowledge (history)** check recognizes the crest as belonging to the lord of Gronhold, Dyrk Coldfire. The heroic lord of Gronhold was rarely without his one time adventuring companions Ellis Noname and Rhoaden Te'Franc. The tombs can be figured out from context from the door: Ellis (Babau Murderer, male human rogue [knife master ^{UC}] 10 ^{VC}), Dyrk (Raging Swimmer, male half-elf barbarian 9 ^{NPC}), and Rhoaden (male half-elf wilder 10 ^{PE}). Rhoaden is long-lived and has experience with Ourys enough to recognize the hilt of his blade in Area 16.

10G. Tomb of the Heroes of the Battle of Ian's Rain

The carvings in this tomb depicts a circle of six spell casters drawing lightning down from a storm-tossed sky, striking dozens of places on the horizon. The scene of such mass destruction must have pleased the cultists well enough to leave the carvings alone.

A **DC 20 Knowledge (nobility)** or **DC 25 Knowledge (history)** check reveals that this is the final resting place of Ian of the Shadows and his closest allies Emsara the Bloomed and Chantreva the Thorn. Attempts to resurrect these corpses do not trigger the *amulet* because they have been targeted by a *true resurrection* already. Ian and his band are said to have left this world for realms unknown. A **DC 20 Knowledge (nobility)** or **DC 25 Knowledge (history)** check will verify their absence from the realms of the dead.

11. Tomb of the Knight Eternal (Battle of Frostwell)

This tomb's door lies shattered in pieces on the floor. The corruptions of Zeraghal's followers seem

to reach a new height within this chamber. Strange glyphs profane one of the three biers in this room.

This chamber is where the graveknight of Akouryn Petane was created. He walks the halls from time to time but is most often found staring at the crypt of his uncle in Area 16. The lid of his sarcophagus bears a shattered obelisk, the personal sigil he adopted after his excoriation at the hands of House Petane. A **DC 30 Knowledge (history)** check will recognize the symbol's similarity to the *fairwind spire* and recall rumors that Ourys had his nephew excoriated for disobeying orders in order to rescue a friend. Akouryn's habit of talking to his uncle's skull caused him to drop Ourys' jawbone here—a necessary component for reassembling Ourys' skeleton in order to use the *amulet of nine lives* on his corpse. Should the party wish to resurrect Akouryn, the graveknight's armor must first be returned here after defeating him.

Part V: Tombs of the Protectors (Areas 13A–13F)

These chambers honor heroes that defended settlements not their own, wandering heroes following the path of the Protector who were fallen or lost in the chaos of the Orcwall War. The tombs are labeled with symbols of the God of Protection and remain undisturbed. Each of these chambers is sealed with an *arcane lock* (CL 13th) but can be opened with a **DC 20 Use Magic Device** check.

13A. Protector of Waldenvale (CR 12)

Four statues of winged valkyries stand over the grave of this fallen warrior-maiden. Her bier dominates the center of the room: a large greataxe with a red-quartz head.

Monster: A **DC 25 Knowledge (history)** check recalls that the defender of Waldenvale was captured by orcs and tortured to death, becoming the patron martyr of that city. She has been transformed into a ghoul; her fractured psyche also persists as a caller in darkness. She has been thoroughly corrupted by the cultists' profane predations and will attack anyone disturbing her crypt.

SKYR AMAUDENS

CR 10

XP 9,600

Female ghoul ^{B1} soulknife ^{UP} 10

CE medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +4



DEFENSES

AC 21, touch 14, flat-footed 17 (+4 Dex, +7 armor)

hp 110 (12 HD; 2d8+10d10+46)

Fort +8, **Ref** +11, **Will** +13

Defensive Abilities channel resistance +2,

Immune undead traits

OFFENSE

Speed 30 ft.

Melee +2 *unholy two-handed mindblade greataxe* +19/+14/+9 (1d12+9/x4) or bite +16 (1d6+5 plus disease and paralysis), 2 claws +16 (1d6+5 plus paralysis)

Ranged +2 *unholy two-handed mindblade greataxe* +18/+13/+8 (1d12+9/x4)

Special Attacks paralysis (1d4+1 rounds, DC 14, elves are immune to this effect), psychic strike +2d8

TACTICS

Before Combat While trapped in her crypt, the ghoul really can't prepare much for battle.

During Combat Skyr avoids using her psychic strike, preferring to keep her absorbing blade available for any devastating magical attacks. She attempts to drop foes as soon as possible to regain psychic strike uses in order to fuel further absorbing blade attempts.

Morale The ghoul's corrupted existence has driven her mad beyond reason, and Skyr fights unto her own destruction.

Base Stats If Skyr is resurrected, her base stats are **Str** 18, **Dex** 14, **Con** 8, **Int** 10, **Wis** 14, **Cha** 12

STATISTICS

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

Base Atk +11; **CMB** +16; **CMD** 30

Feats Extra Blade Skill (bladewind), Great Fortitude, Power Attack (−3/+6), Psionic Meditation, Weapon Focus (mindblade), Wild Talent

Skills Acrobatics +19, Autohypnosis +19, Intimidate +18, Knowledge (psionics) +16, Stealth +19

Languages Common, Elven

SQ blade skills (absorbing blade, bladewind, deadly blow, powerful strikes, two-handed throw [10 ft.], unholy)

Combat Gear *dorje of body adjustment* (32 charges, ML 3rd); **Other Gear** +3 chain shirt.

SPECIAL ABILITIES

Disease (Su) *Ghoul Fever*: Bite—injury; *save* Fort DC 14; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

SKYR'S PSYCHE

CR 10

Advanced caller in darkness ^{PB}

XP 9,600

hp 93 (11d8+44)

13B. Protectors of Bonehem (CR 13)

The lone tower of Bonehem, a once-prestigious academy of necromancy, marks this vault door. Once a symbol of those gray mages who strove to serve the best interests of humanity, these signs now stand half-shattered, spider-webbed with fractures from hammer blows.

Monsters: When the necromancer-hero of Bonehem was felled, his magic sank into his own remains. The cultists destroyed his body, but his power was such that he reconstituted as a ghost in his tomb when destroyed. He had also arranged to be interred with his students, and they likewise arose as spectres when their remains were crushed and scattered.

9 LIVES FOR PETANE

JEHRAM OF BONEHEM

CR 10

XP 9,600

Male human ghost necromancer 9

LE Medium undead (augmented humanoid, human, incorporeal)

Init +2; **Senses** darkvision 60 ft., life sight (10 feet, 9 rounds/day); **Perception** +21

DEFENSE

AC 17, touch 17, flat-footed 15 (+5 deflection, +2 Dex)

hp 88 (9d6+54)

Fort +8, **Ref** +5, **Will** +7

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +6 (10d6)

Special Attacks malevolence (DC 19), telekinesis (DC 19)

Necromancer Spell-Like Abilities (CL 9th; concentration +14)

8/day—grave touch (4 rounds)

Necromancer Spells Prepared (CL 9th; concentration +14)

5th—quicken *repair undead* ^{ACG}, *summon monster V*, *waves of fatigue*

4th—*bestow curse* (DC 21), *enervation*, *fear* (DC 21), *summon monster IV*

3rd—*lesser animate dead* ^{UM}, *dispel magic*, *hold person* (DC 18), *ray of exhaustion* (DC 20), *vampiric touch*

2nd—*blindness/deafness* (2, DC 19), *false life*, *ghoul touch* (2, DC 19), *resist energy*

1st—*cause fear* (DC 18), *chill touch* (2, DC 18), *mage armor*, *ray of enfeeblement* (2, DC 18), *repair undead* ^{ACG}

0 (at will)—*acid splash*, *detect magic*, *ghost sound* (DC 15), *touch of fatigue* (DC 17)

Opposition Schools Evocation, Transmutation

TACTICS

Before Combat Jehram casts *mage armor* before entering battle if possible.

During Combat Jehram attempts to use his malevolence to possess a strong host and continue the battle from within that host. If his first attempt is not successful, he will use debilitating magic such as *cause fear* or his Wisdom-draining touch to make the possession easier.

Morale If Jehram or his host drops below 50% health, he will remind the adventurers that he was a hero of the Orcwall War and hence might be of use to them against the other horrors of the

corrupted Tombs. Unlike most ghosts, Jehram's body has been reduced to ashes, and he cannot be lain to rest by any power short of a *miracle*.

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 20, **Wis** 12, **Cha** 20

Base Atk +4; **CMB** +6; **CMD** 21

Feats Combat Casting, Command Undead ^B, Greater Spell Focus (necromancy), Greater Spell Penetration, Quicken Spell ^B, Scribe Scroll, Spell Focus (necromancy), Spell Penetration, Toughness, Turn Undead

Skills Fly +22, Knowledge (arcana, dungeoneering, planes, religion) +17, Perception +21, Spellcraft +17, Stealth +22, Use Magic Device +14; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Celestial, Common, Dwarven, Elven, Halfling, Infernal

SQ power over undead

Other Gear headband of mental prowess +2 (Int, Cha), spellbook containing all prepared spells plus 3 other spells at each level

STUDENTS (3)

CR 8 EACH

Advanced spectres ^{B1}

XP 4,800 each

hp 68 (8d8+32)

Development: A DC 20 Knowledge (religion) check informs an adventurer that there aren't enough remains of Jehram to resurrect. The physical copy of his headband and spellbook are buried amid his ashes.

13C. Protectors of Deckheart

The crest of the bardic college of Deckheart is still recognizable despite serious damage to the symbol. The broken murals of dancers lining the interior seem to have taken on a morbid countenance, as of mummers mourning.

A DC 20 Knowledge (nobility) or DC 25 Knowledge (history) check will recall the tale of the College of Deckheart. When beset by the orc hordes, the College implored the fey for aid, singing a song of resplendent beauty. It is said that the College vanished before the orcs, only to reappear months later when the location was behind enemy lines, spilling forth a force of battle-dancers armed with mysterious fey strength. Denal of Deckheart (Celebrity Bard, male human bard 11 ^{NPCC}) rests within if the adventurers wish to resurrect him. He knew Ourys personally and recorded his story in a masterpiece before they both died in the war. He will be able to recognize the hilt of *Oathmaker*, as well as the resting place of the late general.

13D. Protectors of Moonvale (CR 14)

The Crescent moons of Moonvale's standard mark the resting place of its wandering hero. The doors' marks also include a complex sprawl of intricately-rendered runes. Lastly, in the tongue of Shadow, a single word is inscribed.

A **DC 20 Knowledge (arcana)** or **DC 25 Linguistics** check recognizes the Shadow word as being "Witch." The tale of the itinerant healer who came to Moonvale and cherished the village as her own—only to later unleash her darkest powers—is well known: when she was called away to heal the noble Kellis Vaelrath, her home was sacked in her absence. The Witch of Moonvale returned to reap a vengeance so terrible that historians have never agreed upon the specifics. It is no surprise, then, that she rose in death to continue her vengeance.

WITCH OF MOONVALE CR 14

Advanced banshee ^{B2}

XP 38,400

hp 199 (19d8+114)

13E. Protectors of Pedersvale

Little remains of the sigils upon this tomb save for the savage maws of several beasts, most likely those of large hunting cats. The humanoid figure has been chiseled into all but a negative. The interior of the tomb holds a larger bier and supports a triple-sarcophagus, marked by three women of beauty. Statues of roaring lions surround the tomb.

A **DC 20 Knowledge (arcana)** or **DC 25 Knowledge (history)** check identifies this tomb as that of the Dirallia sisters, a triad of highly-skilled summoners: Orinoah, Kristae, and Micha (all three are 11th-level female aasimar ^{ARG} summoners ^{APG}).

Treasure: If the party searches this room, they discover a secret cache with a **DC 30 Perception** check; it contains a trio of *golden lion figurines of wondrous power*.

13F. Protectors of Gull's Edge

The damaged carvings on this door display a seaside cavern city of distinct dwarven design. Fierce waves collide along the mountain at the base of the carving but fail to breach the might of the city. A large divot in the stone face probably marks where the interred defender's visage was chiseled away.

A **DC 25 Knowledge (nobility)** or **DC 30 Knowledge (history)** check identifies this tomb as belonging to the defender of Gull's Edge, Miras, a druid of considerable power who was friend to both the dwarves of the cliffside citadel and the excoriated noble Akouryn Petane. If the adventurers have already encountered Akouryn or his tomb and identified them, they should get a +4 circumstance bonus to these checks. The druid was poisoned in bed by an orcish assassin. Miras was the last hero interred in the Tombs of the Valor and was allowed to see the tombs in their entirety before he died. He knows the resting places of both his friend Akouryn and General Ourys Petane. If resurrected, Miras has the stats of a Fury of Flame (male human druid 14 ^{NPCC}).

Treasure: Each corner of this room contains a statue of a dwarf commanding a wave to flow around the room with an ornate rod. In the northwest corner of the tomb, the statue's rod is a *decanter of endless water*, requiring a **DC 25 Perception** check to notice. The skull of Ourys Petane is also here, left behind from when Akouryn first roamed the halls as a graveknight. Make certain that the adventurers note the oddity of the skull's appearance here so that they remember its position if they decide to resurrect Ourys in Area 16.

Part VI: Final Chambers (Areas 12, 14–16)

These chambers include Durikoor's Prison, the Lovers' Tomb, and the Tomb of the Sacred. The Tomb of the Sacred is the most likely place in which Akouryn can be found, although he is free to wander the entirety of the Tombs.

12. Durikoor's Prison (Formerly the Tomb of the Coalition)

Swirling light and magic swell from a protective circle etched in Abyssal script. The form of something massive and dark lurks beyond the circle's haze of abjuration. The barrier strains as the creature forces itself repeatedly against the binding glyphs—fur, scales, chitin, and fangs press visibly against the boundary of the haze.

Monster: Within this circle is trapped Durikoor, a shemhazian demon who fought against the Armies of Light during the Orcwall invasion. The shemhazian was slain by Ourys himself, and the cult of Zeraghal thought it only fitting to draw the demon forth once more to capstone

9 LIVES FOR PETANE

their corruption of the Tombs of Valor. If any of the cultists' "Great Works" are undone (the graveknight Akouryn's armor is shattered in order to resurrect him, Ygakkis' corpse is purified with a consecrate spell, or Omiluth's pool is consecrated after the aboleth is slain and removed from the water), then the shemhazian demon is unleashed. Until that point, the barrier is impervious to the demon's attacks (and, similarly, Durikoor cannot be affected while sealed inside his prison). A flaw in his binding allows him to summon demons as per usual, but any creatures so summoned are trapped along with him, and he generally kills them mercilessly in frustration. Should the adventurers wish to face him deliberately, they can attempt a *dispel magic* effect against the binding circle (CL 17th).

Monster: If the party succeeds in their quest to resurrect Ourys, they will almost certainly be confronted by Durikoor if he is freed. He remembers his death at the hands of Ourys and will endeavor to kill him before all others. If they have resurrected Ourys and Durikoor is still imprisoned, he rages impotently against his bindings.

DURIKOOR THE DREAD

CR 16

XP 76,800

Male shemhazian demon ^{B2}

hp 246 (17d10+153)

Development: Durikoor has hurled the remains of his summoned allies repeatedly while in the throes of his destructive rage, destroying all but a single statue of Tyr on the far east wall. Ygakkis has commanded that it be left alone for possible animation by his vehemence ability (see Area 16).



14. Galsen's Feeding Trough

Blood stains and otherworldly ichor taint the walls and floor here—stray feathers and grisly remnants of...something...are spattered along this corridor. A strange series of grooves runs the length of the hall, ending in a basin which pours down another channel.

When the adventurers enter this area, any who succeed on a **DC 20 Knowledge (engineering) or Spellcraft** check will realize that this hallway was created magically via *stone shape* spells; weathering dates the work as far more recent than the construction of the Tombs. This area is the site of a strange alliance between Galsen, the vampire priest from Area 4, and the shemhazian Durikoor. A flaw in Durikoor's bindings does not prevent the use of his summoning powers, so each day he calls forth a few vrock to maim and murder for his own amusement. Over time, the shemhazian has come to enjoy the tormented sounds Galsen makes when feeding. He telekinetically hurls the vrock corpses with enough force to place them in the ramp, allow what little blood escapes them to feed Galsen at the bottom of the channels.

15. The Room of Mingled Ashes (CR 12)

The ashes of fallen lovers were once reverently mingled here from individual funerary urns by the priests of the Goddess of Love, forever to be joined in preserved union. The demonic cultists have savagely befouled this once-beautiful memorial to mortal fidelity by drenching the ashes in foul liquids, reducing them to the consistency of mud. As that horrid realization sinks in, the funerary urns begin to bubble over—viscous fluids made tarry with ash bubble forth from and congeal upon the walls.

Monster: When corrupting this shrine to the devoted lovers of the Orcwall War, the demonic priests took particular joy in "marrying" their incinerated remains to a species of entropic ooze cultivated by Zeraghal's cult.

NECROTIC PUDDINGS (6) CR 7 EACH

Variant black pudding ^{B1}

XP 3,200 each

hp 105 (10d8+60)

Negative Energy Affinity (Ex) The necrotic pudding is alive but is healed by negative energy and harmed by positive energy, as if it were an undead creature.

16. Chamber of the Sacred (CR 16)

A great statue of the God of Sacrifice stands at the end of this chamber, its stone gaze holding grim vigil over the room. Three once-resplendent sarcophagi are shattered and savaged. Gems have been pried loose from their exteriors, and foul stains mark each tomb. A kneeling figure murmurs softly to the shattered tomb in the east end of the chamber. A second spectral figure rises from the central tomb and shrieks, "My glorious tribute shall not be undone!" As its words fade, it drifts backward into the statue of the god—and profane energies cause the statue to surge with motion!

Monsters: One of the high priests of the cult of Zeraghal, Ygakkis, sealed his corruption by taking his own foul life in this chamber in order to remain here as its guardian. His ghost haunts this area, and he uses his vehemence special attack to animate the statue to repel any who seek to purify the Tombs. Akouryn Petane also stands watch in the chamber, blathering on madly at his uncle Ourys' remains. Akouryn is mad with despair and loss; he ultimately blames his uncle for his current condition. Due to this obsession, he spends most of his time standing over the man's grave and berating him for putting commands and oaths before loyalty and friendship.

ANIMATED STATUE OF TYR CR 5

Large Animated Object ^{B1}

XP 1,600

hp 52 (4d10+30)

Melee slam +9/+9 (1d8+9/19–20)

Construction Points The statue's construction points are allocated as follows: additional attack, augmented critical ^{UM}, improved attack.

YGAKKIS THE CORRUPTER CR 15

XP 51,200

Male human ghost ^{B1} cleric of Zeraghal 14

CE Medium undead

Init +1; **Senses** darkvision 60 ft., lifesense; Perception +30

Aura overwhelming chaos and evil

DEFENSES

AC 25, touch 15, flat-footed 24 (+9 armor, +4 deflection, +1 Dex, +1 natural)

hp 136 (14d8+70)

Fort +14, **Ref** +6, **Will** +17

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +11 touch (15d6, DC 23 Fort save for half)

Ranged telekinesis (violent thrust, sarcophagus lid) +14 (14d6)

Special Attacks channel negative energy 7/day (7d6, DC 21), destructive aura (14/day, 30 ft., +7 damage), destructive smite (+7, 10/day), fatal fate (DC 21), malevolence (DC 21), scythe of evil (2/day, 7 rounds), telekinesis (DC 23), vehemence

Cleric Spell-Like Abilities (CL 14th;

concentration +22)

10/day—touch of evil (7 rounds)

Cleric Spells Prepared (CL 14th; concentration +19)

7th—*disintegrate* ^D (DC 24), *mass inflict serious wounds* (DC 26), *summon monster VII*, *word of chaos* (DC 24)

6th—*blade barrier* (DC 23), *cold ice strike* ^{UM} (2, DC 23), *create undead*, *harm* ^D (DC 25)

5th—*dispel good* ^D, *greater command* (DC 22), *flame strike* (DC 22), *righteous might*, *slay living* (DC 24)

4th—*chaos hammer*, *control summoned creature* ^{UM}, *divine power*, *freedom of movement*, *summon monster IV*, *unholy blight* ^D (DC 21)

3rd—*animate dead*, *dispel magic* (2), *obscure object*, *rage* ^D (DC 20), *searing light*, *make whole*

2nd—*desecrate* (2), *hold person* (DC 19), *shatter* ^D, *sound burst* (2, DC 19), *spiritual weapon*

1st—*bane* (DC 18), *divine favor*, *doom* (DC 20), *entropic shield*, *ray of sickening* ^{UM}, *shield of faith*, *true strike* ^D

0 (at will)—*detect magic*, *light*, *resistance*, *virtue*
D Domain spell; **Domains** Destruction, Evil

TACTICS

Before Combat If somehow Galsen has been able to use *sending* to alert Ygakkis to the presence of the adventurers it is likely he is already merging himself with the statue before they arrive.

During Combat Ygakkis possesses the statue of Tyr, creating an animated object. He makes use of his Battlecaster feat to attack with a single slam attack each round while still casting a spell attack as well. Ygakkis fights until his animated object body is destroyed. If he has the option to possess an adventurer via malevolence before this happens and the target fails the saving through, he fights on in the body of whatever adventurer he has claimed. Also note that the ongoing *desecrate* effect generated by Akouryn's armor grants Ygakkis' channeling a +6 profane

9 LIVES FOR PETANE

bonus to its DC (27 while the graveknight is present).

Morale If his host is downed, destroyed, or slain, Ygakkis will try to escape to either Area 4 or 12 where he will use magic to once more assault the adventurers after animating another statue. If he nears death, he will use his fatal fate ability to curse an adventurer.

STATISTICS

Str —, **Dex** 13, **Con** —, **Int** 12, **Wis** 24, **Cha** 18

Base Atk +10; **CMB** +11; **CMD** 25

Feats Ability Focus (corrupting touch), Ability Focus (telekinesis), Battlecaster, Combat Casting, Greater Spell Focus (necromancy), Selective Channeling, Spell Focus (necromancy), Spell Penetration

Skills Fly +16, Intimidate +17, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (planes) +8, Knowledge (religion) +8, Spellcraft +16, Stealth +26; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal, Common, Dwarven

SQ ghost attacks, undead cleric

Other Gear +3 *mithral breastplate*, *amulet of natural armor* +1, *belt of giant strength* +2, *cloak of resistance* +1, *headband of inspired wisdom* +4, *ring of protection* +1, unholy symbol, onyx gems (worth 2,200 gp), 2,667 gp

SPECIAL ABILITIES

Fatal Fate (Su) If Ygakkis feels the Tombs are in danger of being re-consecrated, he can lay a curse upon a target. The target must make a Will save (DC 21) or be stunned for 1 round. If the target does not defile and cast *desecrate* in the Tombs within 10 days, he takes 1d4 points of Constitution drain per day. This effect can be overcome via the spell *remove curse*, requiring a caster level check DC 21.

Undead Cleric (Su) An undead creature with the ability to grant morale bonuses from its domain abilities still gains the effects of these abilities despite being immune to morale effects. Bonuses to Constitution from these domain abilities apply to an undead creature's Charisma instead.

Vehemence (Su) Ygakkis gains a measure of mastery over the objects in this specific location. Once per round, Ygakkis can possess an object of size Large or smaller, giving it life as an animated object. This animated object's CR can be no higher than Ygakkis's CR minus 2. If the target object is being held by a creature, the object can make a Will save using its bearer's saving throw to resist possession. If the animated object is destroyed, Ygakkis reappears in its square and cannot possess another object for 1d4 rounds.

AKOURYN PETANE

CR 13

XP 25,600

Male human graveknight ^{B3} bloodrager ^{ACG} 12

CE Medium undead (augmented humanoid)

Init +5; **Senses** darkvision 60 ft.; Perception +9

Aura *desecrate* (30 ft.)

DEFENSES

AC 19, touch 9, flat-footed 18 (+6 armor, +1 Dex, +4 natural, -2 rage)

hp 227 (12d12+144)

Fort +19, **Ref** +7, **Will** +12

Defensive Abilities blood sanctuary, channel resistance +4, improved uncanny dodge; **DR** 10/magic, 2/—; **Immune** cold, electricity, undead traits; **Resist** acid 10; **SR** 24

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee +1 *spell-storing greataxe* +25/+20/+15 (1d12+12+3d6 electricity; spell-stored *lightning bolt*)

Ranged mwk throwing knives +16/+11/+6 (1d4+11)

Special Attacks bloodrage (32 rounds/day), channel destruction, devastating blast 8d6 (DC 23 Reflex half)

Bloodrager Spells Known (CL 12th; concentration +27)

3rd (3/day)—*elemental aura* ^{APG}, *greater thunderstomp* ^{ACG} (DC 22), *lightning bolt* (DC 22), *silver darts* ^{ACG} (DC 22)

2nd (4/day)—*false life*, *gust of wind* (DC 21), *mirror image*, *see invisibility*, *resist energy*, *sonic scream* ^{ACG} (DC 21)

1st (5/day)—*bless*, *blurred movement*, *ear-piercing scream* ^{UM} (DC 20), *feather fall*, *long arm*, *shock shield* ^{UC}, *shocking grasp*

Bloodline Celestial

TACTICS

Before Combat If Akouryn succeeds on a Perception check to hear the party approaching, he casts *blurred movement*, *mirror image*, and *shock shield* before combat.

During Combat Akouryn uses his devastating blast the moment he sees an adventurer and then closes into melee. He utilizes his Cleave feat to maximize his channel destruction damage against two targets. Note that the combination of the Furious Focus and Raging Brutality feats makes Akouryn's greataxe Power Attacks exceptionally lethal (his first hit takes no penalty, and his damage bonus on each hit increases from +12 to +33). If successfully targeted by ranged attacks, he takes cover and moves between rooms, possibly drawing them into Durikoor's chamber (Area 12).

Morale Akouryn fights until defeated; if the adventurers explore the Tombs long enough for him to reconstitute, he will fight them again once rejuvenated. If they defeat him and resurrect Ourys, he will chase them to the Baroness' home and attempt to slay his uncle and all other members of House Petane.

Base Statistics When not raging, Akouryn's stats are as follows: **AC** 21, touch 11, flat-footed 20; **hp** 191; **Fort** +16, **Will** +9; **Melee** +1 *spell-storing greataxe* +22/+17/+12 (1d12+9+3d6 electricity); concentration +21; all spell DCs reduced by 3; **Str** 22, **Cha** 22; **CMB** +20; Intimidate +29. If resurrected, Akouryn's alignment shifts to CG and he regains the use of his angelic attacks from his celestial bloodline; his base ability scores as a human are as follows: **Str** 16, **Dex** 12, **Con** 13, **Int** 10, **Wis** 8, **Cha** 18

STATISTICS

Str 28, **Dex** 12, **Con** —, **Int** 12, **Wis** 12, **Cha** 28

Base Atk +12; **CMB** +23; **CMD** 30

Feats Cleave, Dodge, Eschew Materials ^B, Furious Focus, Great Cleave, Improved Initiative ^B, Iron Will, Power Attack (−4/+12), Rage Casting ^{ACG}, Raging Brutality ^{UC}, Raging Concentration ^{ACG}, Mounted Combat ^B, Ride-By Attack ^B, Toughness ^B, Weapon Focus (greataxe)

Skills Acrobatics +16, Fly +20, Intimidate +32, Knowledge (arcana) +16, Perception +9, Ride +24, Spellcraft +16; **Racial Modifiers** +8 Intimidate, +8 Perception, +8 Ride

Languages Celestial, Common, Elven

SQ blood casting, conviction, phantom mount, rejuvenation, ruinous revivification (electricity), undead barbarian, undead mastery, wings of heaven

Combat Gear *rod of lesser empower metamagic*;

Other Gear +3 studded leather armor (cursed)

SPECIAL ABILITIES

Undead Barbarian (Su) An undead creature with the ability to enter a rage gains the morale bonuses from rage despite being immune to morale effects. The bonus to Constitution from the rage applies to an undead creature's Charisma instead.

Akouryn Resurrected If the party resurrects Akouryn after defeating him, he will offer to fight beside them to clear the evils of the corrupted tomb. He will aid them immediately in fighting the summoned warriors of Heshatta. As soon as the adventurers mention the search for his uncle Ourys, he will shut down and refuse to help them.

Development: Once the adventurers defeat Ygakkis and Akouryn, they can safely sift through

the debris in this room. They discover that the eastern sarcophagus bears a shattered hilt marked with a strange wind glyph, which is in fact a replica of the *Oathmaker*, Ourys Petane's legendary scimitar. This clue can confirm that the remains within are those of the dead general (use the statistics for a Saint, male human paladin 12 ^{GMG}). The skull and jawbone are missing from the remains, however—they can be found in Area 13F and Area 11, respectively. Ourys cannot be resurrected by the *amulet of nine lives* until the bones and remains are reunited.

CONCLUDING THE ADVENTURE

If the party takes the time to cleanse the Tombs (using *consecrate* spells and the like) they are likely to earn the gratitude of the priesthoods of all six gods of Valor. If they report their success to a temple of one or more of the Coalition's gods, the churches will send forces to occupy and protect the areas around the Tombs in response to the corruption perpetrated by the cultists.

The party can, of course, simply leave the Tombs with Akouryn or Ourys (or both!) and return to a very happy Jelja. She is horrified to learn of the curse on the *amulet* and offers to give the party extra consideration (such as additional mithral weapons or even a lower price on the *amulet*). When the party returns with either Ourys or Akouryn, the arrangements for Adene's wedding will begin. The young bride-to-be will be heartbroken (if Ourys was returned) or ecstatic (if Akouryn was returned). In either case, she will go through with the wedding and ensure that their bloodline continues. Ourys is troubled that his resurrection was the indirect work of an evil deity, however, and will likely seek an *atonement* spell at the earliest opportunity.

It is possible that the party made oaths to Heimdall in Area 9. If these oaths were not satisfied in the cleansing of the tomb, they may still need to complete whatever actions they have been *geased* to perform. The GM should record any such unfulfilled oaths and use them to drive future sessions of play.

Downward Spirals & Diminishing Returns

The adventurers may conclude that the prospect of raising allies or restoring the Petane heir isn't worth the risk of fighting the summoning curse. If this seems to be a concern for them, remind the players that prior summons have appeared

nearby, but not in positions where they can directly threaten the party. It is possible, therefore, for the group to hole up in one of the smaller and more defensible tombs (particularly the Tombs of the Protectors).

If the party completely falls in battle, it is possible that Adene might hire another agent to find the *amulet* and resurrect the entire party after enough time has passed for the *amulet* to recharge. If this occurs, both the party and a Petane heir (assuming they later succeed in resurrecting one) may return to the Barony to find it in the grips of a new armed conflict with its rival territories.

CONTINUING THE ADVENTURE

Depending on the choices the adventurers make, this adventure can continue along many paths. If they resurrected Ourys, the dutiful general will return with them, taking his place as blood-heir of House Petane by marrying Adene. Adene will be terribly unhappy with this outcome (as Ourys is old enough to be her father) and will likely seek to escape her new life. Jelja may try to hire the same heroes who returned Ourys to now seek out his errant bride-to-be. The party might become bounty hunters for Jelja or instead choose to side with the young woman and protect her from other mercenaries seeking to return her to her newly-resurrected husband.

If the adventurers instead resurrected Akouryn, Adene is ecstatic to marry the handsome young man. He, on the other hand, may not be as happy—it is likely Akouryn craves the road and a relationship with another adventurer probably suits him better. However, he understands the weight of his duty and the dependence of peace on his marrying Adene...unless, of course, one of the adventurers has convinced him to stay with the party instead.

If both Ourys and Akouryn have been resurrected, Akouryn is content to have his uncle take the head of the Petane family again as blood-heir. Adene will beg Akouryn to marry her and implore the adventurers to help him see things her way. Akouryn can be convinced, though, and the idea of dual lineages for House Petane would suit Jelja and Ourys as well.

Durikoor will not forget or forgive the adventurers if they banish him, and he will report to Zeraghal that his faithful's handiwork in the Tombs of Valor has been undone. The demon lord is insanely vengeful and likely to rouse his followers to desecrate the tomb once more—or even seek out the adventurers who cleansed them.

The biggest source of continued conflict to the party, though, is the *amulet of nine lives* itself. Each month one of its resurrection charges returns to it, as does the promise of more of Heshatta's followers seeking them out. It may even come to pass that the ancient goddess herself once more takes an interest in the world and seeks to reestablish her cult—the *amulet* could be used to raise some of her oldest and most powerful priests if her followers can obtain it from the adventurers.

APPENDIX I: THE AMULET OF NINE LIVES

Reference this section whenever anyone is resurrected by the *amulet of nine lives*. Each time the *amulet of nine lives* is activated, its curse summons more of the *amulet's* defenders.

THE AMULET OF NINE LIVES

Aura overwhelming conjuration (healing); **CL** 25th
Slot neck; **Weight** 2 lbs.

DESCRIPTION

This artifact, known formally as the *nine lives' amulet of Heshatta*, was crafted in the ancient city-state of Khys by the high priests of the goddess Heshatta, known among her faithful as the Voices. The Tomb Dancer's magics were forbidden in the extreme and involved the sacrifice of many of her own worshippers to fuel the *amulet's* dark powers. Eventually human barbarians heard of the *amulet* and assaulted the city-state, overwhelming its keepers. In a final vengeful act, the High Voice of Heshatta cried out for a miracle from his mistress. He laid a curse on the *amulet* as it was taken so that those who fell defending it would rise to reclaim it from its thieves. Thus, when the powers of resurrection are called upon by anyone using the *amulet*, they are also joined by rebirthed catfolk defenders of Khys who are sworn to slay anyone near the *amulet* and return it to their homeland. Each of the *amulet's* nine ruby jewels contains the power to restore a life as per *true resurrection* (CL 20th). The jewels darken as the powers of the *amulet* are used. For each month that passes during which the *amulet* is not used, one ruby regains its ability to restore life. In order to activate the *amulet*, it must be placed around the neck of the corpse to be resurrected; the activating creature must then touch the cat-face of the *amulet* and whisper in Daemonic "Dance back from death." The *amulet* can resurrect any creature that has been dead for less than 300 years. When the *amulet* is activated by a non-catfolk who does not worship Heshatta, the miracle of her High

Voice is enacted and vengeful warriors are called forth to battle those who possess the *amulet*, and to return it to Khys if possible.

DESTRUCTION

To destroy the *amulet of nine lives*, it must be depleted of all remaining charges, all summoned guardians must be defeated, and it must be returned to the ruins of Khys. Once in Khys, the body of the High Voice who cursed the artifact must be adorned with the *amulet*, and a *true resurrection* spell must be cast on it beneath a new moon.

First Resurrection (CR 9)

As the amulet is placed around the corpse's neck, the power of the Tomb Dancer Heshatta slides around the remains like embers burning in reverse. Healthy flesh remains behind in the wake of the creeping light. Suddenly howls flood the catacombs—and you find yourselves besieged.

When the party uses the *amulet* for the first time, the conflict should be shocking and abrupt—place the summoned ragers somewhere highly visible and nearby. Barring extreme situations, the adventurers are likely to be caught off-guard and the feral ragers should benefit from a surprise round.

FERAL RAGERS (3) CR 6 EACH

XP 2,400 each

Catfolk ^{BoHR} barbarian (feral rager ^{BoHR}) 7

NE Medium humanoid (catfolk)

Init +3; **Senses** low-light vision; Perception +10

DEFENSES

AC 16, touch 13, flat-footed 13 (+4 armor, +3 Dex, +1 natural, -2 rage)

hp 79 (7d12+28)

Fort +8, **Ref** +7, **Will** +0

Defensive Abilities cat's luck, mobile defender, slinking dodger, improved uncanny dodge

OFFENSE

Speed 40 ft.

Melee 2 claws +13 (1d6+6), bite +7 (1d4+3)

Ranged clawk shortbow +11 (1d6/x3)

Special Attacks rage (19 rounds/day), rage powers (animal fury, lesser beast totem ^{APG}, beast totem ^{APG})

TACTICS

Before Combat The feral ragers enter rage as part of being summoned from the *amulet of nine lives*. They are magically drawn to the *amulet* and will attempt to kill anyone near the artifact. This



may cause them to engage the forces of Zeraghal if the *amulet* is used to raise someone in battle.

During Combat The feral ragers make use of their Rolling Strike feat, targeting more vulnerable opponents when moving through their squares with Acrobatics while utilizing Power Attack.

Morale All catfolk summoned from the *amulet* fight to the death to reclaim it; however, if they manage to take the *amulet* from the party, they will try to flee with it once reduced to 20% of their total hit points.

Base Stats When not raging, the feral rager has the following stats: **AC** 17, touch 15, flat-footed 14 (+4 armor, +3 Dex), **hp** 63 (7d12+14), **Fort** +6, **Ref** +5, **Melee** —, **Str** 16, **Con** 13, **CMB** +10, **CMD** 23

STATISTICS

Str 20, **Dex** 16, **Con** 17, **Int** 12, **Wis** 6, **Cha** 12

Base Atk +7; **CMB** +12; **CMD** 25

Feats Nimble Striker ^{ARG}, Power Attack (-2, +4), Rolling Strike ^{BoHR}, Weapon Focus (claw)

Skills Acrobatics +17, Escape Artist +10, Intimidate +11, Perception +10, Stealth +17;

Racial Modifiers +2 Perception, +2 Stealth +2 Survival

Languages Catfolk, Common, Daemon

SQ sprinter

Other Gear +1 studded leather, *amulet of mighty fists* +1, masterwork shortbow, 20 arrows

SPECIAL ABILITIES

9 LIVES FOR PETANE

Cat's Luck (Ex) Once per day when a catfolk makes a Reflex saving throw, he can roll the saving throw twice and take the better result. He must decide to use this ability before the saving throw is attempted.

Mobile Defender (Ex) A feral rager gains a +1 insight bonus to AC in any round during which he has moved more than 5 feet.

Slinking Dodger (Ex) A feral rager gains a +2 bonus on Acrobatics and Stealth checks and a +2 dodge bonus to armor class against touch attacks.

Second Resurrection (CR 12)

As the embers spin away, leaving the corpse renewed and alive, a whisper of desert wind rushes through the tombs.

The second resurrection is likely to have the party on edge as they will expect another conflict with the feral ragers. The Ka-Lords of Heshatta, though, are much more likely to utilize stealth and stalk the party for a short while. The GM should utilize them to build tension around the resurrection curse.

KA-LORDS (2) CR 10 EACH

XP 9,600 each

Catfolk ^{BoHR} monk (hungry ghost monk ^{APG}) 11
LE Medium humanoid (catfolk)

Init +3; **Senses** low-light vision; Perception +19

DEFENSE

AC 21, touch 19, flat-footed 17 (+2 armor, +3 Dex, +1 dodge, +2 monk, +3 Wis)

hp 86 (11d8+33)

Fort +9, **Ref** +11, **Will** +11; +2 vs. enchantments

Defensive Abilities improved evasion

OFFENSE

Speed 60 ft.

Melee unarmed strike +12/+7 (1d10+3/19–20) or unarmed strike flurry of blows +13/+13/+8/+8/+3 (1d10+3/19–20)

Special Attacks flurry of blows, life from a stone, life funnel, steal *ki*

TACTICS

Before Combat If the adventurers activate the *amulet* a second time without realizing the connection between the *amulet* and the summoning curse, a Ka-Lord can take a surprise round to prepare, activating Panther Style and striking the closest opponent.

During Combat A Ka-Lord will usually seek out a weak-looking combatant and use Punishing Kick to push their opponent towards another Ka-Lord, letting them strike via Combat Reflexes.

Additionally, a Ka-Lord will move through threatened squares to use Panther Parry in order to make additional attacks.

Morale As a summoned defender of the *amulet*, a Ka-Lord will not surrender and fights to the death. It will, however, withdraw to drink its *potion of cure serious wounds* before renewing the assault.

STATISTICS

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

Base Atk +8; **CMB** +13; **CMD** 30

Feats Combat Reflexes, Dodge, Improved Critical (unarmed strike), Improved Unarmed Strike, Mobility, Panther Claw ^{UC}, Panther Parry ^{UC}, Panther Style ^{UC}, Punishing Kick ^{APG}, Spring Attack, Toughness, Weapon Focus (unarmed strike)

Skills Acrobatics +22 (+45 to jump), Perception +19, Stealth +19, Survival +5; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Catfolk, Common

SQ cat's luck, fast movement, high jump, *ki* pool (8 points, cold iron, lawful, magic, silver), maneuver training, slow fall 50 ft., sprinter

Combat Gear *potion of cure serious wounds*;

Other Gear *amulet of mighty fists* +1, *boots of elvenkind*, *bracers of armor* +2, *cloak of resistance* +1, *headband of inspired wisdom* +2, 100 gp

Third Resurrection (CR 13)

As the resurrection magic fades, a howl of fury echoes through the halls of the Tombs as a distant creature screams an ancient, malevolent challenge.

The third resurrection is challenged by two Ka-Lords and a Ba-Lord. The Ba-Lord does not favor the ambush tactics of prior resurrections, directly challenging the adventurers to meet it in battle. Any character who understands Daemonic can translate the Ba-Lord's cry: "Defilers of the holy amulet, prepare to feed the goddess a soul for every stolen miracle!" The Ka-Lords fight in accordance with the Ba-Lord's chosen tactics, utilizing the difficult terrain created by its *upheaval* and stunning or crippling foes who do not succumb to its *mental blast*.

KA-LORDS (2)

CR 10 EACH

XP 9,600 each

See **Appendix 1: Second Resurrection** (page 29)

hp 86 (11d8+33)

BA-LORD

CR 9

XP 6,400

Catfolk ^{BoHR} wilder ^{UP} 10

NE Medium humanoid

Init +7; **Senses** low-light vision; Perception +11

DEFENSES

AC 26, touch 16, flat-footed 20 (+10 armor, +3 Dex)

hp 66 (10d8+20)

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

Defensive Abilities elude attack

OFFENSE

Speed 30 ft. (30 ft. without armor)

Melee claw +8 (1d4+1)

Ranged *surge blast* +10 touch (3d6 force)

Special Attacks *surge blast*

Wilder Powers Known (ML 10 (13 if wild surging); concentration +15 [18])

5th—*upheaval* (DC 22, surged)

4th—*claw of energy, psychokinetic charge*

3rd—*physical acceleration, psionic blast* (DC 18)

2nd—*endorphin surge, energy stun* (DC 17)

1st—*energy ray, inertial armor, mind thrust* (DC 16)

0 (at will)—*energy splash*

TACTICS

Before Combat If the *amulet* is used inside a locked or barricaded room, the Ba-Lord will surge manifest a swift action *physical acceleration* and *claw of energy*, mostly to trigger its surge aura for itself and its allies.

During Combat The Ba-Lord uses *upheaval* to damage foes and create areas of difficult terrain, relying on its allies' superior movement speeds. It places spreads of *upheaval* which maximize the distance between itself and any opponents, then spends subsequent rounds using *mental blast* to stun any enemies who approach. If it must seek a new vantage, it uses *psychokinetic charge* to hurl itself to a new position.

Morale The Ba-Lord fights to the death, although it will gladly sacrifice allies to protect itself. It may use a *psychokinetic charge* to interpose allies between itself and its foes.

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 10, **Wis** 6, **Cha** 20

Base Atk +7; **CMB** +8; **CMD** 21

Feats Expanded Knowledge (*inertial armor*), Expanded Knowledge (*physical acceleration*), Expanded Knowledge (*psychokinetic charge*), Surging Aura

Skills Acrobatics +16, Bluff +12, Diplomacy



+12, Knowledge (psionics) +8, Perception +11, Spellcraft +10; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Common, Daemon

SQ surging euphoria +1

Other Gear *headband of alluring charisma* +2

Fourth Resurrection (CR 13)

Howls of dark power flood the halls of the Tombs, and cries of rage sound back in answer.

Four ragers, two ba-lords, and an oracle are summoned after this use of the amulet.

FERAL RAGERS (4)

CR 6

XP 2,400 each

See **Appendix 1: First Resurrection** (page 28)
hp 79 (7d12+28)

BA-LORDS (2)

CR 9

XP 6,400 each

See **Appendix 1: Third Resurrection** (page 29)
hp 66 (10d8+20)

VOICE OF HESHATTA

CR 10

XP 9,600

Female catfolk ^{BoHR} oracle 11

NE medium humanoid (catfolk)

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

DEFENSES

AC 15, touch 13, flat-footed 13 (+1 deflection, +2 Dex, +2 natural)

hp 97 (11d8+44)

9 LIVES FOR PETAPET

Fort +7, Ref +7, Will +7

Defensive Abilities cat's luck 1/day

OFFENSE

Speed 40 ft., climb 20 ft., fly 80 ft. (average; see wings of strength)

Melee +1 scimitar +12/+7 (1d6+4/18–20)

Ranged +1 composite shortbow +11/+6 (1d6+4/x3)

Oracle Spell-Like Abilities (CL 11th, concentration +16)

Constant—*tongues* (combat only)

Oracle Spells Known (CL 11th; concentration +16)

5th (5/day)—*mass bull's strength*, *mass inflict light wounds* (DC 21), *slay living* (DC 21)

4th (7/day)—*aspect of the wolf*, *inflict critical wounds* (DC 20), *poison* (DC 20), *unholy blight* (DC 18)

3rd (7/day)—*cure serious wounds*, *deadly juggernaut*, *inflict serious wounds* (DC 19), *stunning barrier*, *greater* ^{ACG} (DC 17), *wind wall*

2nd (7/day)—*aspect of the bear*, *grace* ^{APG}, *inflict moderate wounds* (DC 18), *silence*, *sound burst* (DC 16), *status*

1st (8/day)—*doom* (DC 15), *forbid action* ^{UM} (DC 15), *inflict light wounds* (DC 15), *jump*, *shield of faith*, *stunning barrier* ^{ACG} (DC 15)

0 (at will)—*bleed* (DC 14), *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *read magic*, *resistance*, *spark*

TACTICS

Before Combat The Voice of Heshatta activates its wings of strength revelation as soon as it is summoned and seeks higher ground from which to use its spells safely.

During Combat The Voice of Heshatta stays airborne and peppers the battle field with *unholy blight* spells, descending only to cast *slay living* or *inflict* spells on isolated targets with Flyby Attack before returning to the air.

Morale The Voice of Heshatta will not cease its zealous assault until it either retrieves the *amulet of nine lives* or is slain.

STATISTICS

Str 16, **Dex** 14, **Con** 14, **Int** 10, **Wis** 6, **Cha** 20

Base Atk +8; **CMB** +11; **CMD** 24

Feats Dodge ^B, Combat Casting, Flyby Attack, Improved Initiative, Greater Spell Focus (necromancy), Mobility ^B, Spell Focus (necromancy), Toughness

Skills Acrobatics +16, Climb +17, Fly +16, Knowledge (religion) +14, Perception +0, Swim +6, Stealth +4, Survival +0; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Abyssal, Catfolk, Common, Daemonic **SQ** curse (tongues), mystery (fitness ^{OM}), revelations (divine physique, healthy moves, toughened body, wings of strength [11 minutes/day])

Combat Gear *potion of cure moderate wounds*, *potion of darkvision*; **Other Gear** +1 scimitar, +1 composite shortbow (+3 Str), cloak of resistance +2, headband of alluring charisma +2, ring of protection +1

Fifth Resurrection (CR 14)

Embers crawl along the corpse in reverse, angrily imbuing flesh and blood with new life. A rush of dry heat presages a crackling crumble of dust and debris falling loose from the ceiling.

A fifth resurrection attempt is answered by more summoned warriors: two Ka-Lords and four Ba-Lords. Place the Ka-Lords between the Ba-Lords and the adventurers. If the adventurers are in a smaller tomb, the catfolk withdraw to a larger chamber to set up an ambush if at all possible, utilizing hit-and-run tactics to inflict maximum punishment on their foes.

KA-LORDS (2)

CR 10 EACH

XP 9,600 each

See **Appendix 1: Second Resurrection** (page 29)
hp 86 (11d8+33)

BA-LORDS (4)

CR 9 EACH

XP 6,400 each

See **Appendix 1: Third Resurrection** (page 30)
hp 66 (10d8+20)

Sixth Resurrection (CR 14)

You tense in anticipation as the corpse burns backward to life, already expecting the sudden blast of hot air and crumbling of ancient stone which heralds the amulet's guardians.

Unlike prior summonings of the Ba-Lords, these wilders are highly aggressive, pursuing a shock-and-awe strategy and layering multiple *upheavals* to maximize damage while increasing the coverage of difficult terrain.

BA-LORDS (6)

CR 9 EACH

XP 6,400 each

See **Appendix 1: Third Resurrection** (page 30)
hp 66 (10d8+20)

Seventh Resurrection (CR 14)

Hesitantly, you speak the command words and are again rewarded with life renewed. The seventh jewel diminishes and reverse flames burn



flesh onto cold bone. Roars and hisses of anger echo through the halls around you.

Monsters: The following monsters are summoned after a seventh resurrection attempt.

ADVANCED LEUKODAEMON ^{B2} CR 10

XP 9,600
hp 135 (10d10+80)

KA-LORDS (2) CR 10 EACH

XP 9,600 each
See **Appendix 1: Second Resurrection** (page 29)
hp 86 (11d8+33)

BA-LORDS (2) CR 9 EACH

XP 6,400 each
See **Appendix 1: Third Resurrection** (page 29)
hp 66 (10d8+20)

VOICE OF HESHATTA CR 10

XP 9,600
See **Appendix 1: Fourth Resurrection** (page 30)
hp 97 (11d8+44)

Eighth Resurrection (CR 15)

The oracle brought forth by the amulet's power is attended by a circle of daemons!

ADVANCED LEUKODAEMONS ^{B2} (5) CR 10 EACH

XP 9,600 each
hp 135 (10d10+80)

VOICE OF HESHATTA CR 10

XP 9,600
See **Appendix 1: Fourth Resurrection** (page 30)
hp 97 (11d8+44)

Ninth Resurrection (CR 16)

As the amulet's last jewel dims, the room darkens to pitch-black. Daemoniac chanting floods the air with forbidden secrets as the ground splits and a form blurs past you from the shadows.

When the Hand of Heshatta is summoned, consider the impact you wish her to have on your game, and perhaps even your overarching campaign. The Hand's spells are sufficient to raise nearly every creature in the Tombs of Valor as a corrupted undead version of itself. She will not be content to merely battle the adventurers—she will settle for nothing less than the reclamation of her goddess' stolen treasure.

HAND OF HESHATTA

CR 16

XP 76,800

Female catfolk ^{BoHR} oracle 17

NE medium humanoid (catfolk)

Init +2; **Senses** low-light vision; Perception +17

DEFENSES

AC 24, touch 12, flat-footed 22 (+10 armor, +2 Dex, +2 natural)

hp 163 (17d8+83)

Fort +10, **Ref** +10, **Will** +11

Defensive Abilities cat's luck 1/day

OFFENSE

Speed 30 ft., fly 80 ft. (average; see wings of strength)

Melee +3 scimitar +17/+12/+7 (1d6+5/18–20)

Ranged +2 shortbow +16/+11/+6 (1d6/x3)

Oracle Spells Known (CL 17th; concentration +24)

8th (4/day)—*create greater undead, horrid wilting* (DC 27), *nine lives* ^{ARG}

7th (7/day)—*blasphemy* (DC 24), *control undead, summon monster VII, symbol of stunning* (DC 24)

6th (7/day)—*circle of death* (DC 25), *harm* (DC 25), *summon monster VI, wind walk*

5th (7/day)—*greater command* (DC 22), *mass bull's strength, mass cure light wounds, mass inflict light wounds* (DC 24), *slay living* (DC 24)

4th (7/day)—*air walk, fear* ^{UM} (DC 23), *inflict critical wounds* (DC 23), *poison* (DC 23), *unholy blight* (DC 23)

3rd (8/day)—*animate dead, cure serious wounds, greater stunning barrier* ^{ACG} (DC 20), *inflict serious wounds* (DC 22), *wind wall*
2nd (8/day, 7 remaining)—*false life, grace* ^{APG}, *inflict moderate wounds* (DC 21), *silence, sound burst* (DC 19), *status*

1st (8/day)—*cause fear* (DC 20), *doom* (DC 20), *forbid action* ^{UM} (DC 18), *inflict light wounds* (DC 20), *shield of faith, stunning barrier* ^{ACG} (DC 18)

0 (at will)—*bleed* (DC 19), *detect magic, detect poison, guidance, light, mending, read magic, resistance, spark*

TACTICS

Before Combat The Hand of Heshatta enters play with *false life* already cast.

During Combat The Hand of Heshatta uses her spirit walk ability to flee the party until she has raised an army of evil to reclaim the *amulet*.

Morale If the Hand feels she has a chance to regain the *amulet*, she fights to the death.

Base Stats Without *false life*, the Hand of Heshatta has base stats **hp** 148 (17d8+68)

9 LIVES FOR PETANE

STATISTICS

Str 14, **Dex** 14, **Con** 14, **Int** 10, **Wis** 6, **Cha** 24
Base Atk +12; **CMB** +14; **CMD** 26

Feats Augment Summoning, Command Undead^B, Extra Revelation, Greater Spell Focus (necromancy), Greater Spell Penetration, Quicken Spell, Spell Focus (conjuration), Spell Focus (necromancy), Spell Penetration, Toughness

Skills Fly +2, Knowledge (religion) +20, Perception +17, Sense Motive +18, Stealth +24, Survival +0; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Abyssal, Catfolk, Common, Daemonic
SQ curse (tongues), mystery (bones), revelations (armor of bones [17 hours/day], raise the dead, spirit walk, undead servitude [10/day, command undead, DC 25], voice of the grave [17 rounds/day *speak with dead*], sprinter

Combat Gear *potion of cure moderate wounds, volatile vaporizer* (2nd)^{UE}; **Other Gear** +3 scimitar, +2 shortbow, *amulet of natural armor* +2, *cloak of resistance* +3, *headband of alluring charisma* +4, *sandals of quick reaction*^{UE}, *stone salve*^{UE}, *vambraces of defense*^{UE}

APPENDIX II: ZERAGHAL

ZERAGHAL

He Who Fouls and Breaks Faith; The Shattered Sanctum; The Tainted Talon

CE Demon Lord of Corruption and Disease

Priests alchemists, antipaladins, clerics, warpriests

Domains Chaos, Death, Destruction, Evil

Subdomains Abyss, Corruption, Demon, Plague

Favored Weapon natural weapons

FAITH

Symbol Three inward drops spiraling together interspersed with three claws facing outward arranged in a roughly circular pattern.

Worshippers of the Tainted Talon are required to claw their own flesh and leave the wound untended each night before receiving spells, risking the dark touch of the master's contagion. Alternatively, they may leave such a wound on another creature for each of the fingers of their dominant hand. Lastly, they may desecrate a symbol or relic of a good-aligned deity. In rural areas these practices often result in quick visibility of those who find the whispers of Zeraghal in their hearts. Cults in larger areas have more sophisticated operations where priests melt down the holy symbols their agents rob from the graves and shrines of the faithful.

Zeraghal is a demon lord of corruption and disease reveling in the debasement and destruction of all things good or pure. On the earthly level this is representative of defilement, diseases, and parasitic infections. At the deeper level, such afflictions are considered only the lesser mission of the faith, where the greater is the corruption of the divine agents of others and the desecration of their holy places. Historically, Zeraghal has called his followers to great Crusades of Black Intent, sponsoring some of the largest mass-defilements recorded in the annals of man.

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