

DEADLY D • E • L • V • E • S



The Gilded Gauntlet A Level 9 Adventure

**JON BRAZER
ENTERPRISES**

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



The Gilded Gauntlet

A 9th-Level Adventure



JON BRAZER
ENTERPRISES

Credits

Authors

Michael Allen, Charlie Bell, Casey Clements,
Daniel DeStephen, Michael Eshleman, Allan
Hoffman, Andrew Hoskins, Dale C. McCoy
Jr, Steve Miller, Richard Moore, Sam Polak,
Mike Welham

Developer

Richard Moore

Editor

Kevin Morris

Cover Artist

Rick Hershey, Dionisis Milonas

Interior Art

Black Hand, Brian Brinlee, Dennis
Darmody, Rick Hershey, Anderson Maia,
Malcolm McClinton

Cartography

Michael Allen

President

Dale C. McCoy, Jr.

Book References

B(1-4)	Pathfinder Roleplaying Game Bestiary (1-4)	UE	Pathfinder Roleplaying Game: Ultimate Equipment
MC	Pathfinder Roleplaying Game: Monster Codex	UM	Pathfinder Roleplaying Game: Ultimate Magic
ACG	Pathfinder Roleplaying Game: Advanced Class Guide		
APG	Pathfinder Roleplaying Game: Advanced Player's Guide		

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.



Adventure Background

Of all the Lich Queen's underlings, none are held in higher esteem than her Putrefects: a small group of fellow liches chosen for their unique skill sets, shrewd counsel, and utter devotion to the betterment of their queen's political position. But even of these bleak few, only three are granted the title of Queensminister, elevated far above the petty troubles of mortals and thralls. This particular spot of trouble for the town of Hunstoc begins with Putrefect Chalmos, the Queensminister of Coin.

In life, Chalmos was more of a businessman than he was a mage, being little more than a mere diviner. Obsessed to an extreme with the acquisition of wealth, it is said that he only sought the eldritch secrets of unlife in order to implement a very long con—a series of timed investments and sell-offs which depended on building trade relationships and exacting market conditions over several lifetimes of work. Rumor has it that some of the greatest economic collapses in recorded history were laboriously engineered by Chalmos over centuries, always to his ultimate gain. The Lich Queen, recognizing that a secure financial position might well be the only thing which would shield her nation from a unified coalition of foreign powers, entrusts Putrefect Chalmos with the business of running a necropolitan economy.

In the very distant past, Chalmos bankrolled a scientific discovery thought virtually impossible: a device capable of manufacturing raw gold from other minerals which he dubbed the Aureus Conflux. The

process was astonishingly affordable (relative to the cost of wishing such wealth into existence, at any rate), yet Chalmos never used the device once it was perfected except under very limited circumstances. The Putrefect took great pains to keep his discovery secret, ensuring that only mindless, plodding undead were used as raw labor and utterly destroying all of the researchers he had hired to help design the machine. Then, Chalmos sealed away the Aureus Conflux deep within a great mountain, manufacturing only enough gold with the device to pay extravagant sums of money to the security specialists he hired on to protect his invention. Those, too, he murdered. He then walked away from his alchemical wonder, never returning to the place again. Only the Putrefect himself knows what eventual purpose the device may yet serve.

The Aureus Conflux has remained hidden in secrecy for over a thousand years now and would have stayed that way had it not been for the buildup of an unfortunate byproduct of the machine: raw mercury, a transitive element in the gold manufacturing process, which has begun to trickle down from the mountainside, poisoning livestock and tainting groundwater. The problem is recent enough that Putrefect Chalmos' spies in the area have not yet alerted the Queensminister to the leak; indeed, he left behind only mindless undead and outsiders bound by complex airtight contracts to guard the site. Even if they have realized the ramifications of the leak, they are unable to leave the vault except under specific circumstances.

So, naturally, the adventurers in *your* game are going to be the ones to blunder into this situation and make a proper muck-up of it all.

Adventure Summary

The adventurers hear of the troubles in Hunstoc and decide to investigate. Anomalous clues in the foothills outside Hunstoc lead them to a hidden lead mine strewn with strange machinery and dotted with mercury pools. An unusual entrance for the mines' workers leads further into a complex that is part machine and part death trap. A preponderance of evidence suggests that this complex was created to perform alchemical experiments of the basest motivation: converting raw lead ore into precious gold. Once they find the machine and its guardian, they must decide what to do with this knowledge, and contemplate the dire price of limitless wealth.

Adventurers should begin *The Gilded Gauntlet* at 9th level, and will likely reach 10th level on the Medium advancement track by the time they clear the Glittering Vault (Area F). If they clear the entire complex, they will be well on their way to 11th level, and may even hit that benchmark if they began the dungeon with excess experience from a prior adventure.

Adventure Hooks

The gazetteer detailing the city of Hunstoc can be found at the end of this adventure. GMs are encouraged to bring the city to life and come up with their own hooks that they know will work for their groups; the more the PCs care about Hunstoc, the harder they'll eventually strive to save it from the mysterious mercury poisoning. However, here are a few sample hooks utilizing the NPCs and locations detailed therein to help GMs get started.

- Mellibur Stargazer is the current owner of the Fireball Tavern and the grandson of its original owner. Their Burning Red Beer is the biggest single moneymaker in Mellibur's establishment, made from locally-sourced hops, barley, and water. However, a few of his patrons became quite ill after drinking the last batch he bottled, and a few died. Mellibur compensated the families of the deceased patrons and paid for *neutralize poison* scrolls for the luckier ones, but he never wants this to happen again. After allowing the erudites at the Hunstoc Library to investigate the bad batch of beer, Mellibur is convinced from a review of their findings that the water supply from which he normally draws has been tainted by something. He offers the adventurers a lifetime of free beer at his inn and a modest stipend of 2,500 gp to get to the bottom of the situation and purify the well.

- Gladys Brightstar administers bounties for the usual roundup of critters who threaten merchants and travelers near Hunstoc—bugbears, goblins, trolls, and the like. But last week a squad of city guards on patrol came back with a very strange specimen of monster: an insectoid construct that spat a stream of hot lead bullets at them and killed two of their patrol members before one of the guards took it down with a well-placed volley of *shock* arrows (a clockwork sentry whose programming malfunctioned, causing it to wander off from the lead mines; see Area A of the adventure for more details on these monsters). No other specimens have been sighted since, but Gladys isn't one to take chances. She asks the adventurers to keep their eyes open for more of the deadly clockworks, offering a bounty of 1,000 gp per construct destroyed and returned to her office.
- Grunth Longtusk, the local priest of Podaga, is gravely worried about the health of local farmers and livestock in and around Hunstoc. At first he thought perhaps the cause of the reported sicknesses was some sort of disease jumping from animals to humans, but after some investigation he's convinced that it's a poison of some sort. Being a relatively low-level cleric, Grunth can't cast *neutralize poison* on the citizens who have come to him for help—or their sick cattle, for that matter. Being the mildly paranoid sort, Grunth suspects that a rival city or cult of evil clerics might be behind the poisonings, which could offer the GM a red-herring diversion to explore the (relatively small) criminal underworld of Hunstoc or other nearby settlements—but when those trails run cold, it should quickly become clear that a much larger issue is at the root of the problem. Grunth can't offer much in the way of compensation given his inexperience and the rustic nature of his temple's religious practices, but if the adventurers agree to help, he'll offer them an unlimited supply of holy water and as much free healing as he can provide whenever they happen to pass through the city. This becomes a substantially better reward if the GM advances Grunth's cleric level steadily over time, making him a much more valuable ally for the adventurers whom they will likely be very glad to have befriended by doing him a favor.
- Silis Farcaller, Hunstoc's stabler, recently had a streak of healthy boarded horses drop dead after a few nights at his establishment. Compensating their owners has proven especially costly to his business, and Silis is now importing water from towns upriver to



ensure that it doesn't happen again, but he can't keep paying those costs for much longer. He offers a 5,000 gp reward to the adventurers if they can find the source of the poison and neutralize it permanently.

- If none of the above investigations or bounties pique the adventurers' interest or yield solid leads, the poisoning deaths continue to accumulate at an alarming rate over a period of mere days. Mayor Timberbach calls the adventurers to the Solitary Garden for a meeting after hearing of their exploits in Hunstoc or other nearby locales and begs them for their assistance. Tourism is suffering, crops and livestock are faltering in the face of a hard winter to come, children and elderly citizens are dying, and otherwise-healthy workers and city guards are now getting too sick to perform their duties. The Mayor offers a stately reward of 10,000 gp to find out what is poisoning the water supply and stop it for good before her entire city collapses into anarchy and disrepute.

The Gilded Gauntlet

Dungeon Features

Unless otherwise noted, a number of features are consistent throughout the complex surrounding the Aureus Conflux. The ceilings are 10 feet high. The walls of each chamber are 3 feet thick and made of hewn stone (hardness 8, hp 540, break DC 50). The doors are 2 inches thick and made of steel (hardness 10, hp 60, break DC 28). All doors are secured with good-quality locks (**Disable Device DC 30**). Dim lighting is provided by permanent *light* spells cast on flat white stones mounted sparingly on the walls throughout the complex (the spells were cheaply and hastily placed, and have weakened to the intensity of candles over time).

Although teleportation effects generally work normally within the complex (except as potentially denoted otherwise within each individual room description), teleportation from the interior of the complex to any exterior location, or vice versa, is magically barred.

Finding the Complex Entrance

Putrefact Chalmos blanketed a series of spells on the side of the mountain where the entrance to the Aureus Complex lies to deter intruders and sealed them with *permanency*. The first layer of defense is a *hallucinatory terrain* spell (CL 7th, DC 20) which makes the natural cave entrance to the lead mine (Area A) blend in seamlessly with the rest of the terrain on the forested mountainside. The second layer is a *mage's private sanctum* that prevents anyone from using divination spells to perceive anything inside the cave even if they disbelieve the *hallucinatory terrain*; it also serves to mask the sounds of the mining constructs as they go about harvesting lead ore. Finally, a *loathsome veil* ^{UM} (CL 5th, DC 18) lies just past the layer of *hallucinatory terrain* directly inside Area A to deter any creatures who happen to penetrate the first two layers of magical misdirection from entering the cave.

Savvy PCs may still detect the presence of something odd in this area, however. A successful **DC 27 Perception** check made within 50 feet of the cavern entrance detects minute periodic vibrations (caused by the mining titan breaking up rocks inside the cave) that suggest something is not as it seems. Any adventurer or creature with the tremorsense ability can detect these vibrations automatically, so certain familiars or animal companions may well tip off their masters to this anomaly. Even with a mere **DC 21 Perception** or **DC 17 Knowledge (nature)** or **Survival** check, an adventurer may notice visible mercury contamination in pooled water or small rivulets of quicksilver running down the mountainside, which should offer a strong clue about the nature of the problem with Hunstoc's water supply.

Area A: The Lead Mine (CR 10)

This massive cavern stretches upward to a height of 50 feet and is lined with stone stalagmites which are dotted by knots of greyish metal. Large pools of liquid metal have accrued in some places here as well. A 20-foot-tall iron door is set in the rear of the cavern; four holes the size of a small dog have been cut into its surface where it meets the floor. A steady stream of small six-legged metallic creatures with segmented bodies emerges from the holes, grabbing chunks of rock with their jawlike pincers and stuffing them into their undersides before disappearing back beyond the door. A massive mechanical being pounds rock into fragments on the far side of the chamber. Despite this flurry of activity, the chamber remains eerily silent.

The entrance to Chalmos' hidden complex lies at the rear of this cavern. Its guardian is a mining titan, a massive junk golem cobbled together from spare machinery parts from other rooms in the complex whose job is to smash rock and unearth lead deposits. Smaller constructs march forth from holes in the door set in the back of the cavern to collect the lead

deposits and bring them to the Chaos Engine (Area D) for processing. The massive iron door leading into Area B is locked and requires a **DC 25 Disable Device** check to open.

Creatures: The small six-legged constructs are clockwork sentries, built to resemble worker ants. They have telescoping hatches built into their undersides in which to store mined lead ore, as well as twin antennae-like nozzles on their heads—the barrels for their internal pistols.

Clockwork Sentry (6) CR 4 each

XP 1,200

N Small construct (clockwork)

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

DEFENSES

AC 17, touch 15, flat-footed 13 (+2 Dex, +2 dodge, +2 natural, +1 size)

hp 37 (5d10+10)

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

Immune construct traits; **Weakness** vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee 2 claws +6 (1d3)

Ranged internal pistol +8 (1d6/x4 plus 1d6 fire, automatic, semi-automatic)

Special Attacks automatic weapon, self-destruct, semi-automatic weapon

TACTICS

During Combat The clockwork sentries consume and process any loose ore chunks. They stop to fire hot lead bullets at any intruders within attack range, consuming more lead as needed to replenish their ammunition.

STATISTICS

Str 10, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +5; **CMB** +4; **CMD** 16

Feats Improved Initiative ^B, Lightning Reflexes ^B

SQ process ore, swift reactions, winding

SPECIAL ABILITIES

Automatic Weapon (Ex) A clockwork sentry can fire a burst of shots to attack all creatures in a line starting from any corner of the sentry's space and extending to the limit of the weapon's range or until it strikes a barrier it cannot penetrate. The sentry makes a separate attack roll against each creature in the line. Each creature in the line can be attacked with only one shot from each burst. Each attack roll takes a –2 penalty. Effects that grant concealment do not affect an automatic weapon's line attack. Roll to confirm each attack roll that threatens a critical hit separately. A single burst with an automatic weapon consumes 10 bullets.



Process Ore (Ex) A clockwork sentry can consume a chunk of lead ore and process it into pistol ammunition as a move action. This process creates enough bullets for 10 ranged attacks or 1 burst of automatic fire from the creature's automatic weapon. The lead is superheated during this process, causing the ammunition to deal 1d6 additional fire damage on each successful hit.

Self-Destruct (Su) A clockwork sentry explodes 1 round after it is destroyed. During this round, the thing shrieks and thrashes about as if undergoing convulsions. On what would normally have been the clockwork sentry's next action, it explodes, dealing 1d6 points of piercing and slashing damage in a 5-foot radius (**Reflex DC 10** for half damage). A **DC 20 Disable Device** check made as a standard action can halt the sentry's self-destruct sequence, but does not prevent it from dying. A clockwork sentry that self-destructs automatically destroys any ore that it is carrying. The save DC is Constitution-based.

Semi-Automatic Weapon (Ex) A clockwork sentry can take a full-attack action to fire twice, as if using the Rapid Shot feat (including taking a –2 penalty on all attacks).

Mining Titan

CR 6

XP 2,400

Advanced giant junk golem ^{B4}

Init –2

AC 23, touch 9, flat-footed 23

hp 58

Melee 2 slams +12 (1d8+8 plus disease DC 14)

CMB +12; **CMD** 21

TACTICS

During Combat The mining titan concentrates on breaking up the rock formations into smaller chunks; breaking a rock requires a standard action and produces 1d4+2 chunks of lead ore. If attacked, it retaliates with its slam attacks, using its disgorge ability (20-foot space, 1d8 damage) on the following round if an enemy is still engaged with it.

Hazards: The mercury pools here are easily avoided but highly toxic should an adventurer happen to fall or be pushed into one, exposing him or her to mercury poisoning. Additionally, stalactites fall from the ceiling every time the mining titan crushes a rock inside the cavern.

The Gilded Gauntlet



Mercury Poisoning: Type poison (contact); save Fortitude DC 16; frequency 1/round for 6 rounds; effect 2 Dexterity damage and 2 Constitution damage; cure 2 saves.

Falling Stalactites

CR 2

When a stalactite collapse is triggered by the mining titan, there is a 25% chance for each creature in the cavern to be hit by one. Each affected creature must make a **DC 20 Reflex** save or suffer 4d6 points of damage; half of this damage is bludgeoning and half is piercing.

Area B: The Vaults of Grahstallen (CR 11)

Putrefect Chalmos murdered the renowned siege engineer Grahstallen Markos, who created this segment of the vault. The lich channeled Grahstallen's life energy into the chambers' wards, leaving behind nothing but the engineer's skeletal remains—or so the Putrefect thought. The siege engineer's will persists in these chambers even beyond death, and his vengeful spirit seeks revenge against his slayer. The undead engineer plans to reclaim his life force, and in the process, unlock the next section of the vault.

Unlocking the Vault

Bypassing or disabling the traps permits advancement through the vault. A cryptic verse in the entry room and sculptures in each chamber prompt a **Knowledge (history, local, or nobility) check for lore**.

Wearing Grahstallen's bones bypasses or mitigates the wards' effectiveness. A creature may wear only one set of bones. These protections come with a curse (see below) and may result in an adventurer being shackled in place by negative energy.

When disabling the traps traditionally, unless wearing the specific bones keyed to the trap, the disarmer may not take 10 due to distraction from negative energy pulsing around the trap. When the trap is disabled, the keyed bones *teleport* to their associated square whether worn or unworn, even if in an extra-dimensional space.

B. The Entry Chamber

A 30-foot deep pit separates the entryway from the chamber beyond. Human bones lie scattered about an ancient drafting table. A skeletal forearm and hand obscure scratches in the surface of the desk.

A sigil scrawled into the desk above a short verse belongs to Grahstallen Markos (**Knowledge [history] DC 20**), a siege engineer known for his valor and craftiness. Proscribed from directly revealing the secrets of the vault even in death, the engineer's skeletal hand scratched the following clue into the desk's surface. Rhyming couplets refer to Grahstallen's various exploits during his career and contain a plea to any who discover his bones.

*A leap on ramparts at the siege of woe
enervates spirit of besieged foe.
While guards at dice betray the gate,
debt's chill touch buys a traitor's fate.
Mocked on high as simple fool,
the idiot's touch drives home the tool.
Tension sprung as cables part,
flays wounds inflicted with bolt and dart.
And fiery doom awaits within
the burning gates of sloth and sin.
Take ye up, my skeletal shield;
force mage's wards to part and yield.*

B1. The Ramparts

Knee-high crenellations form an apex on the opposite side of the pit, where two indented footprints are clearly visible. The eastern wall beyond the pit bears a life-sized sculpture of a warrior leaping onto a battlement similar to one just ahead.

Lore (DC 20): Grahstallen once single-handedly leapt onto a rampart from a stalled siege tower and beat back the enemy until the tower could drop its bridge.

Trap: A negative energy barrier protects the far end of the pit.

Enervation Barrier

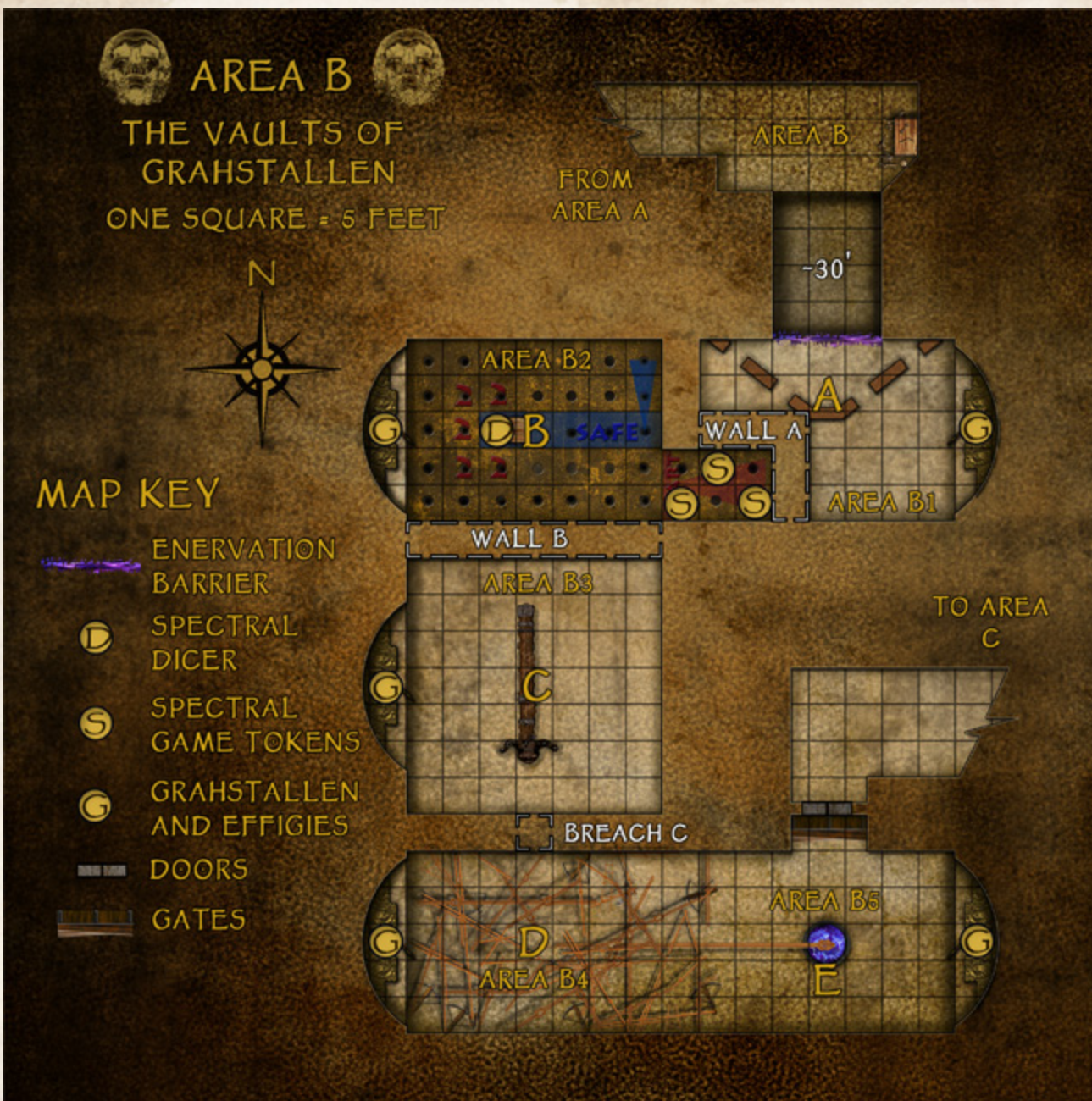
CR 6

XP 2,400

Type magic; Perception DC 29; Disable Device DC 29

EFFECTS

Trigger proximity (*alarm*); **Reset** none
Effect spell effect (*enervation*, +7 ranged touch, 1 negative level for 12 hours for up to 4 creatures passing through the barrier)



Creatures wearing Grahstallen's feet are immune to the barrier. Any given creature triggers the barrier's attack only once in a 24-hour period.

Development: A creature who stands in square A while wearing Grahstallen's shinbones disables the barrier automatically and causes wall segment A to raise into the ceiling, revealing Area B2. Negative energy then courses around the creature's feet, shackling it to the rampart square (see "Removing The Bones" above). Disabling the trap traditionally also raises the wall.

B2. Traitors' Dice

The raised wall reveals a life-size game board. Three spectral warriors in the dress of city guards stand at attention in the starting zone, while a spectral

watch captain sits at a table in the center of the board, cradling knucklebones. The sculpture in the far alcove depicts a cloaked figure dicing with city guards, an open gate, and four empty nooses.

Lore (DC 20): Driving an entire city gate guard into bankruptcy at dice, Grahstallen forgave their debts once they treacherously opened the gates to the besiegers. This earned Grahstallen a knighthood and the guards the hangman's noose.

The knucklebone game is a common gambling pastime, so the rules of the dice game are assumed to be familiar to anyone present.

Trap: The adventurers must negotiate the ghostly game board in this room in order to progress onward.

Bones of Grahstallen

The pieces of this dismembered skeleton tingle when touched. When handled, they lose some of their solidity; visible magical auras permeating the bones have the appearance of fasteners, indicating that they can be worn.

Worn in the slot indicated, each of the bones of Grahstallen causes that portion of the wearer's anatomy to appear skeletal, visible even through clothing. When the wearer is within 60 feet of an undead creature, the benefits are temporarily suppressed and the item's curse instead takes effect. A **DC 16 Will** save prevents this; the save DC is reduced by 2 every additional time the curse comes into play in a 24-hour period. Each round at the end of their turn an affected creature may attempt a new Will save to negate the curse and restore the benefit. Any given undead creature activates the curse only once in a 24-hour period.

A **DC 24 Spellcraft** check identifies the benefits of all the segments; A **DC 34** check reveals that they are cursed.

Skull

Slot headband

Benefit *headband of vast intellect* +2 (Knowledge [engineering])

Curse nauseated

Shoulders

Slot shoulders

Benefit fire resistance 5

Curse shaken

Ribcage

Slot chest

Benefit *unfettered shirt*

Curse entangled

Forearms

Slot ring (both slots)

Benefit +5 competence bonus on Bluff and Sleight of Hand checks

Curse sickened

Shinbones

Slot feet

Benefit *boots of striding and springing*

Curse slowed

Removing the Bones

Short of *break enchantment* or similar magic, the only safe way to remove the bones is to have Grahstallen sunder them from the body. Prior to the undead engineer's destruction, a creature shackled to a trap location may temporarily "slip" out of the bones only with a successful **DC 16 Will** save, which may be attempted once every 10 minutes. Planar travel, *freedom of movement*, or other escape solutions also require a Will save to take effect. If freed in this fashion, the curse is held in abeyance pending Grahstallen's destruction. A creature wearing bones keyed to a trap location that has them ripped from its body (see above) is likewise temporarily safe. In both cases, the physical bones remain attuned (but provide no benefits) to the creature and impart a sense of foreboding. The attuned bone segments reappear in the appropriate slot upon Grahstallen's death even if sundered when unattended. The curse must then be removed with magic.

Spectral Hand Game Board CR 3

XP 800

Type magic; **Perception** DC 27; **Disable Device** DC 27

EFFECTS

Trigger location; **Reset** none

Effect spell effect (*chill touch*, Atk +7 melee touch, 1d6 negative energy damage and 1 point of Strength damage; **Fortitude** DC 16 negates Strength damage); up to 12 touch attacks delivered by spectral (hand) guards.

Sitting at the center table (square B), an adventurer moves up to three companions (his or her "game pieces") around the board; the spectral guards serve as the watch captain's pieces. The game ends when they reach the blue safe zone, or when all

12 touch attacks have been expended. A creature not wearing the forearms may roll the dice, but suffers one touch attack per game turn from the trap.

The PC dice thrower and the spectral watch captain each roll 5d6. The side with the highest total moves first. Each side moves an allied "game piece" up to their speed, and a participating creature may sacrifice its move to grant a single attack or an additional move action to any ally, which must be taken immediately. The two sides alternate moves until all allies on both sides have moved. The dice are then rolled for the next game turn. Moving through a threatened square does not provoke an attack of opportunity from either side. Illegal moves, such as stepping into the safe zone from any square except the blue arrow, having too many "pieces" on the board, or casting a spell, provoke a free touch attack



from the game board itself, limited only by the 12 charges on the trap.

Both the adventurers and the spectral guards must remain on the two-square wide path until reaching the blue arrow, which takes them into the safe zone. Some squares, noted on the board, require two squares of movement to progress through them. Moving through an occupied square costs an additional square of movement. The three spectral guards never enter the safe zone, but instead block the way into it.

The three spectral guards are incorporeal (AC 24, hp 4, Speed 30 ft.). When destroyed, they return to the game board's start zone and may then re-enter the board. They are not considered undead for the purposes of the curse of Grahstallen's bones, nor is the watch captain.

Development: When the game ends, or when the trap is disabled, wall segment B lowers, aligning flush with the floor to reveal Area B3. Shackles of negative energy immobilize a dice-throwing adventurer wearing Grahstallen's forearms (see "Removing The Bones" above).

B3. Idiot's Revenge

A battering ram capped with a bronze grinning jester's head hangs from the ceiling by thick ropes. The stones of the south wall are cut and dressed in the fashion of a great city wall. The sculpture in the western alcove shows an engineer watching a ram batter a precise breach in a city wall, while the defender's expressions of laughter change to dismay.

Lore (DC 20): Grahstallen once surprised a garrison that thought him foolish to batter the walls of the city instead of the gate. A team of close-quarters fighters exploited the small breach.

Trap: Although the battering ram is the obvious method of opening an egress into the next area, it is magically trapped to debilitate anyone who activates it.

Engineer's Touch of Idiocy CR 4

XP 1,200

Type magic; **Perception** DC 27; **Disable Device** DC 27

EFFECTS

Trigger location; **Reset** none

Effect spell effect (*touch of idiocy*, Atk +7 melee touch, 1d6 penalty to Int, Wis and Cha for 2 hours); multiple targets (any creature manipulating the ram on its first swing).

Development: One creature manipulates the ram by standing in square C. A **DC 20 Knowledge**

(engineering) check causes the ram to strike the wall perfectly, opening a 5-foot gap into Area B4. Additional creatures may aid this check by guiding the ram. Once the trap is discharged, the Knowledge DC changes to 10. A creature wearing the skull of Grahstallen succeeds automatically on the check and is immune to the trap, but tendrils of negative energy emanating from the ram grapple the skull, rooting her in place (see "Removing The Bones" above).

B4. Ropey Embrace

Ropes, cables, and pulleys criss-cross this chamber. Ballistae, crossbows, and scorpions are intertwined in the ropey lattice. A huge lever keeps a cable drum in the center locked. The alcove on the western wall shows the same siege devices skewering hordes of enemies, while an engineer with blistered hands in the foreground furiously turns the cable drum on a ballista.

Lore (DC 20): Grahstallen once flayed his hands almost to ribbons while single-handedly maintaining an incredible barrage of siege arrows.

Trap: A magical entropic trap simulates the rope burns that Grahstallen suffered during this fabled siege.

Cables of Wounding CR 4

XP 1,200

Type magic; **Perception** DC 27; **Disable Device** DC 27

EFFECTS

Trigger location; **Reset** automatic

Effect spell effect (*inflict moderate wounds*, +7 melee touch, 2d8+10 points of damage, **DC 18 Will** halves); the ropey lattice delivers one attack per round (determine target randomly) to a creature within its area

Development: The ribcage of Grahstallen grants immunity and the ability to use the lever that hoists the oil cauldron in Area B5 automatically, but a creature wearing them is rooted to the spot by the negative energy crackling through the lattice. Otherwise disabling the trap also raises the cauldron.

B5. The Doomed Gates

A 15-foot high double gate reinforced by huge wooden logs pierces the northern wall, which is carved in a scale representation of a city gate. The alcove on the western wall shows a warrior tipping a huge cauldron of liquid fire onto a city gate from above; flaming liquid beads and rolls off his cloak.

Lore (DC 20): Grahstallen once stealthily took the murder hole chamber of a gatehouse, and spilled the naphtha in a great cauldron onto the defender's own gates.

Cauldron of Doom

CR 4

XP 1,200

Type magic; Perception DC 27; Disable Device DC 27

EFFECTS

Trigger location; **Reset** none

Effect spell effect (*doom*, targets shaken for 12 minutes, DC 16 Will negates); multiple targets (all targets in a 20-foot radius)

Tipping the cauldron releases a stream of negative energy crackling with illusory fire. The “burning oil” spreads to the gates to the north, which burn away in five minutes, revealing the exit to Area B6. Grahstallen’s shoulders grant immunity to the trap.

Development: Tipping the cauldron initiates the combat with Grahstallen, as does damaging the exit gates to the north (which also sets off the trap).

B6. Resurrection Denied

The five life-sized sculptures in the alcoves burst in a shower of stone shards. From the shattered husks, five skeletons step forth. Each wields a wicked longsword. Portions of each skeleton appear insubstantial; one its head, another its feet, shoulders and spine from a third, and so on. These ghostly segments quickly cycle through all five, making it difficult to keep track of which skeleton is which.

Monster: Grahstallen exists under the delusion that sundering the scattered pieces of his skeleton (which no longer power the wards) will return him to life. The bone segments (hardness 5, hp 5) have AC 5 when unattended.

Grahstallen and his four effigies start in the squares marked ‘G’; all five count as undead for the purposes of the curse of Grahstallen’s bones. Creatures trapped by shackles of negative energy in previous sub-areas are released when the skeletons animate. Determine the starting location of Grahstallen’s consciousness randomly.

Grahstallen

CR 9

XP 6,400

Human skeletal champion fighter 6

LE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +6

DEFENSES

AC 23, touch 14, flat-footed 19 (+7 armor, +3 Dex, +1 dodge, +2 natural)

hp 76 (2d8+6d10+30)

Fort +8, **Ref** +5, **Will** +5; channel resistance +4

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

OFFENSE

Speed 30 ft.

Melee +1 longsword (*shatterspike*^{UE}) +15/+10 (1d8+11/19–20) or 2 claws +12 (1d4+5)

TACTICS

During Combat Grahstallen and the four effigies use their Lunge feat to strike at the bone segment nearest to their starting position, using Power Attack, Vital Strike, and Greater Sunder. The effigies may only attack unattended segments. When engaging adventurers, Grahstallen uses the Lunge feat to keep his distance, withdrawing if needed to maintain it. His *shatterspike*^{UE} longsword’s ability applies to bone segments. Effigies stay 10 feet away from the adventurers (withdrawing if needed), appearing as if ready to attack.

Morale If Grahstallen succeeds in destroying all five bone segments, he is dismayed to discover that his undead state persists. He blames the adventurers for his torment, renewing the fight with full attacks, sundering weapons and battling until destroyed.

STATISTICS

Str 21, **Dex** 17, **Con** —, **Int** 12, **Wis** 10, **Cha** 16

Base Atk +7; **CMB** +12 (+16 sunder, +19 sunder weapons); **CMD** 26 (28 vs. sunder)

Feats Dodge, Greater Sunder, Improved Initiative^B, Improved Sunder, Lunge, Power Attack, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Bluff +9, Intimidate +11, Perception +6, Stealth +6

SQ armor training 1, weapon training (heavy blades +1)

Combat Gear +1 longsword (*shatterspike*^{UE}); **Other Gear** +1 breastplate

SPECIAL ABILITIES

Effigies (Su) Four effigies share the same initiative count and statistics as Grahstallen, but with the following changes: **hp** 17, **Speed** 15 ft. Effigies may only attack unattended bone segments, but otherwise exhibit a threatening mien.

Flittering Consciousness (Su) Grahstallen’s consciousness (and current hp) randomly swaps between his remaining effigies. Determine the location of his consciousness randomly on each initiative count.

Sundering Surge (Su) Grahstallen gains 13 temporary hit points for each bone segment sundered as muscle, blood, and skin regenerate on his skeletal structure. The temporary hit points last one hour and stack. For each body segment regenerated, reduce the number of positive energy damage dice from channels by one. When three or more segments have regenerated, Grahstallen is immune to positive energy damage, receiving it as healing instead. This regeneration has no effect on his DR.



Development: At the conclusion of the combat, any cursed segments removed by “slipping the bones”, or *teleported* from an adventurer’s person when the associated trap was disabled by conventional means, now reassemble on the cursed creature, taking precedence over magic items worn in that slot.

Area C: Bridge of Reverse Psychology (CR 13)

A 5-foot-wide bridge of soft blue light extends the entirety of this 100-foot-long and 15-foot-wide hallway. A 5-foot-diameter circle of glowing runes adorns the center of the bridge. The floor drops 50 feet and is covered in even rows of tall sharp spikes, while the 10-foot-high ceiling features several holes, positioned exactly above the floor spikes. Intermittent large splatters of blood cover the floor and ceiling.

From spiked floor to hole-covered ceiling, this room stretches 60 feet high. The bridge was placed here using a *permanent wall of force* spell wrapped around a thin sheet of azure crystal; three *permanent dancing lights* illuminate the azure glass from beneath. This bridge is instantly destroyed if anyone defaces or disables the glyph in the center of the structure. Creatures who successfully identify the glyphs recognize them as a *disintegrate* spell targeted on the bridge.

Trap: This chamber is meant to intimidate intruders and trick them into disabling or dispelling the runes at the center of the bridge. If they do, the bridge immediately disappears, leaving victims to fall into the spiked pit, then magically bounce into the ceiling—where barbed spikes forcefully thrust from the many holes. Victims often find escaping the barbs impossible and bleed out.

Vanishing Bridge Trap CR 4

XP 1,200

Type magical; **Perception** DC 29; **Disable Device** DC 29

EFFECTS

Trigger defacing or disabling the glowing runes; **Duration** instant; **Reset** manual (command word)

Effect Removing the runes causes the bridge to instantly vanish. Creatures caught on the bridge are subject to the spiked pit trap (below).

Pit Trap, Spiked CR 6

XP 2,400

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

EFFECTS

Trigger vanishing bridge trap (see above); **Reset** automatic

Effect 50-foot-deep pit (5d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage each); **DC 20 Reflex** avoids (through the doors, or by attempting to jump to a wall and making a **DC 20 Climb** check to hold on); multiple targets (all targets on the bridge); triggers Reverse Gravity Trap (see below)

Reverse Gravity Trap CR 12

XP 19,200

Type magical; **Perception** DC 33; **Disable Device** DC 33

EFFECTS

The Gilded Gauntlet

Trigger proximity (*alarm*), entire spiked floor;
Duration 1 round; **Reset** automatic
Effect spell effect (*reverse gravity*, entire chamber up to the ceiling, no save); 6d6 falling damage; multiple targets (all targets in the chamber); objects and creatures hitting the ceiling trigger the Ceiling Barbs Trap (see below)

Ceiling Barbs Trap CR 9

XP 6,400
Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger proximity; **Duration** instant; **Reset** manual
Effect rapidly ejected barbed spikes (Atk +20 melee, 1d4 spikes per target for 1d6+10 damage each plus grab [CMB +20, CMD 30] and 1 point of bleed damage); creatures can be removed without an additional 1d6 damage with a successful **DC 20 Heal** check performed by a different creature

Development: Etched between every spike and barb on the floor and ceiling of this room is Putrefect Chalmos' *arcane mark*, a line drawing of a pair of scales balanced on either side by a black triangle and a white triangle. A spellcaster who notices the *arcane mark* might be able to duplicate it to bypass the haunt in Area F.

Area D: Elemental Chaos Engine (CR 11 or 12)

The passageway from the previous chamber leads into a 10-foot-wide hallway. The floor here is covered with paired elemental symbols which line both sides of the hall in two rows. The tiles on the right side of the hallway rest on a background that is a lighter shade of gray than the background of those on the corridor's left side, providing a distinctive separation running the length of the hall.

Traps: All of the traps here are keyed to the specific sequence of the symbols etched into this hallway's floor, and unless special care is taken to study or record them, a **DC 20 Intelligence** check is required to later remember the patterns.

At the end of the hall lies a set of metal double doors, which are neither locked nor trapped. Once the last adventurer in the group passes through the doorway from the hall into the first Chaos Engine room, the doors silently close and lock themselves; no manipulable keyhole or lock is apparent. Carvings on the northern wall of each switch chamber at location (1) are coded in a cipher of Aquan, Auran, Ignan, and Terran; anyone who understands all four of these languages can decode the cipher with a **DC 16 Linguistics** check. The cipher reads, "For Emergency Shutdown, Use Right Sequence." In the

first three chambers beyond the corridor, there are four switch levers with elemental symbols carved in the floor on either side of the switches. The trick to unlocking the doors between the chambers is to throw the levers toward the correct elemental symbol as they were ordered in the first hallway on the right side of the floor. The switch levers cannot be moved from their default center position until the door into this chamber from the western hallway shuts.

The proper order for the first set of switches located in the southwestern chamber, from northmost to southmost switch, is earth (brown), air (blue), fire (red), water (green). Along the southern wall of this chamber are several small holes holding shards of sharpened stone. If the switches are thrown in the wrong order, the stone shards fire like bullets, shredding into any creature in the room. The trap automatically resets 1 round after a failed combination is entered, and the levers move back into their center position.

Earth Shard Trap CR 7

XP 3,200
Type mechanical; **Perception** DC 15; **Disable Device** DC 30

EFFECTS

Trigger touch; **Reset** automatic (see text)
Effect flying stone shards attack (Atk +20 ranged, 3d6 piercing damage); multiple targets (all targets in a 25-ft.-by-35-ft. chamber)

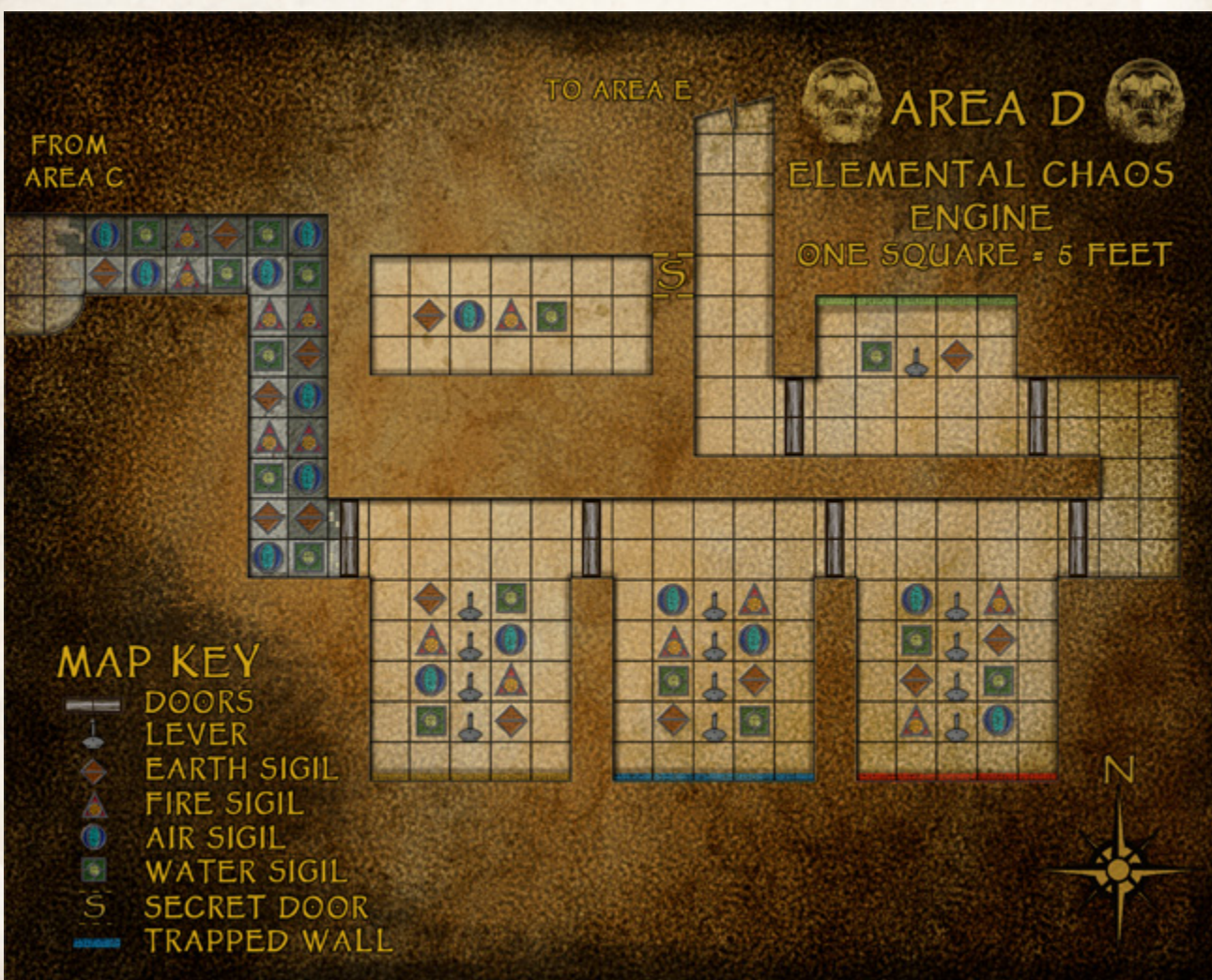
Once the proper combination has been executed, the door to the middle southern chamber opens. As before, once all the adventurers enter the room, the door locks behind them. The switch levers will not move until the door is shut. The proper order for the second set of switches from northmost to southmost is air (blue), fire (red), water (green), and earth (brown). Along the southern wall of the chamber are several dozens nozzles encrusted with a fine powder. If the switches are thrown in the wrong order, the nozzles vent a poison gas into the room. The trap automatically resets 1 round after a failed combination is entered, and the levers move back into their center position.

Ungol Dust Trap CR 7

XP 3,200
Type mechanical; **Perception** DC 20; **Disable Device** DC 30

EFFECTS

Trigger touch; **Reset** automatic (see text)
Effect poison gas (**Ungol Dust**: inhaled; *save* Fort DC 15; *frequency* 1/round for 4 rounds; *initial effect* 1 Cha drain; *secondary effect* 1d2 Cha damage; *cure* 1 save); multiple targets (all targets in a 25-ft.-by-35-ft. chamber); never miss



Once the proper combination has been executed, the door to the southeastern chamber opens.

The doors and switches here function exactly as they did in the last two rooms. The combination for the third set of switches from northmost to southmost is fire (red), water (green), earth (brown), and air (blue). Along the southern wall of the chamber are several dozens rusty nozzles that smell of sulfur. If the switches are thrown in the wrong order, the nozzles shoot jets of flame into the room. The trap automatically resets 1 round after a failed combination is entered, and the levers move back into their center position.

Fire Jet Trap CR 7

XP 3,200

Type mechanical; Perception DC 15; Disable Device DC 30

EFFECTS

Trigger touch; Reset automatic (see text)

Effect jets of fire (3d6 fire damage, Reflex DC 20 for half); multiple targets (all targets in a 25-ft.-by-35-ft. chamber)

Once the proper combination has been executed, the door to the east opens, leading north and west into another chamber. The doors and switches here function exactly as they did in the last two rooms. Upon the wall at location (2) is a phrase carved into the wall in Infernal: "Reverse sequence to access escape hatch; continue sequence to initiate shutoff procedure."

The proper position for this switch to unlock the final chamber is earth (brown). Along the north wall of the chamber are several dozen corroded nozzles that exude a sharp chemical smell. If the switch is thrown to green first, the nozzles shoot streams of acid into the room. The trap automatically resets 1 round after a failed combination, and moves the levers back into the center position. Once the door has been unlocked, the switch can then be safely thrown to water (green) to unlock the secret door to the control console room west of this chamber.

Acid Stream Trap CR 7

XP 3,200

Type mechanical; Perception DC 20; Disable Device DC 30

EFFECTS

Trigger touch; Reset automatic (see text)

Effect streams of acid (Atk +20 ranged, 3d6 acid damage for 2 rounds); multiple targets (all targets in a 25-ft.-by-20-ft. chamber)

Hazard/Treasure: In the hall exiting this area, a secret door is set in the wall to the west (Perception DC 30) which leads to a chamber with a massive

electronic console holding four *elemental gems*, one for each element, which are used to power the traps in the preceding chambers as well as the planar portals in Area L. Each gem can be removed with a successful **DC 35 Disable Device** check. If such a check is failed by 5 or more but less than 10, a discharge of magical energy bursts forth from the console, inflicting 6d6 untyped magical damage to any creatures in the room (**DC 18 Fortitude** for half), and the target gem is destroyed. Award experience for a CR 7 hazard for each instance of the magical discharge; failing two or more of these checks effectively raises the CR of this encounter from 11 to 12.

Creature: If the above Disable Device check is failed by 10 or more, the target gem is destroyed and reduced to worthless powder, the door to the secret chamber seals shut, and a large elemental of the same type as the gem appears and attacks the adventurers relentlessly. The door unseals itself after any elementals present in the room are defeated.

Large Elemental B1 CR 5

XP 1,600

hp See *Pathfinder Roleplaying Game Bestiary*

Development: Putrefact Chalmos' *arcane mark*, a line drawing of a pair of scales balanced on either side by a black triangle and a white triangle, is imprinted on the back of the secret door inside the gem console room. A spellcaster who notices the *arcane mark* might be able to duplicate it to bypass the haunt in Area F.

Area E: The Hall of Reflections (CR variable)

Mirrors in splendid gilt frames line the walls of this hallway.

The Hall of Reflections contains eleven mirrors, each of which possesses a different magical property. Each mirror is roughly the same size and shape as a door: five feet wide and eight feet tall, extending up from the floor. The mirrors appear identical except for a series of cartouches, one inset into each of the frames, bearing inscriptions in an ancient fey language that combines elements of both Aklo and Sylvan, referred to hereafter as "Proto-Fey." Each cartouche can be translated with a **DC 25 Linguistics** check by anyone who can read both Aklo and Sylvan; the DC is increased to 30 if they can read only one of the languages. The cartouches are difficult to read from far away, requiring a **DC 20 Perception** check with double the usual penalties for distance unless the reader is in one of the two squares immediately facing the mirror. The mirrors are magically reinforced and difficult to destroy (Break DC 30, hardness 20, 20 hp). They cannot be removed from their wall mountings without destroying them.

The multiple strong magical auras emanating from the mirrors complicate attempts to identify them or their auras using spells such as *detect magic* and *arcane sight*, causing Knowledge (arcana) and Spellcraft checks involving the mirrors to suffer a –10 penalty. Moreover, adventurers cannot take 10, take 20, or retry such checks. More powerful effects such as *analyze dweomer* work normally.

Some of the mirrors' functions affect things reflected in them. Rather than figuring angles, the GM can simply consider anything directly in front of the mirror to be reflected in it (as an example, the map shows the squares affected by the *mirror of shadows*). The mirrors' magical properties only work on objects or creatures reflected in them directly. For instance, the *mirror of shadows* would not function on an adventurer who glimpses it reflected in the *mirror of respite*. Adventurers who wish to pass by a mirror without looking into it can use the rules for avoiding gaze attacks in the *Pathfinder Roleplaying Game Bestiary*, though adventurers who do so also cannot read that mirror's cartouche.

Mirror of Winds (E1)

Aura strong conjuration; **CL** 20th

DESCRIPTION

To activate the magic of this mirror, a creature must gaze into it while thinking of a particular place. The user's reflection will be seen in the mirror, but its background will be the place thought of (since most who look into it are thinking about their current location, the *mirror of winds* usually reflects the Hall of Reflections). If the creature then touches the mirror, he has a brief sensation of being carried along bodiless by the wind, high above the clouds, and is transported, with all his equipment, to the place reflected in the mirror as if by *teleport*, including the percentile roll to determine how clearly the user envisions the desired location. The mirror's magic does not enable a return journey. The *mirror of winds* can be activated blindly with a **DC 25 Use Magic Device** check. If translated, its cartouche inscription reads: "May the WINDS of the gods bear you home."

Mirror of Truth (E2)

Aura strong divination; **CL** 20th

DESCRIPTION

Anything reflected in this mirror is seen as if by *true seeing*. If translated, its cartouche inscription reads: "No deception may be reflected in purest TRUTH."

Mirror of Secrets (E3)

Aura strong divination; **CL** 20th

DESCRIPTION

Anyone who views this mirror may ask his reflection a single question. The viewer's reflection speaks the answer to the question as per the *vision* spell, with a caster level equal to the viewer's character level. The *mirror of secrets* functions only once per viewer and does not function for creatures with the extraplanar subtype. If the *mirror of secrets* is activated blindly with Use Magic Device, it reveals its own method of activation. If translated, its cartouche inscription reads: "Those who seek SECRETS may find them within."

Mirror of Knowledge (E4)

Aura strong divination; **CL** 20th

DESCRIPTION

This mirror has two properties. It shows the aura of any magic item reflected therein, allowing it to be viewed as with *arcane sight*. Moreover, the magic of the mirror allows its user to focus on an aura to differentiate it more easily, negating the –10 penalty to identify magical auras in the Hall of Reflections for any aura viewed in the *mirror of knowledge*. This property of the *mirror of knowledge* is easily identified by anyone who makes a **DC 10 Knowledge (arcana) or Spellcraft** check while looking into it, since it clearly shows the magical aura of the *mirror of secrets* across the hall from it. The mirror's second property is that anyone who views writing reflected within the mirror will see that writing translated into her native language. Adventurers who look into the *mirror of knowledge* notice that it translates the cartouche on the *mirror of secrets* with a **DC 22 Perception** check. Clever adventurers can use this property to translate the other cartouches by showing rubbings or other copies of them to the *mirror of knowledge*. If translated, its cartouche inscription reads: "Blessed be the keepers of KNOWLEDGE and the makers of letters and spells."

Mirror of Time (E5)

Aura strong divination; **CL** 20th

DESCRIPTION

No particular action is required to activate this mirror; merely looking into it causes it to replay past scenes that have been reflected in its surface. However, the viewer has no control over what the *mirror of time* displays. If translated, its cartouche inscription reads: "Let not the sins of the present reflect those of TIME past."

First Scene: The mirror shows the adventurers themselves entering the hall; GMs should narrate the adventurers' actions in the Hall of Reflections thus far. If the adventurers watch all five scenes, the mirror starts playing them again, in order, from the beginning of this one.

The Gilded Gauntlet

Second Scene: Read the following:

A humanoid male of unearthly beauty steals into the chamber, stepping silently down the center. Three mirrors can be seen across the hall as the man passes. In the first, his reflection is surrounded by shimmering magical auras; in the second, his appearance is normal; in the third, he glows with a pulsating golden-white aura. Though the man doesn't pause to gaze into the mirrors, he seems to glimpse something to his left. Suddenly, a perfect copy of the man emerges from an unseen mirror and attacks him. After a few chaotic exchanges of spells and sword blows, one of the two men emerges victorious, although seriously wounded, and the other fades to nothingness. The scene shifts, and he is leaning against the mirror at the east end of the hall. His reflection in the mirror seems hazy, almost ghost-like. He looks up and sees his reflection in the last mirror on the right. Screaming, the man is drawn into the mirror.

This is the bralani azata Ulamat, on a mission to recover a talisman stolen from his temple long ago by Putrefect Chalmos. Adventurers can deduce which mirror is producing a specific effect with a **DC 25 Perception** check for each mirror. The first mirror is the *mirror of knowledge*; the second, the *mirror of respite*; and the third, the *mirror of hues*. The unseen mirror is the *mirror of shadows*. The mirror at the end of the hall is the *mirror of death*. Ulamat is still held in the *mirror of souls*. A separate **DC 25 Perception** check identifies the victor of the fight as the real Ulamat, and not his reflection; a **DC 30 Perception** check reveals that the azata and the reflection have different auras in the *mirror of hues*.

Third Scene: Read the following:

Heavy footsteps echo through the Hall of Reflections, though no creature can be seen. The scene shifts to show the mirror at the east end of the hall. A loud laugh rings out. After a pause, there is a grunt and something in an unknown language, followed by a deep bellow of rage. The scene shifts to another mirror, where a red-skinned genie with fiery eyes, small horns, and jutting tusks appears, angrily pounding on the mirror's surface from within.

This scene shows Ak-fissir passing through the Hall of Reflections while *invisible*. With a **DC 20 Perception** check, the viewer notices the efreeti's true form reflected in the *mirror of truth* as he passes by it. The mirror at the end of the hall is the *mirror of death*. When he pauses in front of it, he says, "What's this, now?" in Ignan as he notices his reflection in the activated *mirror of souls* and is captured within it. The scene closes by showing Ak-fissir trapped within the *mirror of souls*.

Fourth Scene: Read the following:

A black-robed man stands in the doorway to the Hall of Reflections. Without entering the Hall itself, he casts a spell and surveys the room for a minute or so. A greedy leer breaks across his thin lips. The scene shifts. The black-robed man stands once more

at the door to the Hall, but is now accompanied by the red-skinned genie from the previous scene. The robed man commands the genie, "I wish you to transport this room and all its contents, including me and yourself, to my stronghold near the Aureus Conflux, such that the corridor in which I stand connects to the Chaos Engine, and the mirror of death leads to the Glittering Vault." The genie bows in assent, and, in a flash, the scene ends.

Putrefect Chalmos discovered the Hall of Reflections during his expedition for the secret methodology of lichly apotheosis. A **DC 21 Spellcraft** check identifies the spell he cast as *analyze dweomer*. Although not particularly religious, Chalmos appreciated the room's aesthetic and decided to appropriate it. To that end, he summoned and bound the efreeti Ak-fissir and used a *wish* from the genie to transport the entire room into this region of the dungeon.

Fifth Scene: Read the following:

Two men stand conversing in the eastern end of the Hall of Reflections. Only two mirrors are here now: the one at the end of the hall and the one to its right. Where the other mirrors should be, there are only blank stone faces. One man is wearing white robes and golden jewelry; his head is shaved. The other man is clad in deep blue robes with golden geometrical designs. He wears a tall, cylindrical hat and gestures with a golden staff as he speaks. The white-robed man gestures toward the mirror on the right. The blue-robed man looks at the mirror and sees his reflection. Suddenly, the white-robed man speaks a phrase in an unknown language. The blue-robed man's eyes go wide as he is sucked into the mirror, shouting in what must be the same unknown tongue. The white-robed man smiles, picks up the golden staff from where it fell on the floor, and steps over to the mirror. He lifts a finger, speaks a sentence, and the blue-robed man's image appears in the mirror. The two have a brief exchange, then the white-robed man laughs derisively. The scene fades away as the white-robed man walks straight toward you, smiling maliciously.

This scene shows the betrayal of the wizard-architect Theksu (the blue-robed man) by the priest Imuthes (the white-robed man), builder of the Hall of Reflections. All the speech in this scene is in Proto-Fey, and can be deciphered by adventurers who speak both Aklo and Sylvan, or who speak one of those two languages and succeed at a **DC 25 Linguistics** check. Those who can accurately translate the speech can also attempt a **DC 25 Knowledge (arcana)** check to know that the first phrase spoken by Imuthes is the command word to activate the *mirror of souls*, and the second phrase is a command word to bring the creature in the mirror's first compartment to its surface. This second command word is a phrase in Proto-Fey that translates to, "Mirror, show soul one." The brief exchange between the two men translates as follows:



Theksu: “Thou hast betrayed me, Imuthes!”

Imuthes: “Theksu, thou fool. For all thy lore and craft, couldst thou not foresee this?”

Theksu: “My disciples will avenge me, traitor!”

Imuthes: “Even now, my temple guard puts them to the sword. None shall free thee. Thy soul shall waste in my mirror for all eternity. Begone!”

Mirror of Respite (E6)

Aura strong conjuration; **CL** 20th

DESCRIPTION

Any living creature who touches its reflection in this mirror is instantaneously imparted with knowledge of how the mirror works: by touching their own reflection a second time, it will be refreshed as if it had a full night’s rest, even regaining spells and daily uses of abilities. However, magic items with limited daily uses are not recharged. This rejuvenation comes at a cost: adventurers who elect to use the *mirror of respite* receive no experience points for any encounters that occur within 24 hours after they receive the mirror’s blessing. If translated, its cartouche inscription reads: “Look to the blessing of RESPITE and find rest without the terror of night.”

Mirror of Shadows (E7)

Aura strong necromancy; **CL** 20th

DESCRIPTION

This mirror functions as a *mirror of opposition*. It is currently activated. Its command word is the phrase “living spirit” spoken in Proto-Fey. Anyone who attempts to deactivate the mirror with Use Magic Device is exposed to its effect. If translated, its cartouche inscription reads: “Beware, lest you be destroyed by the SHADOWS within.” The GM should award experience for an encounter of a CR equal to the character level of each double created by the mirror that the party manages to defeat.

Mirror of Hues (E8)

Aura strong divination; **CL** 20th

DESCRIPTION

This mirror shows the alignment aura of any creature reflected therein, as the *aura sight* ^{ACG} spell. Any adventurer who succeeds at a **DC 21 Spellcraft or Knowledge (religion)** check realizes that the auras represent alignments. Those who cannot identify the auras may be able to deduce their meanings. Each alignment appears as follows:

<i>lawful good</i>	<i>steady golden-white</i>
<i>neutral good</i>	<i>wavering golden-white</i>
<i>chaotic good</i>	<i>pulsating golden-white</i>
<i>lawful neutral</i>	<i>steady blue</i>

<i>neutral</i>	<i>wavering hazy gray</i>
<i>chaotic neutral</i>	<i>pulsating random colors</i>
<i>lawful evil</i>	<i>steady inky dark</i>
<i>neutral evil</i>	<i>wavering inky dark</i>
<i>chaotic evil</i>	<i>pulsating inky dark</i>

If translated, the mirror’s cartouche inscription reads: “The righteous shine with glorious HUES that neither fade nor waver.”

Mirror of Eternity (E9)

Aura strong divination; **CL** 20th

DESCRIPTION

One who looks into this mirror sees a vision of the plane to which their soul will go in the afterlife. If translated, its cartouche inscription reads: “Beyond the circles of the world are the realms of the gods in ETERNITY.”

Mirror of Souls (E10)

Aura strong abjuration; **CL** 20th

DESCRIPTION

The *mirror of souls* functions as a *mirror of life trapping* with only 7 compartments instead of 15. The command word to activate and deactivate it is the phrase “stolen essence” spoken in Proto-Fey. There are three creatures currently in the mirror. All the command words are in Proto-Fey. Adventurers who hear any of the command words can deduce all the others with a **DC 25 Spellcraft or Linguistics** check, with a +5 bonus if the adventurers can speak Aklo and a +5 bonus if the adventurers can speak Sylvan. The *mirror of souls* can also be activated blindly with Use Magic Device. If translated, this mirror’s cartouche inscription reads: “Follow the way of wickedness and your very SOULS shall be forfeit.”

Creatures: An adventurer can command the *mirror of souls* to let them speak with an occupant by asking it to show the prisoner in a numbered compartment (ex. “Mirror, show soul four”) and release the imprisoned being by asking the *mirror* that it release a certain soul (ex. “Mirror, release soul two”). The first three creatures imprisoned in the mirror are Theksu (one), Ak-fissir (two), and Ulamat (three); it may, of course, gain more, up to a limit of seven.

Theksu

CR 11

XP 12,800

Devourer ^{B1}

hp 133

Languages Abyssal, Celestial, Infernal, Proto-Fey

TACTICS

The Gilded Gauntlet

During Combat If released from the mirror, Theksu attacks without mercy.

Morale Theksu fights to the death.

Theksu, the original architect of the Hall of Reflections, became an insane undead husk over the centuries he spent trapped in the mirror. If somehow subdued and magically compelled to reveal what he knows, his mad ravings reveal the names of the mirrors but little else of use. He knows nothing about Putrefect Chalmos or the Aureus Conflux.

Ak-fissir

CR 10

Noble efreeti ^{B1}
hp 123

TACTICS

Before Combat Ak-fissir attempts to Bluff the adventurers into releasing him from the mirror by offering to grant them three *wishes* in exchange for his freedom.

During Combat If released from the mirror, Ak-fissir attempts to flee, casting *walls of fire* and quickened *scorching rays* to deter the adventurers' pursuit.

Morale If wounded below 20 hp, Ak-fissir stops to parlay and will actually grant the adventurers' three *wishes* if they will spare his life.

Putrefect Chalmos stole the Hall of Reflections from another dungeon complex by binding the noble efreeti Ak-fissir into his service and using the genie's *wishes* to transport the entire room and its contents. The enchantments that once bound Ak-fissir into the lich's service have long since lapsed. Although he knows many things about Chalmos, the dungeon complex, and the Hall of Reflections, Ak-fissir only answers questions in lieu of granting a *wish*. He will attempt to subvert the adventurers' wishes; for instance, if the adventurers ask which mirror provides an exit, Ak-fissir might tell them about the *mirror of winds*. GMs can use Ak-fissir to provide clues about the Hall of Reflections.

Ulamat

CR 7

Advanced bralani azata ^{B1}
hp 80

Languages Celestial, Infernal, Proto-Fey; *truespeech*

TACTICS

Before Combat If summoned to the surface of the mirror, Ulamat is calmly meditating in a lotus position. He asks that the adventurers release him and reassures them he means them no harm. His starting attitude is indifferent.

During Combat Should the adventurers attack Ulamat, he retreats to a corner and makes a stand.

Morale His back to the wall, Ulamat fights to the death.



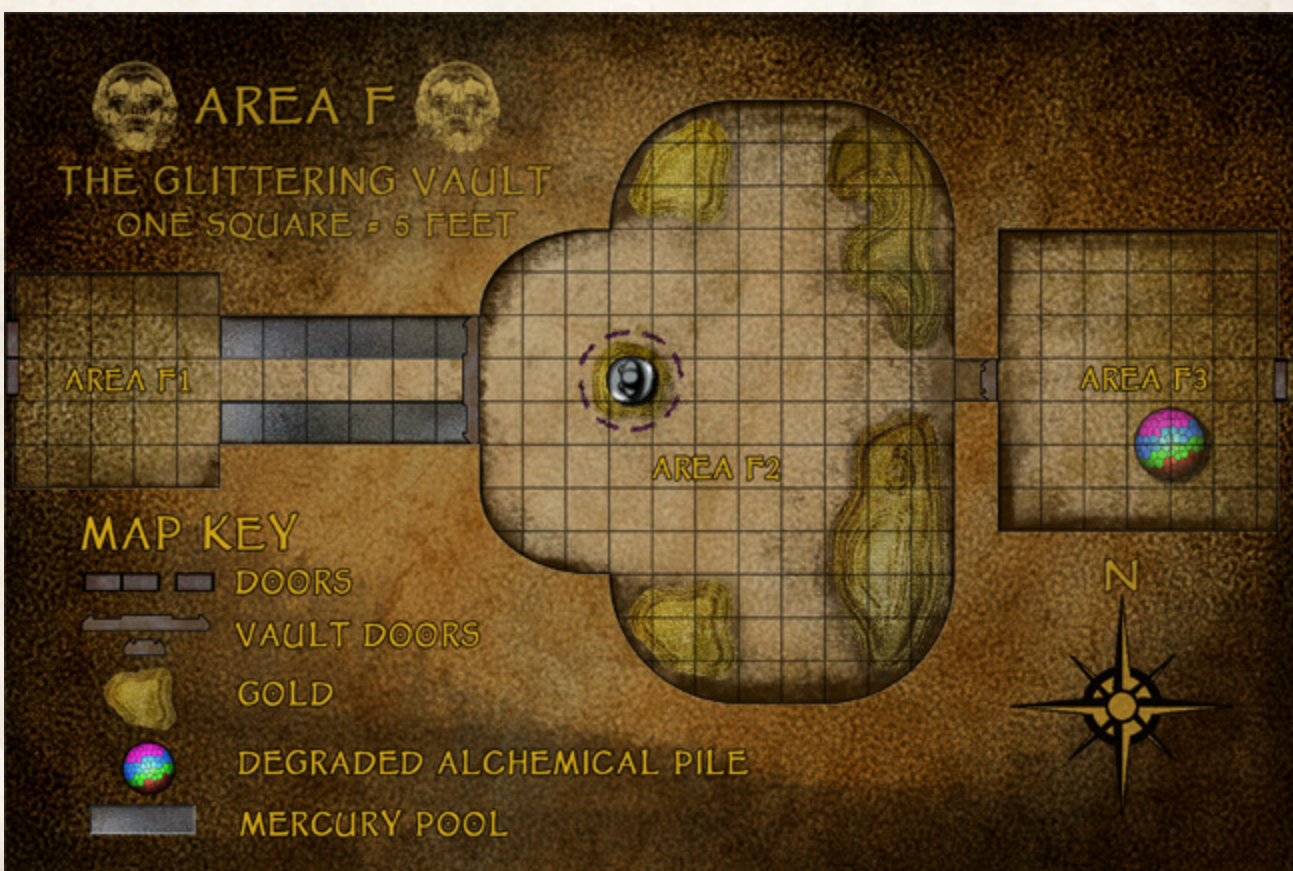
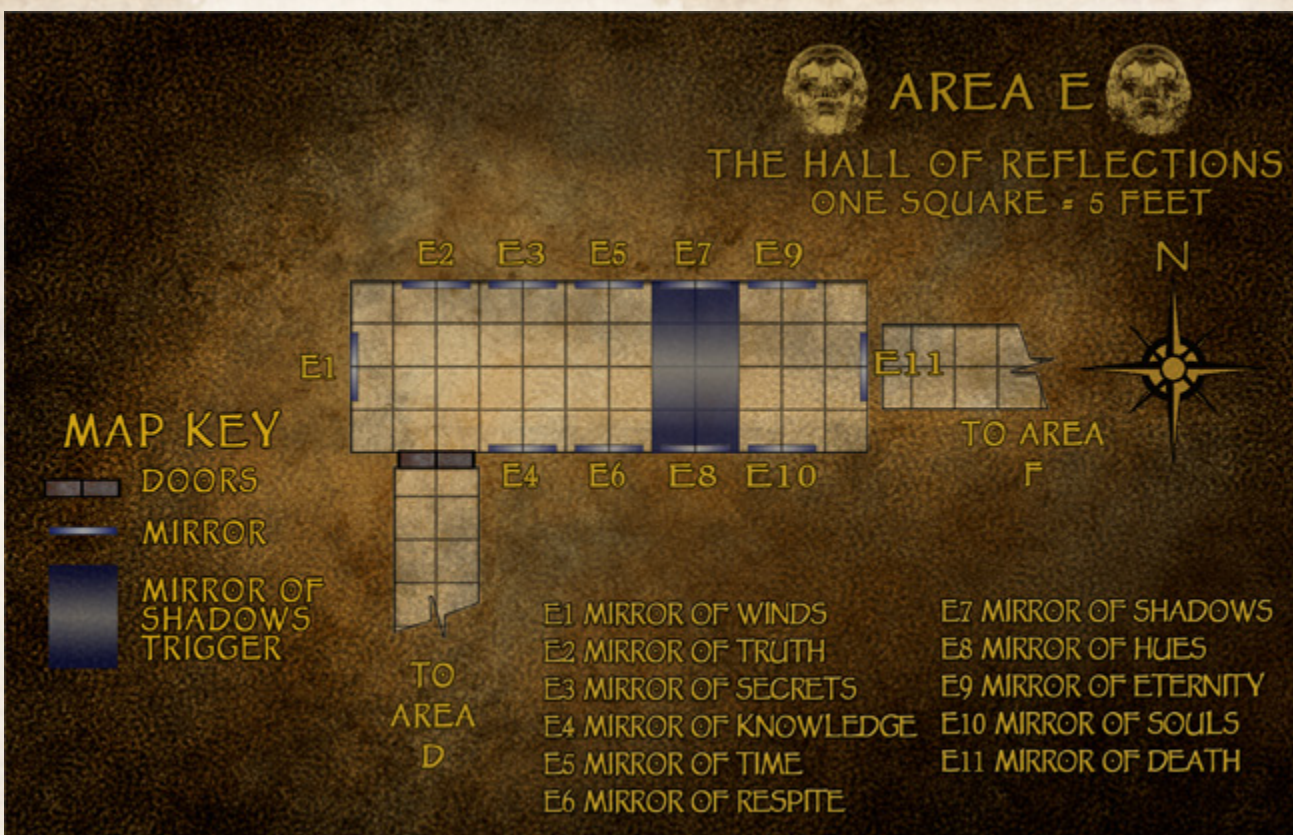
Ulamat is a member of an ancient holy order dedicated to a forgotten pantheon of deities. He entered this complex in search of a *scarab of protection* that Chalmos stole from his temple along with the Hall of Reflections. The azata is philosophically committed to his quest and could prove a valuable ally against Chalmos. In particular, Ulamat speaks Proto-Fey. If made friendly, he may help the adventurers translate the cartouches or deduce the mirrors' various Proto-Fey command words (for instance, supplying the numbers for the *mirror of souls'* command words or the Proto-Fey word for "mercy" for the *mirror of death*). If made helpful, he will agree to accompany the adventurers. He can relate the basic history surrounding Chalmos and his dark legacy and offer additional insight about the rooms preceding the Hall of Reflections, but knows nothing about any of the chambers beyond the *mirror of death*.

Mirror of Death (E11)

Aura strong conjuration and necromancy; **CL** 20th

DESCRIPTION

This mirror is a transportation device allowing access to the chambers beyond. It functions only for a creature at or below half of its maximum hit points.



By touching the mirror and speaking the command word ("mercy" in Proto-Fey), the creature reflected therein is reduced to 1 hp (as if by *harm*), turned *ethereal*, and pulled through the wall into a magically dark tunnel, 20 feet long. The mirror's magic propels the creature through the tunnel at a rate of 5 feet per round. Each round, the tunnel's illumination grows slowly, steadily brighter until the end of the tunnel, where it is as bright as daylight. Passing through the tunnel heals 25% of the creature's normal maximum hit points per round until the creature is completely healed at the end of the tunnel. The creature also seems to become more material as it progresses through the tunnel, although the *ethereality* isn't fully cancelled until it steps into the room beyond.

Creatures passing back through the tunnel experience the magical darkness growing deeper, become *ethereal*, and are moved against their will, but do not suffer the healing or negative energy damage effects again.

Animal companions, mounts, eidolons, familiars, and other non-speaking creatures pass through the *mirror of death* if they are in physical contact with a master who activates the mirror. The *mirror of death* was designed to permit passage by the living; undead creatures foil its normal operation and can activate it without experiencing the negative and positive energy effects.

The *mirror of death* cannot be activated blindly using Use Magic Device. If the adventurers destroy the mirror of death, they find a blank, foot-thick, solid stone wall behind it. If translated, the cartouche inscription on the mirror reads: "Only at the threshold of DEATH shall you find the mercy of the Lord Below."

Solving This Room

Knowledge of the Aklo and Sylvan languages, Linguistics checks, a *comprehend languages* spell, or using the *mirror of knowledge* can help the adventurers read the cartouche inscriptions, which all provide clues to the mirrors' functions.

The *mirror of time* provides a clue about the *mirror of shadows*. Adventurers who trigger the mirror will likely have a tough, but winnable, fight as long as they don't somehow all trigger it at once. Once its magical properties have been determined, it can be deactivated with a Use Magic Device check or by using its command word (if identified using Spellcraft), or simply destroyed with brute force. The *mirror of respite* exists mainly to help out adventurers who have gotten in over their heads with the *mirror of shadows*.

The *mirror of souls* has only 7 compartments by design so that it can't trap the last adventurer in a party of 5. Before they are exposed to its effects, the adventurers should have a chance to preview the

mirror of souls' deleterious effects in the *mirror of time*. Once its magical properties have been determined, it can be deactivated with a Use Magic Device check or by using its command word (if identified using Spellcraft), or simply destroyed with brute force. The latter method is a bad decision, though, because it releases all the creatures trapped within, two of which are hostile.

In Scene 2 of the *mirror of time*, the heavily wounded Ulamat's ghostly reflection provides a clue as to the *mirror of death's* method of activation.

Ak-fissir's *wishes* could help the adventurers figure out the mirrors by duplicating *analyze dweomer*, but only if the adventurers specifically ask for that effect. Otherwise, the stingy genie only answers one question per *wish*. Adventurers could also simply *wish* to be transported to the next room in the dungeon complex. If the adventurers are so foolish as to *wish* for the genie's help in activating the *mirror of death*, he cruelly twists the wish to replicate a *mass harm* spell on them.

The adventurers shouldn't be able to simply use the *mirror of winds* to teleport to the next room, because they've never seen that room or even heard it described.

The *mirror of secrets* can reveal the activation method for the *mirror of death*.

Area F: The Glittering Vault (CR 13)

The Glittering Vault is one of the many failed experiments that litter the path to Chalmos' great invention, an alchemical process capable of producing gold cheaply. He employed a team of transmuters and alchemists to create the Glittering Vault, a chamber that generates a permanent transmutation field capable of turning less valuable organic matter into gold. The project met with limited success, producing a field of magic that could reliably transmute living creatures into gold. Unfortunately the effect would invariably wear off when the gold was removed from the field. When the transmutation field proved difficult to control and impossible to make permanent, Chalmos ordered his researchers to convert the lab into a trap rather than destroying or sealing it off. Several of the lab's features proved easy to weaponize; the pumps that once removed waste metals generated by the transmutation were repurposed to wind the springs for a spear trap concealed in the mercury pools. The transmutation field itself was left to do its work, and the hapless lab assistant's soul was bound to the room, creating a haunt designed to hinder anyone passing through the lab. The lab's power source, an enormous alchemical battery, became a deadly hazard in itself, blocking the path deeper into the complex as it degraded and began to leak. The vault's final efficiency came when many of the workers who built the complex were

ordered to wait here to be teleported out when their work was complete.

Features: The ceilings in this area are 10 feet high and wash with purple-tinted dim light from unusual wall lanterns. The walls are of superior masonry quality (hardness 8, 360–900 hp), and the room are connected by thick vault doors (hardness 10, 360 hp) protected by good locks (**Disable Device DC 30**).

F1. Antechamber

This room contains a five-foot wide walkway flanked by pools of liquid mercury. The passage to the east is blocked by a heavy vault door. Lamps mounted on the walls cast dim violet light onto the marbled stone floors.

This was originally a supply room, but everything valuable was cleaned out when the lab was abandoned. Some of the safety signs were left attached to the walls, including one that still reads, “LAB T - Magical Hazard: Goggles must be worn at all times!” Another sign above the northmost mercury pool reads, “Toxic heavy metal precipitate.”

In place of a handle, the vault door bears a grid of nine buttons inscribed with arcane runes. The correct sequence of buttons to unlock the door can be determined with a **DC 20 Disable Device or Knowledge (arcana)** check. Pressing this sequence of buttons unlocks the door; however, touching any part of the door other than the keypad without first pressing an additional sequence of buttons to bypass the quicksilver spikes trap triggers it. In addition to a **DC 20 Disable Device** check, a successful **DC 20 Knowledge (arcana)** check can be used to bypass the trap, provided the creature opening the door is aware of the trap.

Hazard: Any creature that comes into contact with the mercury pools is exposed to poisoning as follows:

Mercury Poisoning: *Type* poison (contact); *save* Fortitude DC 16; *frequency* 1/round for 6 rounds; *effect* 2 Dexterity damage and 2 Constitution damage; *cure* 2 saves.

Trap: If a creature touches the vault door without first bypassing the trap, spring-loaded spikes submerged in the mercury pools on either side of the walkway are released.

Quicksilver Spikes Trap CR 8

XP 4,800

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

EFFECTS

Trigger touch (vault door); **Reset** automatic (5 rounds)

Effect Large spears spring out of both pools of mercury, attempting to impale any creatures on the walkway; **Atk** +16 melee (2d10+10); multiple targets (all creatures in a 30-foot line)

F2. The Glittering Vault

Shining gold nuggets are piled knee-high in the corners of this room and at the foot of an imposing statue of a man dressed in the trappings of extravagant wealth. Identical heavy vault doors block the exits to the east and west.

The vault door to the observation room (F3) is locked with four independent, keyed locks. A creature who succeeds at a **DC 20 Perception** check notes that each of the four locks already has a key in it. The keys are alchemically-strengthened gold, and each key is marked with Putrefect Chalmos’ *arcane mark* for easy retrieval by an authorized agent of the Putrefect. If a creature moves into the room without first presenting Chalmos’ *arcane mark* (which neutralizes the haunt for 1 minute), the lab assistant haunt triggers and uses its *telekinesis* ability to hide the keys to the exit (see below). When the haunt removes the keys from the lock, a creature in a position to intercept one of the flying keys can attempt to grab it out of the air with a **DC 20 Reflex** save. Each of the four locks requires a separate **DC 30 Disable Device** check to open without the proper key.

A creature who takes a full round to search for a key after they have been hidden and succeeds at a **DC 20 Perception** check locates a key in a pile of gold nuggets. A creature who succeeds at a **DC 30 Perception** check finds a key and a piece of enticing treasure (see the Treasure section below). A creature using *detect magic* can automatically locate a key (or one of the concealed magic items) after three rounds. Any creature who searches a pile of nuggets quickly realizes the nuggets look like chunks of shattered humanoid statues.

Trap/Haunt: The vault is protected by a combination of a magical feature of the laboratory that has been repurposed into a trap (a transmutation field) and the restless ghost of the former lab assistant, now a violent haunt. The transmutation field is generated by arcane runes etched into the vault’s walls and can’t be disabled from outside the room unless the creature attempting to disable it has a special ability that allows them to disable traps at a distance. Disabling the transmutation field requires 2d4 rounds of work at one of the walls, which the lab assistant would likely attempt to interrupt. The lab assistant haunt is anchored to the statue by the circle of runes on the floor surrounding it. The statue is a startlingly lifelike depiction of Putrefect Chalmos, and any adventurer who saw the vision of Chalmos in the *mirror of time* in Area E will recognize this. It reverts to a worthless lead effigy if removed from this area (see Treasure below).

Transmutation Field Trap CR 7

XP 3,200

Type magic (transmutation); **Perception** DC 31; **Disable Device** DC 31

Bypass power disconnect lever in the observation room

EFFECTS

Trigger location (inside the vault room); **Reset** automatic (1 round)

Effect Every creature that begins its turn within the vault must succeed at a **DC 19 Fortitude** save or take 1d4 Dex damage as their bodies are partially transmuted into gold. A creature whose Dexterity is reduced to zero in this manner is entirely transmuted into gold and petrified. The effect can be removed by any means that would restore a petrified creature, and the effect wears off on its own 1d4+1 hours after a petrified creature is removed from the trap's area of effect. The transmutation field has an effective caster level of 12th to overcome spell resistance, and casting *spell immunity* and choosing *flesh to stone* makes a creature completely immune to the transmutation field.

Lab Assistant CR 7

XP 3,200

NE persistent haunt (entirety of Area F2)

Caster Level 12th

Notice Perception DC 20 (To hear "Master? The experiment is almost ready!"); **hp** 31; **Weakness** tricked by *hide from undead*; **Trigger** visual; **Reset** 1 day

EFFECT

The haunt generates a continuous *telekinesis* spell at CL 12th (CMB +17; 300 lbs) and has been programmed to attack any creature not marked with Chalmos' *arcane mark*. On the first round that it manifests, a ghostly voice wails "I won't let you disrupt the experiment!" as the keys fly from the locks in the vault's eastern door and bury themselves in the piles of gold nuggets in the lab's corners. On the next round, the former lab assistant's tortured spirit responds to intruders by pelting them with gold nuggets. The haunt creates a 5-foot radius tornado of gold nuggets that can move up to 30 feet per round. When it enters a creature's square, or a creature enters one of its squares, the tornado deals 6d6 points of bludgeoning damage (**DC 17 Reflex** halves). As an alternative to the tornado of nuggets, it can use the combat maneuver function of its *telekinesis* spell to slam creatures against the lab's walls. The lab assistant can still be commanded by any creature who displays Chalmos' unique *arcane mark*.

DESTRUCTION

Clearing the statue of Chalmos, gold nuggets, and other debris from the lab and then turning out the lights convinces the haunt that its work is done, banishing it permanently.

Treasure: The piles of gold nuggets contain several small magic items that have been passed over, notably a *ring of protection* +1 and a *pearl of power* (2nd). The room contains about 230 cubic feet of gold, which weighs all together over 276,000 pounds. A character who succeeds at a **DC 10 Appraise** check can determine it would be worth close to 14 million gp. A character who succeeds at a **DC 27 Spellcraft** check realizes that the transmutation will reverse itself after 1d4+1 hours outside of the transmutation field. (Do note that if the adventurers should take the gold back to Hunstoc and trade it for goods and services, the shopkeepers will likely not appreciate having been paid in dead body parts after the transmutation effect has worn off.)

F3. Observation Room

A large metal drum partially encrusted in iridescent crystals seeps wisps of smoke. Bright crackling bolts of energy arc from the drum to the iron door set in the room's eastern wall. Thick copper cables stretch from the drum to several large switches mounted on the southern wall, then disappear into holes in the ceiling.

Hazards: The alchemical battery that powers the glittering vault has degraded over the years, and though it still functions well enough to provide power to the traps, it also leaks dangerous plasma and has the potential to flood the room with toxic fumes.

Five large double-knife switches hang on the south wall behind the alchemical pile. From east to west, the first switch provides power to the trap in F1, the second switch provides light to all three rooms, and the third switch provides power to the lab assistant while the fourth switch provides power to the transmutation field. The fifth switch is set to the off-position and was never connected to anything before the lab was abandoned. If engaged, the fifth switch creates a short which damages the alchemical pile (triggering the trap described immediately below) and releases its toxic fumes.

Degraded Alchemical Pile CR 11

XP 12,800

Type alchemical; **Perception** DC 29; **Disable Device** DC 29

Bypass Craft (alchemy) or Knowledge (engineering) DC 21 to repair

EFFECTS

Trigger touch (alchemical pile or iron door to A4); **Reset** automatic (1d4 rounds)

Effect A creature who touches the alchemical pile or the metal door in the western wall with its body or

with a metal object is struck by an arc of iridescent energy and takes 12d6 plasma damage (half electricity and half fire, **Reflex DC 21** halves). After it strikes, the plasma can arc to up to 12 additional targets (which must all be within 30 feet of the primary target), dealing the same amount of damage but with a **DC 19 Reflex** save to halve the damage.

Damaging the battery or failing a check to repair it releases concentrated toxic gasses that quickly fill a 30-foot spread.

Toxic Fumes

Type inhalation; **Save** Fortitude DC 16

Frequency 1/minute for 6 minutes

Initial Effect 2d6 acid and 1d4 Int damage,

Secondary Effect 1 Int damage 1/minute for 6 minutes; **cure** 2 saves

Treasure: A spellbook has been left behind in the observation room by Chalmos' former apprentice. It contains the following spells: 6th—*chain lightning*, *disintegrate*, *transformation*; 5th—*cone of cold*, *telekinesis*, *telepathic bond*, *wall of stone*; 4th—*black tentacles*, *fire shield*, *greater invisibility*, *ice storm*, *mass enlarge person*. The skeletonized bodies of four adventurers, two of them charred and blackened by plasma exposure, bear the following salvageable gear: an *amulet of natural armor* +2, a *belt of physical might* +2 (Dex, Con), a +2 *chain shirt*, a *circlet of persuasion*, a +1 *composite longbow* (+1 Str), a +1 *dagger*, a *headband of alluring charisma* +4, a +1 *mithral rapier*, a suit of +1 *mithral scale mail*, a +2 *trident*, a *wand of cure moderate wounds* (CL 3rd, 19 charges), and a *wand of shield of faith* (CL 6th, 21 charges).

Development: Adventurers have the opportunity to learn something about the experiments that took place at this facility. A sheet of paper bearing a checklist lies on the floor in the observation room, and reads as follows: "1. *Convert waste metal disposal system into trap. Complete.* 2. *Bind apprentice's spirit to lab. Complete.* 3. *Submit final report on transmutation field effectiveness and alchemical pile stability to Putrefect Chalmos.*"

Area G: The Rainbow Room (CR 10)

35 feet square, this room is entirely covered in large colorfully-enameled floor tiles. The metallic ceiling's mirror-like finish reflects the colorful floor below. Torches burning with pearlescent flames illuminate the chamber. Two doors exit the chamber: one to the north and the other to the south.

This was intended to be one of the more flashy rooms on the most obvious path through the vaults; Chalmos usually uses magic to circumvent this room,

though he does like to check in on it every once in awhile to see what kinds of corpses have accrued within. Although created at considerable cost, the trap affords him a great deal of entertainment.

Trap: Intruders are likely to attempt hopping from one colored tile to the next in the classic red-orange-yellow-green-blue-indigo-violet order of the rainbow. Chalmos has anticipated this and trapped every tile in the room with a powerful magical effect except for those tiles. However, he positioned the most powerful trap on the last violet tile, just in front of the exit leading further into the vaults. Having lured any intruders into a false sense of security with this deceptively-easy puzzle, stepping on the final violet tile or attempting to open the door sets off a magical effect on *every* tile in the entire room, including the violet trigger tile. The resulting cascade of colored light is dazzling enough to give any creature more than 2 squares away total concealment.

Prismatic Tiles Trap

CR 10

XP 9,600

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

EFFECTS

Trigger proximity (*true seeing*), stopping in any of the "unsafe" squares, or when the farthest violet square is stepped on, or when the violet door is touched; **Duration** instant; **Reset** automatic
Effect spell effect (similar to *prismatic spray*, DC 20; the color tile the creature is in determines the color beam and effect; creatures in more than one tile take the effects of both applicable beams)

Beam	Effect
Red	10 points fire damage (Reflex half)
Orange	20 points acid damage (Reflex half)
Yellow	40 points electricity damage (Reflex half)
Green	Poison (as blue whinnis, Fort negates)
Blue	<i>Bestow curse</i> (Will negates; flesh starts to turn to stone, target is always staggered; <i>stone to flesh</i> can remove)
Indigo	<i>Confusion</i> (10 rounds; Will negates)
Violet	Teleported to a randomly determined location (Will negates; roll d%): 01-50: outside the complex near the entrance to Area A; 51-70: next to the lab assistant in Area F; 71-90: directly in front of, and facing, the <i>mirror of shadows</i> in Area E; 91-100: inside the mercurial necroplasm's chamber in Area N.

The Gilded Gauntlet



Area H: The Hall of Deceptions (CR 11)

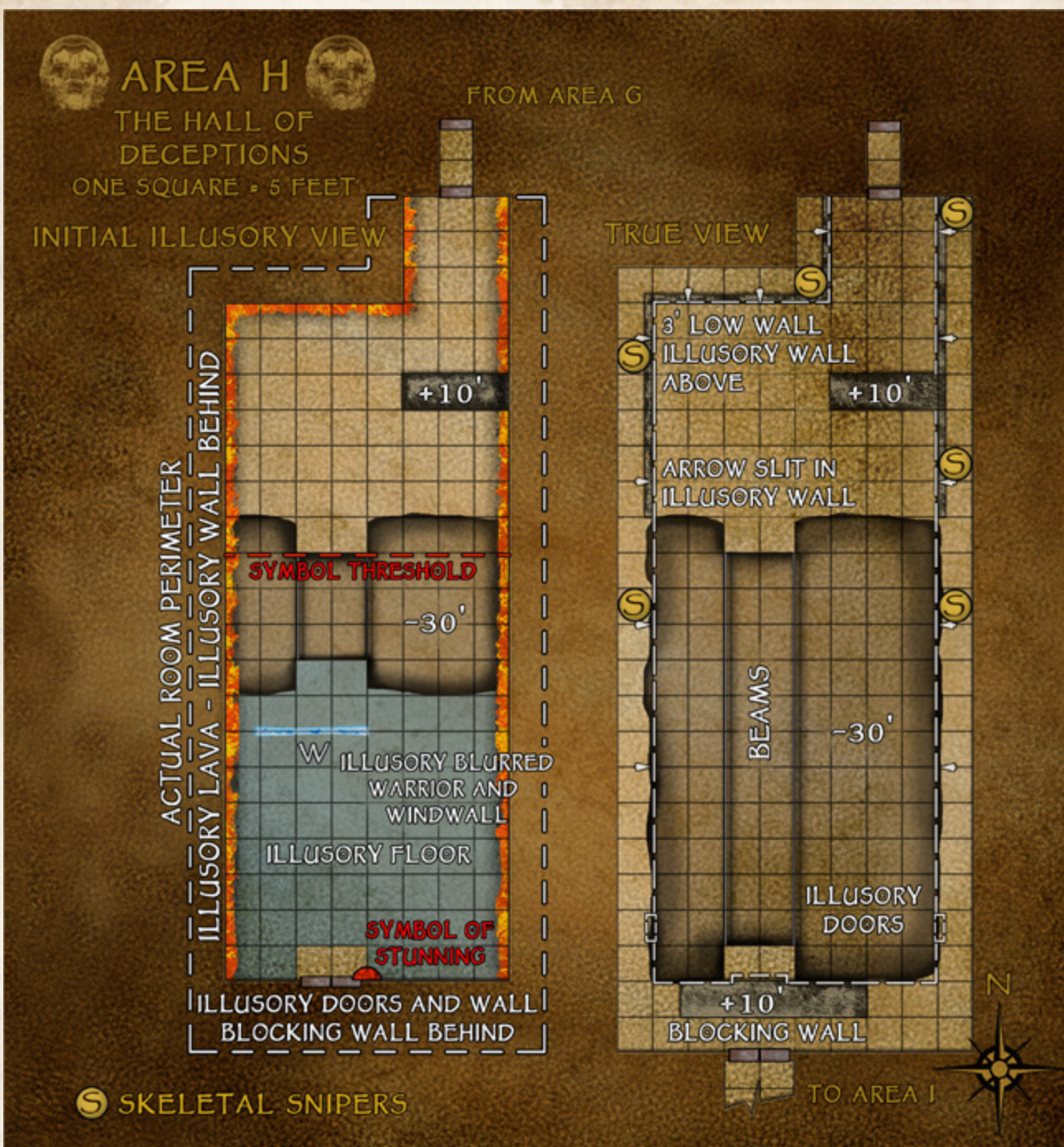
The intensity of the heat in this chamber is matched by the pungent sulfur smell emanating from lava, noisily cracking and snapping as it runs down the outer walls and into the floor. The lava flow illuminates the entire room, including a deep fissure bisecting the chamber. The ruins of a bridge span the wide gulf, though no surface to easily traverse the expanse remains intact. A blurry armored figure bearing a sword and shield, its tabard fluttering in the wind, stands guard on the far side of the fissure behind rising and falling motes of dust and debris. Three iron doors sit in the walls at the rear of the chamber.

When Putrefect Chalmos' laborers tunneled into the great mountain, they intersected a fissure that hindered their progress. Soon a simple bridge was under construction, but Chalmos stopped the workers after completing only the supports that spanned the gulf. The Putrefect had a devious plan to thwart any would-be trespassers and directed the miners to carve out a large chamber around the natural fissure. Rather than complete the bridge deck, allowing the expanse to be easily traversed, he simply created an illusion to make the gap seem much shorter than it truly is.

Foreseeing that invaders might try to balance across the bridge supports or climb down the cliff face, Chalmos enlisted a platoon of snipers to eternally stand guard along the walls, ready to assail anyone foolish enough to let down their guard. Though an *illusory wall* would suffice to conceal the

platoon, Chalmos wisely added a *permanent image* of lava pouring down the walls to discourage curious probing. To draw delvers into the room, bringing them into a crossfire of snipers, he cast an illusion of a warrior with *blur* on the far side of the gulf, poised for combat. To discourage ruining the deception with a hail of projectiles, he incorporated into the illusion an obvious *wind wall* effect. Chalmos' final precaution to stop intruders was to cast a *symbol of stunning* on the rear wall beyond the fissure to stun any that would attempt to cross the gap.

The lava running down the 20 feet walls is the first *permanent image* (DC 27) (complete with visual, auditory, olfactory, and thermal elements) and can be identified as such with *detect magic* and a **DC 21 Knowledge (arcana)** check. If this *permanent image* is dispelled, the room is plunged into darkness. Behind the lava flow is a series of *illusory walls* with arrow slits sitting on top of actual low walls three feet tall. The *illusory walls* cannot be detected with *detect magic* while a *permanent image* is active in front of it considering that the weaker auras of the *illusory walls* (and the skeleton's magical gear) are concealed by the more powerful aura of *permanent image*. Essentially it appears to the *detect magic* viewer that there are no additional magical auras behind the powerful magic used to create the lava flow, that is, until the illusory lava is interacted with or studied carefully. If the illusory lava is disbelieved or dispelled, arrow slits in the *illusory walls* are noticed with a **DC 13 Perception** check and appear to be a foot deep when examined.



Immediately opposite the entrance, 25 feet into the room, is an actual wall that only reaches halfway to the 20-foot-tall ceiling. Chalmos left this wall portion untouched by illusions to block most detection spells and to encourage intruders to climb it, thus providing an easy target for the snipers to sneak attack.

The 30-foot deep pit is spanned by two four-inch-wide supports that are slightly sloped and obstructed, requiring a **DC 19 Acrobatics** check to safely traverse. However, most of the floor beyond is a second *permanent image*. Only a 5-foot-by-10-foot section of floor in front of the illusory double doors is solid. Chalmos intended this small platform to catch

any objects launched at the perceived exit, which may bounce harmlessly off the 25-foot-long section of actual wall at the rear of the chamber.

A third *permanent image* shows the armed and armored warrior slightly shifting his weight from one foot to another. Chalmos incorporated the illusory *wind wall* to discourage projectile attacks and the illusory *blur* to explain a detected illusion aura.

Trap: Chalmos has cast a *symbol of stunning* on the ceiling 65 feet from the edge of the fissure. Note that the DC to perceive the symbol is 32 plus one for every 10 feet away or DC 38 for 60 to 65 feet away.

The Gilded Gauntlet

Symbol of Stunning CR 9

XP 6,400

Type magic; Perception DC 32; Disable Device DC 32

EFFECTS

Trigger spell; **Reset** none

Effect All creatures within 60 feet (treat as burst) become stunned for 1d6 rounds (**DC 28 Will** save negates). This *symbol of stunning* has no hit point limit; once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level (CL 17th). A creature that enters the area while the *symbol of stunning* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, although if it leaves the area and returns while the *symbol* is still active, it must save again.

Creatures: Six skeletal snipers lurk behind *illusory walls* with arrow slits. Note that without seeing through the illusions with *true seeing* or similar magic, Spellcraft cannot be used to identify any spells cast, although the snipers do have to speak a wand's command word.

Skeletal Snipers (6) CR 4 each

XP 1,200

Human skeletal champion ^{B1} rogue (sniper ^{APG}) 5
NE Medium undead

Init +9; **Senses** darkvision 60 ft.; Perception +10

DEFENSES

AC 20, touch 15, flat-footed 15 (+3 armor, +5 Dex, +2 natural)

hp 54 (7d8+19)

Fort +3, **Ref** +9, **Will** +4; channel resistance +4

Defensive Abilities evasion, uncanny dodge; **DR** 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee 2 claws +10 (1d4+2)

Ranged composite shortbow +8/+8 (1d6+2/x3) or composite shortbow +10 (1d6+2/x3)

Special Attacks sneak attack +3d6

TACTICS

During Combat Unless they anticipate imminent discovery, the skeletal snipers wait for the most opportune moment to sneak attack targets within 40 feet (note their deadly range class feature). Firing through the "arrow slits" the snipers unleash a volley of arrows (or lob fire via *produce flame* at a target with a seemingly low touch AC) when an adventurer near the center of the chamber is denied a Dexterity bonus to AC, perhaps from climbing (without a climb speed), using Acrobatics to balance, or becoming stunned. Using stealth to sneak attack, the snipers make ample use of the perceived cover that the *illusory wall* provides since creatures

cannot see through it even if they succeed on their Will save. Note that sniper's eye lets them sneak attack creatures within 30 feet that benefit from concealment (but not total concealment). After a missed shot, they attempt a Use Magic Device check to activate their *wands of faerie fire*, targeting the vicinity of suspected foes. They use their *wands of true strike* when none of the other tactics prove fruitful. Once the *symbol of stunning* is activated, the snipers do not hesitate to retreat within range of the symbol due to their immunity to being stunned.

STATISTICS

Str 14, **Dex** 20, **Con** —, **Int** 13, **Wis** 10, **Cha** 14

Base Atk +5; **CMB** +7; **CMD** 22

Feats Blind-Fight, Improved Initiative ^B, Point Blank

Shot, Precise Shot, Rapid Shot, Weapon Finesse

Skills Acrobatics +15, Bluff +10, Climb +10, Escape

Artist +13, Perception +10, Sense Motive +8,

Spellcraft +11, Stealth +15, Use Magic Device +12

Languages Common, Elven

SQ accuracy ^{APG}, deadly range ^{APG}, rogue talents (snap shot ^{APG}, sniper's eye ^{APG})

Combat Gear acid flask (2), alchemist's fire (2), *wand of faerie fire* (3 charges), *wand of true strike* (4 charges), *wand of produce flame* (8 charges);

Other Gear masterwork studded leather armor (treated with *unquench of timelessness*), composite shortbow (+2 Str), 40 arrows, quiver

Development: Obstructed by illusions and a 25-foot section of wall, the real exit to the chamber lies along a 5-foot-wide path around the perimeter of the room.



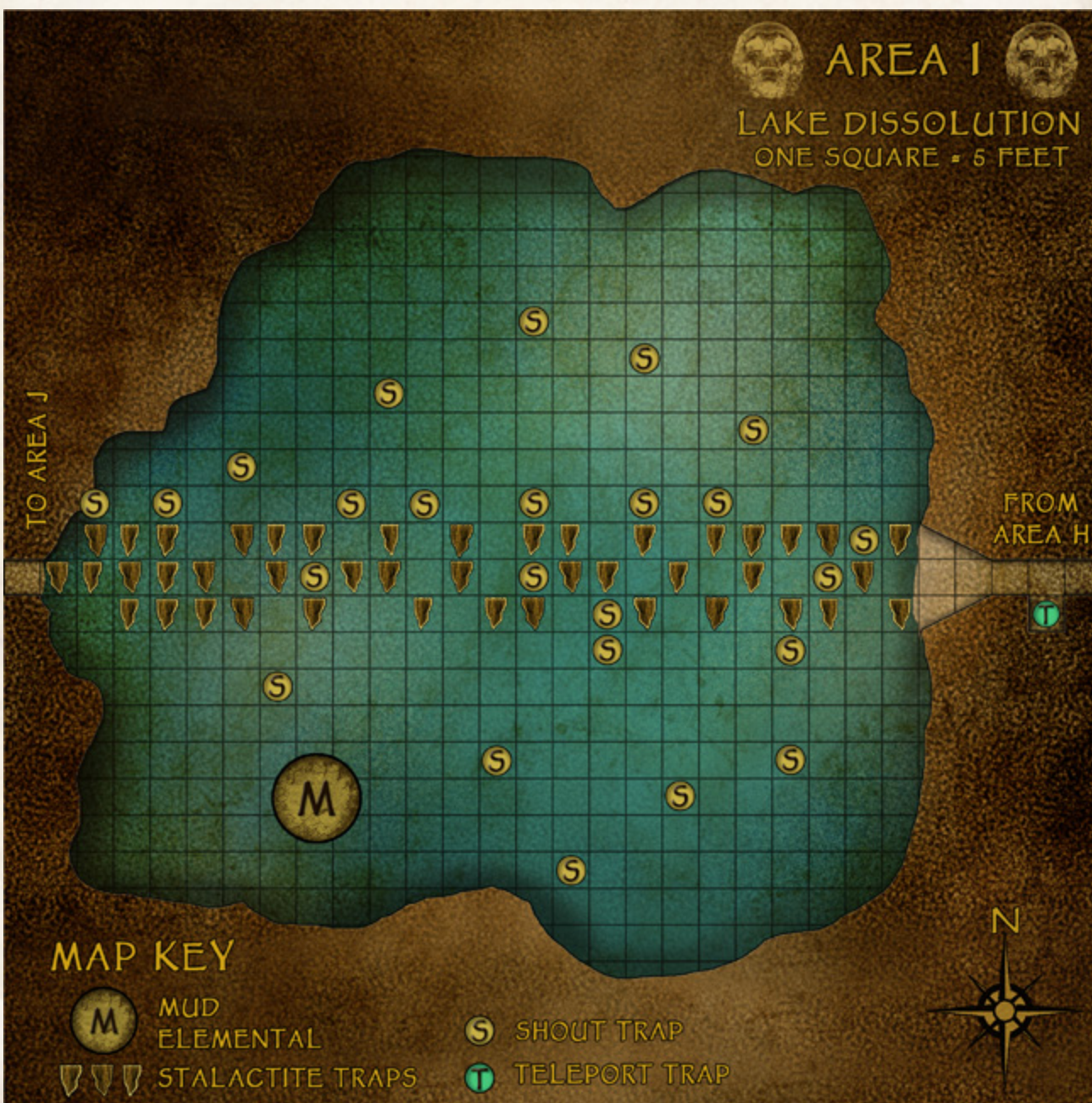
Area I: Lake Dissolution (CR 12)

After the tunnel slopes downward, it widens and stops at the edge of an enormous, crystal-clear lake, and then resumes from the shore directly opposite. An acrid odor fills this chamber. The ceiling features a plentitude of stalactites directly over the lake. A small alcove whose walls are lined with metal panels covered in dials and switches stands to the south.

Putrefect Chalmos opened a tunnel through this wide, ovoid chamber to store sulfuric acid for his gold refining processors in Area O and realized it would also make a perfect location to thwart treasure seekers or, better yet, destroy them irrevocably. The acid destroys metal and organic material, and only stone and glass survive immersion in it. The lich made sure explorers could not simply fly over it by

diluting the acid while rendering the fumes from the lake debilitating. To make things more sporting, he also commissioned several suits of crystal armor that protect those encased within from the lake's acid. However, it will not be a simple matter of putting on the armor and walking across the lake, as Chalmos placed a number of obstacles throughout the chamber.

The lake is roughly 80 feet in diameter and 15 feet deep, and the cavern's ceiling gives a 20-foot clearance above the lake (broken up by dozens of stalactites, each 5 to 7 feet in length). The cavern's walls are rough, allowing a character to attempt **DC 20 Climb** checks to navigate it. Characters can see the path formed by the tunnel leading beneath the lake to the other side of the cavern, giving the



impression that the contents of the lake are a recent addition.

The 5-foot-square alcove is a ruse. The control panel there once controlled the hydraulic valves that pumped the acid into the Aureus Conflux, but Chalmos re-routed this function to the main control panel in Area O. He left the defunct panel here as a lure for the teleport trap detailed below.

Creature: Putrefact Chalmos bound a mud elemental to this cavern and promised to release it when it slew 100 visitors. The elemental cannot leave the chamber, but its immunity to acid allows it to move around freely within it. It usually lies in wait for potential victims to walk the bottom of the lake or attempt to swim across it. It also targets flyers with balls of acid-soaked silt. The elemental knows where the *shout* traps are and avoids them while attempting to herd foes toward them.

Huge Mud Elemental ^{B2} CR 7

XP 3,200

hp 95

Ranged acid silt ball +11 (1d6+7 plus 1d6 acid)

Hazards: The acid lake provides the primary obstacle for adventurers, and its dangers extend well beyond its shores.

Acid Lake CR 5

XP 1,600

Diluted acid comprises the lake. It deals 1d6 points of damage per round of exposure as per normal, but it only deals 5d6 points of damage per round for total immersion. The acid bypasses hardness for all items except for those composed of glass or stone. Additionally, the lake's fumes are quite potent. Creatures within 20 feet of the lake must succeed at a **DC 15 Fortitude** save at the beginning of their turn to avoid becoming sickened. Sickened creatures who fail the save instead become nauseated. Nauseated creatures who fail the save become stunned (causing most flying creatures to fall).

Traps: The lich set up a variety of ways to catch those attempting to cross the lake. The lake itself poses an extreme threat, but he added a few surprises to thwart various attempts at bypassing the acid.

Teleport Trap CR 9

XP 6,400

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

EFFECTS

Trigger proximity (*alarm*); **Reset** automatic
Effect spell effect (*teleport object*, **DC 20 Will** save negates); multiple targets (all metallic objects on subject)

Putrefact Chalmos hoped that this trap, located just inside the dummy control panel alcove, would discourage adventurers with magic items from attempting to fly to the other side and encourage them to use the crystal suits he spent so much time and effort designing. He felt it would heighten the trap's cruelty by letting the victim know the stolen items were safely on the other side of the lake.

Falling Stalactite Trap CR 5

XP 1,600

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

EFFECTS

Trigger sight (*true seeing*); **Reset** manual
Effect Atk +15 ranged (1d8+6 bludgeoning damage, plus stalactite makes bull rush attempt [CMB +15] which pushes flying creatures downward; note also that winged creatures must attempt a **DC 10 Fly** check to avoid losing a further 10 feet of altitude)

Chalmos absolutely loathes the idea that someone would attempt to avoid his beautiful lake. Therefore, in addition to creating the incapacitating fumes and imprisoning the mud-slinging elemental, he also rigged many of the stalactites to fall on creatures that pass between them and the lake. The heavy stone composing the stalactites stands a chance to push a flyer down into the acid bath.

Shout Trap CR 5

XP 1,600

Type magic; **Perception** DC 29; **Disable Device** DC 29

EFFECTS

Trigger proximity (*alarm*); **Reset** none
Effect spell effect (*shout*, 5d6 points of sonic damage and deafened for 2d6 rounds [**DC 16 Fortitude** save half damage and negates deafness], 7d6 points of sonic damage to crystalline objects [**DC 16 Reflex** save negates]); multiple targets [all creatures in a 30-foot cone]

Finally, the lich wanted to impose some threat to those who felt safely ensconced within the crystal suits of armor. At seemingly random locations, these traps lie in wait to destroy the protective suits.

Treasure: After a character enters the alcove and the teleportation trap targets her, an open glasslike suit of armor appears within the alcove and stands in wait.

Crystal Suit

Aura transmutation; **CL** 5th

Slot armor; **Price** 9,400 gp; **Weight** 50 lbs.

DESCRIPTION

When the suit is touched, it flows over the creature and completely encases her. It then supplies air thanks to the courtesy of the attached *bottle of air*. It provides a +1 armor bonus. However, the suit is unwieldy and imposes a –6 armor check penalty, and it reduces the creature's speed as if wearing heavy armor. It has hardness 2 and 15 hp.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *mage armor*, *water breathing*; **Cost** 4,700 gp

Area J: The Putrefect's Laboratory (CR 10)

Benches, bookshelves, and tables laden with alchemical equipment, reagents, and bric-a-brac line nearly every wall of this octagonal room. The wall to the right of the entrance is bare save for a conglomeration of glass tubing, metal, and wood in the shape of a large humanoid set into its surface; an iron door is set in the wall opposite the entrance. Dust and cobwebs cover everything in the room.

Putrefect Chalmos used this area as a working alchemical lab to conduct his research into perfecting the workings of the Aureus Conflux, harvesting materials from the four elemental portals that lie beyond this chamber. When he completed his design and set the device in motion, he ordered his resident alchemical golem to slay all of his lab assistants and bar entry into the portal chambers; the golem carried out its orders successfully but wrecked the lab in the process. This room is designed to stymie the progress of an intruder while allowing a person with the proper permission to proceed.

Cleaning the room requires five hours for a single person, with the time required being reduced by one hour for each additional adventurer, *unseen servant* or similar spell employed (to a minimum of 10 minutes). Adventurers who examine the alchemical equipment may discover several things.

- A **DC 15 Craft (alchemy)** check reveals that enough of the reagents and apparatuses are intact that it functions as an alchemist's lab.
- A **DC 15 Perception** check to search for a particular alchemical item incurs an 80% chance of locating it (reduce this chance for that particular alchemical item by 20% each time the percentile is rolled, however, and the GM is encouraged to allow or disallow particular alchemical items as appropriate to his or her campaign). Any alchemical item recovered from this room may have been affected by its centuries of neglect. When such an item is used, roll on the Alchemical Mishap Table. One minute of study and a **DC 30 Craft (alchemy)** check allows an adventurer to determine the nature of the mishap (roll on the Alchemical Mishap Table and record the result for that item).

Alchemical Mishap Table

% Chance Effect

1% Mutation (Bane): The item has a permanent effect on the creature exposed to it. Pick some negative effect related to the item (e.g. the creature is susceptible to the item, or if the item was beneficial, the creature now has a tolerance to it and requires twice the normal dosage to gain the item's effect). The GM is encouraged to come up with a minor but negative drawback related to the item.

2%–22% Weakened: The item functions at half effectiveness. Reduce all bonuses and damage from the item by half.

23%–43% Neutralized: The item is now inert and has no effect.

44%–64% Concentrated: The item functions at 150% effectiveness. Multiply all bonuses and damage from the item by 1.5.

65%–85% Reverse Effect: The item's effect is the reverse of its normal effect (e.g. alchemist's fire deals cold damage, antitoxin gives a penalty to saves against poison).

86%–90% Unstable: Every time the item is handled (picked up, used, put down, manipulated in some way), there is a 10% chance that it will explode, dealing 1d6 sonic damage to the person handling the item and exposing the handler to a random side effect (see the side effect table below). Items placed in storage containers are safe unless the carrying character is forcefully jostled (e.g. falling, falling prone, running, taking damage). Items placed in nondimensional carrying devices (e.g. *bags of holding*, *handy haversacks*) are never forcefully jostled.

91%–95% Side Effect: In addition to its normal effect, the item also has the effect of a random alchemical item from the same category (see the lists of alchemical remedies, alchemical tools, and alchemical weapons in *Pathfinder Roleplaying Game: Ultimate Equipment*).

96%–99% Poisonous: The substance has degraded into a dangerous poison. Pick a random poison appropriate to the item's delivery vector (contact, ingested, inhaled, or injury) from the *Pathfinder Roleplaying Game Core Rulebook* or *Pathfinder Roleplaying Game: Ultimate Equipment*. Where multiple vectors may apply, the GM decides on which type of poison applies.

100% Mutation (Boon): The item has a permanent effect on the creature exposed to it. Pick some positive effect related to the item (e.g. the creature is now immune to the item, or once per day the creature produces one dose of the item in an internal reservoir and can consume it as a standard action that does not provoke attacks of opportunity). The GM is encouraged to come up with a minor but positive benefit related to the item.

- A **DC 15 Perception** check reveals something floating in a dust- and grime-covered jar. Wiping away the dust and grime reveals the floating object to be a brain with tentacles. A **DC 17 Knowledge (dungeoneering)** check identifies it as a dormant brain ooze ^{B3}. A **DC 15 Craft (alchemy)** check identifies the fluid in which the brain ooze floats as a preservation solution. The brain ooze lies dormant until it is awoken with the *imprint helm* (see Development below). The brain ooze has almost no personality; it identifies itself as “a prototype for the Aureus Conflux” but doesn’t seem to actually know what that means. It does know that it is meant to operate a device of some kind, however. If asked specifically about the alchemical golem in the room, it verifies that the golem is indeed the device which it is meant to operate. The brain ooze speaks in a very stilted and clinical manner until imprinted with a personality (see below), at which point it begins to gradually adopt some of the linguistic mannerisms of the imprinted creature on a round-by-round basis, swapping clinical terms for colloquialisms and eventually incorporating contractions and slang into its speech as appropriate.
- A **DC 25 Perception** check locates a hidden drawer in one of the benches which contains research notes and a small brass key (which operates the access panel on the alchemical golem’s brain case; see the description of the golem below). The notes are written in a scrawled hand and are partially incomplete, and require a **DC 20 Knowledge (arcana), Knowledge (dungeoneering), or Spellcraft** check to decipher. An adventurer who is trained in Linguistics gains a +2 bonus on this check. These notes describe a process used to control a specially prepared brain ooze via a modified *helm of telepathy* (a sketch shows the *imprint helm*), as well as its use in the remote operation of an alchemical golem. Deciphering the notes allows a reroll on a failed Knowledge (dungeoneering) check to identify the brain ooze, and grants a +2 circumstance bonus to the reroll.
- Under a cloth on one of the benches is an *imprint helm* (which can be identified through normal means). Unfortunately this *imprint helm* has developed a fault and is now cursed. Every minute or portion thereof in which the *helm* is used, there is a cumulative 5% chance that the brain ooze will become permanently imprinted with the user’s personality (this resets if a different creature uses the *helm*, or if the *helm* remains unused for an amount of time equal to the time it was in use). See the Development section for what happens if this occurs.

Adventurers who examine the humanoid shape in the surface of the fourth wall may discover several things.

- A **DC 19 Knowledge (arcana)** check reveals that this is an inactive alchemical golem ^{B2}. Exceeding this DC by 5 reveals that the case which normally holds the brain has been modified with a locked (**DC 20 Disable Device**) access panel. The brain case is filled with a clear liquid but is otherwise empty (the same liquid in which the brain ooze floats).
- A **DC 29 Perception** check reveals that it is trapped.
- A **DC 25 Perception** check reveals that the golem is blocking access to a secret door. This DC decreases to 20 if the adventurers observe the alchemical golem trap as it activates (this also allows an immediate Perception check to notice the secret door at the lowered DC).
- Adventurers who take their time (no skill check required) can place the dormant brain ooze inside the alchemical golem without triggering the trap, assuming they can unlock the brain case.

Trap: The humanoid shape in the surface of the wall is an inactive alchemical golem which now only acts as an elaborate trap. Although inactive, the golem has been rigged to slam any creature that touches it.

Alchemical Golem Trap CR 9

XP 6,400

Type mechanical; **Perception** DC 29; **Disable Device** DC 29

EFFECTS

Trigger touch; **Reset** automatic; **Bypass** activate the golem

Effect Atk +19 (2d8+8, plus 1d6 points of acid, cold, electricity, or fire damage, or causes the target to become sickened [**Fortitude** DC 16 negates] or entangled [**Reflex** DC 16 negates] for 1d4 rounds)

Development: There are several ways for the adventurers to proceed. The adventurers could simply attempt to break the dormant alchemical golem (hardness 10, 100 hp, Break DC 25). Reducing it to 0 hit points or breaking it allows the adventurers to remove the wreckage and access the secret door; however, each attack or attempted break or sunder check that hits the golem triggers the trap. Disarming the trap on the dormant alchemical golem also allows the removal of the golem and access to the secret door. Removing the intact alchemical golem requires a combined Strength score of 30 and five minutes of work. A properly deployed block and tackle adds 20 to the adventurers’ effective Strength score and

reduces the time required to one minute. The mostly-complete golem is worth 3,000 gp if the adventurers manage to remove it from the dungeon and locate a buyer. At the GM's discretion, the golem can also be repaired by a 10th-level caster who possesses the Craft Construct feat with a successful **DC 20 Craft (alchemy)** check at a cost of 9,000 gp (or 18,000 gp if they broke the golem trap altogether), but it requires inserting a humanoid brain (or the brain ooze) into the brain casing in order to function properly.

If the dormant brain ooze is placed inside the alchemical golem's empty brain case, an adventurer who wears the *imprint helm* may activate and control the golem by issuing commands to the brain ooze. Once the alchemical golem is activated, the trap is bypassed.

If the brain ooze becomes permanently imprinted by an adventurer, it acts as a normal brain ooze except that it possesses all of the user's memories up to the point of the imprint, replaces the brain ooze's standard mental ability-based skill bonuses with those of the imprinter, and has an alignment diametrically opposed to the imprinter's. Once it has been permanently imprinted, it is no longer subject to control by the *imprint helm* and believes that it is the real adventurer and that the imprinting adventurer has stolen its life somehow and imprisoned it in the alchemical golem. Depending on its alignment, it might lash out immediately

(chaotic evil) or play along and pretend to still be controlled by the imprinting adventurer only to betray the party at a pivotal moment (neutral evil) or subtly undermine the imprinting adventurer (lawful evil). Such interactions are beyond the scope of the encounter, but the GM is encouraged to turn this into a campaign plot twist (perhaps the delusional brain ooze escapes and becomes a recurring villain), or at least an interesting addition to another encounter elsewhere inside the complex.

Imprint Helm

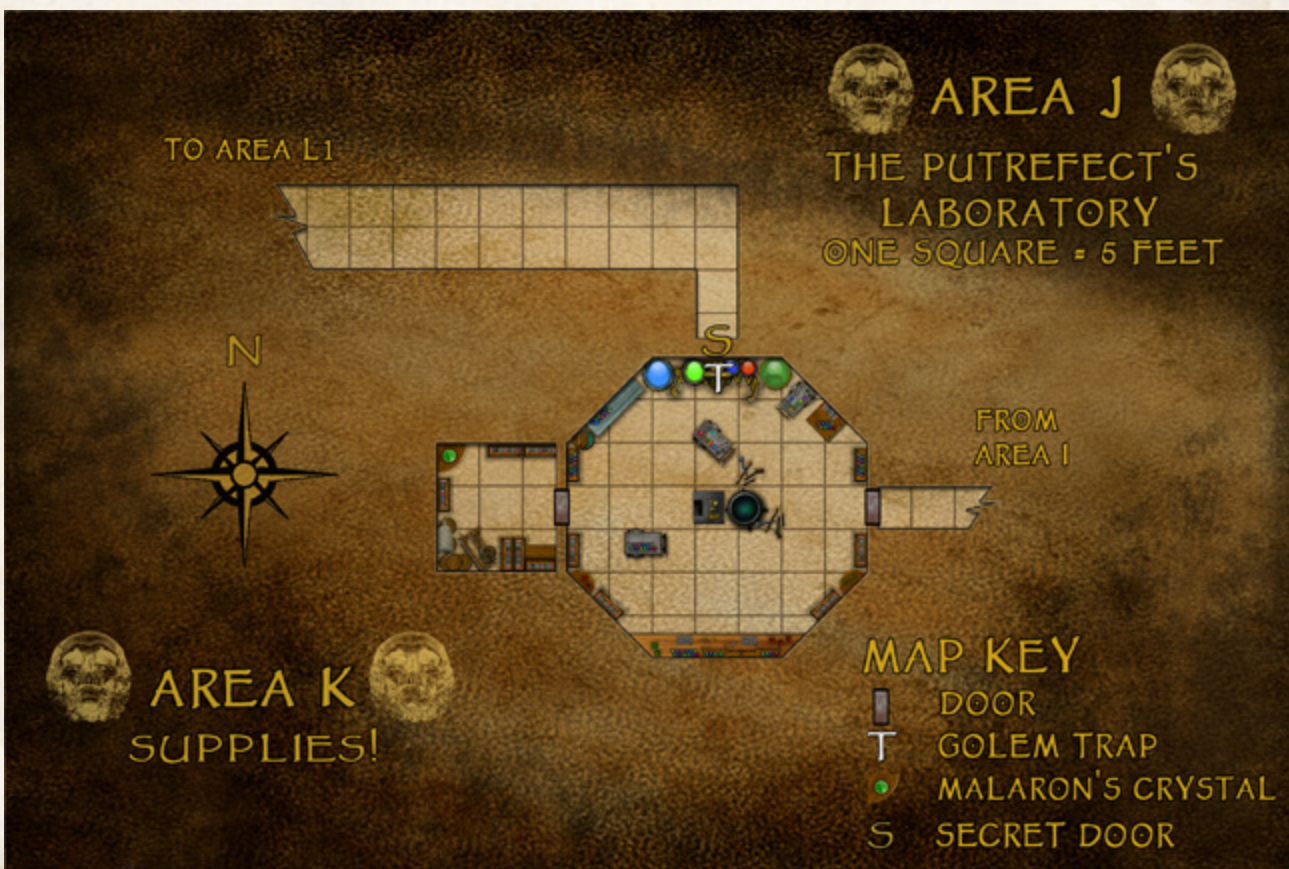
Aura faint divination and enchantment; **CL** 5th
Slot head; **Price** 27,000 gp; **Weight** 3 lbs.

DESCRIPTION

This variant *helm of telepathy* sports two small nubs which telescope upwards into antennae and crackle and pop with electricity while the *helm* is in use. In place of a standard *helm*'s *suggestion* ability, the *imprint helm* allows control over an ooze as the *suggestion* spell for up to 12 hours. Issuing an order to a targeted ooze requires a standard action and a successful **DC 10 Intelligence, Wisdom, or Charisma** check.

CONSTRUCTION

Requirements Craft Wondrous Item, *detect thoughts*, *dominate person*; **Cost** 13,500 gp



The Gilded Gauntlet

Area K: Supplies! (CR 9)

Dusty and abandoned, this room was once some sort of supply closet. Various tools and implements lay scattered around the disorganized shelves. Stacks of abandoned research notes and room schematics are filed meticulously, and a green crystal the size of a human head sits in the far right corner opposite the entrance.

During the construction of his grand vault, Chalmos hired many of the finest stonemasons and artisans of the age to construct the vast halls in secret. Malaron, one of Chalmos' apprentices, caught word of this massive undertaking but didn't know what it protected. He decided it was time to seize his opportunity to topple his master and gain whatever prize the vault held for himself. He bribed one of the stonemasons to smuggle a slender green crystal with him into the construction site and leave it in one of the main passageways. The device was Chalmos's own *eternal jar*, a minor artifact of considerable power, stolen by Malaron for his plot. Malaron used the *eternal jar* to conceal his own soul and planned to use it to possess Chalmos's body and trap his soul forever. The mason brought the *eternal jar* into the vault, as planned, but was slain by an errant trap before having a chance to place the crystal. For over a thousand years, Malaron's mind and soul have been trapped in a crystal with no glimmer of hope or life to cling to. He waits for the moment he senses a valid vessel so that he can escape this maddening prison of his own design.

Creatures: Malaron waits inside the *eternal jar*, and attempts to escape using *magic jar* the moment he senses a viable body.

Malaron

CR 9

XP 6,400

Male human sorcerer 10

CE Medium humanoid (human)

Init +5; **Senses** Perception +6

DEFENSE

AC 10, touch 10, flat-footed 10

hp 47 (10d6+10)

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

DR 10/lethal; **Resist** cold 10

OFFENSE

Speed 30 ft.

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

7/day—*grave touch* (5 rounds)

1/day—*grasp of the dead* (10d6 slashing, DC 19)

Sorcerer Spells Known (CL 10th; concentration +14)

5th (3/day)—*magic jar* (DC 21)

4th (6/day)—*animate dead*, *fear* (DC 20), *greater invisibility*

3rd (7/day)—*excruciating deformation* ^{UM} (DC 17), *howling agony* ^{UM} (DC 19), *loathsome veil* ^{UM} (DC 17), *vampiric touch*

2nd (7/day)—*false life*, *ghoul touch* (DC 18), *invisibility*, see *invisibility*, *web* (DC 16)

1st (7/day)—*chill touch* (DC 17), *ear-piercing scream* ^{UM} (DC 15), *interrogation* ^{UM}, *mage armor*, *ray of enfeeblement* (DC 17), *shield*

o (at will)—*bleed* (DC 16), *dancing lights*, *detect magic*, *detect poison*, *mage hand*, *ray of frost*, *read magic*, *spark* ^{APG} (DC 14), *touch of fatigue* (DC 16)

Bloodline Undead

STATISTICS

Str —, **Dex** —, **Con** —, **Int** 14, **Wis** 13, **Cha** 19

Base Atk +5; **CMB** +5; **CMD** 15

Feats Combat Casting, Eschew Materials ^B, Greater Spell Focus (necromancy), Improved Initiative, Sorcerous Bloodstrike ^{UM}, Spell Focus (necromancy), Spell Specialization ^{UM} (*vampiric touch*), Toughness

Skills Appraise +10, Bluff +12, Craft (sculpture) +7, Intimidate +8, Knowledge (arcana) +10, Knowledge (dungeoneering) +7, Perception +6, Profession (torturer) +6, Spellcraft +15, Use Magic Device +17

Languages Common, ShadowSpeak, Undercommon

SQ bloodline arcana (corporeal undead affected by humanoid-affecting spells), insanity

Gear *eternal jar*

SPECIAL ABILITIES

Insanity (Ex) Malaron's isolation for over a thousand years has caused him permanent *insanity* (as the spell). When rolling a 1–25 or 76–100, he attempts to kill any other bystanders, fearing they will bring him to Chalmos for torture and revenge. When rolling a 26–50, he simply laughs maniacally, happy to finally be free. When rolling a 51–75, he bites and cuts himself, thrilling at the pain of life.

Treasure: The supplies stored here can be sorted through in 5 rounds by anyone with ranks in Craft (alchemy) to create a portable alchemist's kit. Additionally, a successful **DC 25 Perception** check or **DC 20 Craft (alchemy)** check to search the room uncovers and identifies the contents of a stonemason's emergency kit. It contains five flasks of impact foam ^{UE}, and some powerful alchemical cocktails separated into ten vials. Five of the vials hold an admixture of troll oil ^{UE} and troll styptic ^{UE} (worth 200 gp each); the other five vials are filled with a soothe syrup ^{UE} and peptus salix ^{UE} admixture

Malaron's CR

Although Malaron's CR would normally be lowered by 2 due to his insanity and lack of any equipment, the dire nature of the *eternal jar* raises the CR of the encounter by 2.



(worth 100 gp each). The research notes and room schematics left behind detail a very early version of the foundry machine in the Aureus Conflux (Area O) and how the gems in the Chaos Engine (Area D) draw power from the elemental portals (Area L). This information can be deciphered with a **DC 29 Knowledge (arcana or engineering)** check.

Eternal Jar

Aura strong necromancy; **CL** 18th
Slot none; **Weight** 0.5 lbs.

DESCRIPTION

This foot-long, inch-thick prism of green crystal is cold to the touch. When used as the focus component of a *magic jar* spell, the prism alters the spell by making the duration permanent. The original spellcaster can remain in the *eternal jar* for an unlimited duration, and when they attempt to transfer their soul into a nearby vessel they permanently inhabit the body of the first viable target to fail their Will save. That creature's soul is transferred to the *eternal jar* and cannot leave without a spellcaster outside the *eternal jar* intervening. The most common methods of freeing a trapped soul from the *eternal jar* are to cast *magic jar* on the *eternal jar* and the stolen body the transfer (a special use of *magic jar*), *true resurrection*, or a carefully worded *wish* spell.

Using the *eternal jar* to permanently occupy another creature's body is an evil act.

DESTRUCTION

A good-aligned spellcaster of CL 10th or higher must cast *magic jar* on themselves with the express purpose of destroying the *eternal jar*. Doing so also destroys the soul of the spellcaster.

Area L: Elemental Portals

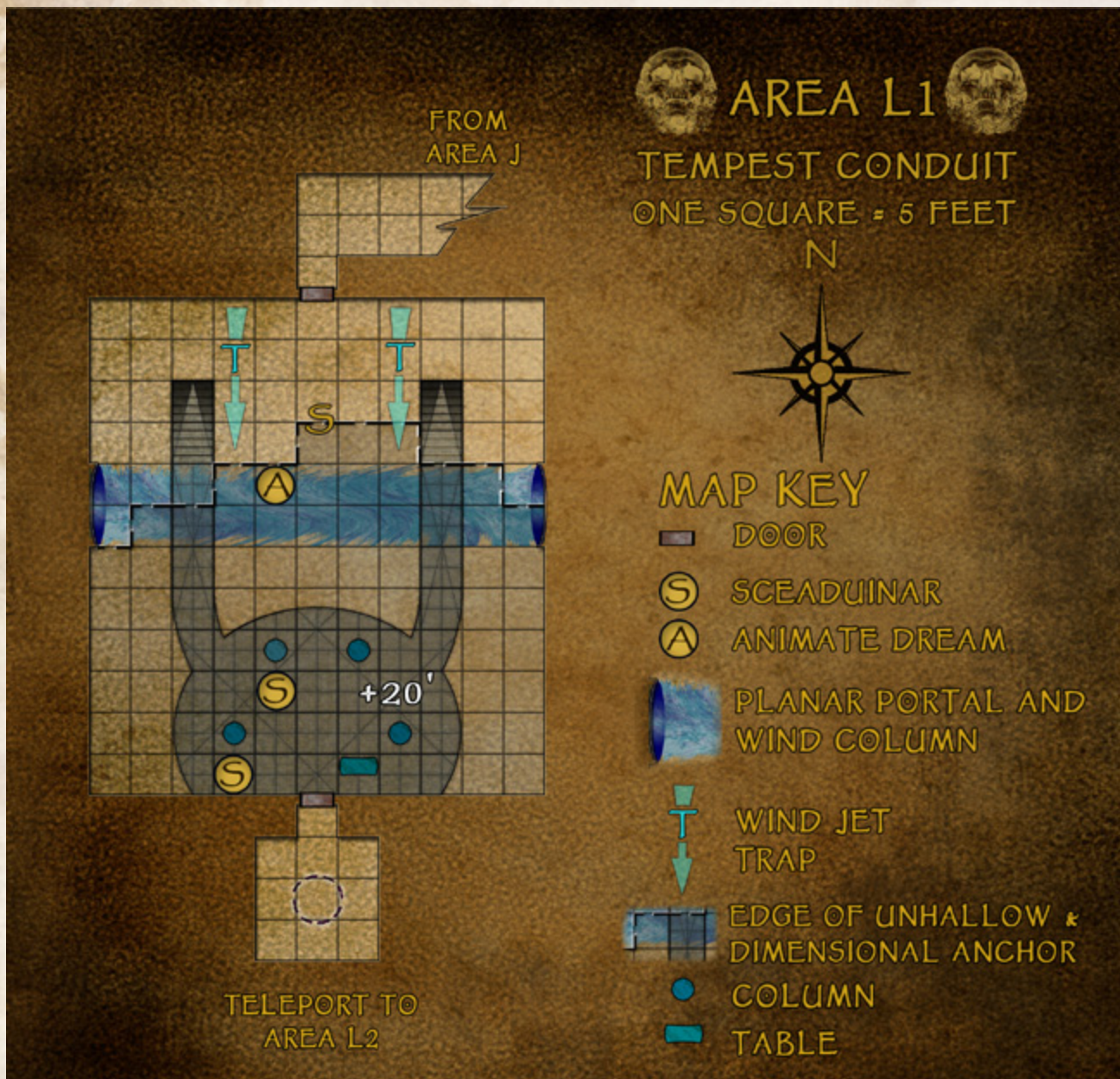
These four areas each contain portals to the Elemental Planes which draw in raw energy or materials for the Aureus Conflux. The portals are powered by the Elemental Chaos Engine (Area D), and if the adventurers decipher the instructions for the devices there and input the correct sequences, they can eliminate some of the environmental hazards in these areas. Some of the creatures here were specifically bound to these chambers by Putrefect Chalmos to act as guardians or workers, while others are simply planar squatters who wandered into the complex over the years and decided to use these rooms as a secret sanctuary.

L1. Tempest Conduit (CR 11)

This vast chamber is dominated by a massive column of whirling air, a horizontal tornado that blasts wind between a pair of portals inset into the eastern and western walls. The portals open upon endless, whirling cloudscape that provide the room with faint, flickering light. The southern half of the room beyond the wind tunnel is a sheer wall that rises up to a large terrace, a shadowy platform accessed by a pair of stair-supported bridges. The platform contains the room's only other exit, an iron door guarded by four columns, faintly lit by candles sitting on a small table next to the door. The walls are carved with a repeating pattern of stylized faces with stern expressions.

This 30-foot tall chamber once served as a gateway to and from the Elemental Plane of Air but over the years has also served as a dumping ground for unwanted things. Creatures that begin their turn or attempt to move in the column of air must succeed on a **DC 13 Strength** check or be knocked prone and rolled 1d4+1 x 5 feet towards the western portal. Creatures rolled into the portal

The Gilded Gauntlet



must make a **DC 17 Will** save or be transported to the Elemental Plane of Air. This portal is one-way and over the years has attracted the attention of outraged planar residents due to the amount of garbage dumped through it. Currently, three greater lightning elementals ^{B2} lie in wait, moving to immediately attack anyone who emerges. The eastern portal is also one-way but only allows access from the Plane of Air from a fixed point miles away from the western portal's destination. The column itself is filled with cloud vapor and detritus and provides a +10 cover bonus to creatures lurking within it. The iron door is locked by a physical mechanism, a large wheel attached to a series of gears and locking bars within the door itself. The door does not require a key but does require three rounds of **DC 10 Strength** checks to turn the wheel and unlock the door. This can be hastened by a round by succeeding on one

of the checks by 5 or more. The table next to the southern door is the focus point of an *unhallow* spell linked with a *dimensional anchor* spell (affecting all creatures except evil outsiders). Two trapped floor panels are set in the northern half of the room. Each panel activates a torrent of wind that pours from the carved mouths of the wall's faces. Beyond the door is a small chamber with a permanent *teleportation circle* (CL 17th, DC 23) that leads to the next area.

Creatures/Traps: The newest guardians of this chamber are a pair of bound sceaduinars ^{B2}, outsiders from the Negative Energy Plane who hide among the columns. Having grown bored with guard duties, the two have taken to using their deadly spell-like abilities to capture or kill the occasional passing entity that slips through the portal. Most recently, they enslaved an animate dream ^{B2} which has been their plaything for some time, and they like watching

it devour the minds of other planar passers-by. The nightmarish creature hides inside the wind, using the cover of the debris and the dim light to give it a total bonus of +29 on its Stealth check (being incorporeal, it is immune to the wind effects). The animate dream attacks the first person to enter the room, while the sceaduinars utilize *deeper darkness*, *silence*, and *antilife shell* to limit their enemies' attacks.

Sceaduinar ^{B2} (2) CR 7 each

XP 3,200 each
hp 85

Animate Dream ^{B2} CR 8

XP 4,800
hp 19

Wind Jet Trap (2) CR 5 each

XP 1,600 each
Type magic; Perception DC 29 Disable Device DC 29

EFFECTS

Trigger proximity (alarm) **Reset** none
Effect spell effect (*river of wind* ^{APG}, originating from the northern wall nearest the triggered square, 120-foot line, 4d6 nonlethal damage and knocked prone (**Fortitude DC 16** negates prone and halves the damage). Creatures that begin their turn in the effect are pushed 20 feet away from the spell's origin, take 2d6 nonlethal damage and are knocked prone (**DC 16 Fortitude** reduces damage to 1d6 and negates push and knocked prone effects) The effect persists for 7 rounds once triggered.

Development: If the adventurers removed or destroyed the *elemental gem of air* in the final chamber of Area D, the wind jet traps are disabled and the portals to the Plane of Air function as two-way entrances and exits rather than a one-way conduit. Each round that the adventurers remain in this chamber, however, there is a 25% chance that one of the angry greater lightning elementals waiting to catch planar litterbugs pops through the western portal to express his displeasure with the room's occupants. A canny group with the ability to communicate in Auran might be able to turn the elemental against the other inhabitants of the chamber, however.

L2. Fiery Breach (CR 11)

A long, soot-covered brick hallway stretches onward, only to be interposed by a roaring curtain of fire.

These four hallways have been augmented with several *teleportation circles* meant to isolate and

confuse intruders (their locations and destinations are noted on the map). The hallways are identical, so those that trigger the traps observe their allies disappearing (and vice-versa). The curtains of flame function as permanent *wall of fire* spells (CL 15th). Three hallways end in an *illusory wall* (CL 15th) concealing a barred iron portcullis (hardness 10, 60 hp, Break DC 30).

Permanent Teleportation Circles CR —

Type magic Perception DC 34 Disable Device DC 34

EFFECTS

Trigger touch **Reset** automatic
Effect spell effect (*teleportation circle*, CL 17)

Permanent Alarm CR —

Type magic Perception DC 26 Disable Device DC 26

EFFECTS

Trigger touch **Reset** none
Effect spell effect (*alarm*, CL 17)

The westernmost hallway is shielded by another *illusory wall* but opens into the main chamber. Finally, the first hallway contains a permanent *alarm* spell that audibly alerts the chamber's residents. The adjoining room's description follows:

This stone chamber is awash in fire; a roaring conflagration that spreads in a vast cube stretching to the ceiling. An iron door, partly melted from the heat, bars the only exit to the room on the southern wall.

This room contains an area that conjoins with the Elemental Plane of Fire, resulting in an eternal conflagration that fills its center. The flames provide total concealment to any creatures within them and grow hotter toward the center. Creatures in the room itself take 1d6 fire damage/round, those in the outer ring take 5d6 damage/round, and creatures in the center area take 10d6 damage/round. The heat has melted the door's lock, requiring it to be surpassed with a **DC 21 Strength** check. Reduce the DC by 5 if at least 10 points of cold damage are done to the door; a **DC 24 Knowledge (engineering)** check reveals that rapidly cooling down the door will reduce its structural integrity.

Creatures: Lurking within the second hallway are four fiendish doppelgangers and a shadow demon. The doppelgangers immediately copy the first adventurer who teleports into their hallway. They then use the confusion of their appearance, the teleportation effects, and the abilities of the other residents to disrupt the adventurers. The shadow demon hides within the flames, gaining a +10 cover bonus to Stealth rolls; it is unlikely to be damaged due to its incorporeality and resistances. It attempts

AREA L2

TELPORTER ARRIVAL
FROM AREA L1

TO AREA L3

Map details:

- Row 1: Empty, Empty, 3, Empty, T3, A, Empty
- Row 2: Empty, Empty, Empty, Empty, Empty, 2, Empty
- Row 3: Empty, Empty, Empty, Empty, Empty, Red Diamond (A), Empty
- Row 4: Empty, Empty, Empty, Empty, Empty, D, Empty
- Row 5: Empty, Empty, Empty, Empty, Empty, D, Empty
- Row 6: Empty, Empty, Empty, Empty, Empty, 1, Empty
- Row 7: Empty, Empty, Empty, Empty, Empty, D, Empty
- Row 8: Empty, Empty, Empty, Empty, Empty, D, Empty
- Row 9: Empty, Empty, Empty, Empty, Empty, Empty, Empty
- Row 10: Empty, Empty, Empty, Empty, Empty, Empty, Empty

Items and Traps:

- 3: Green square with number 3
- T3: Orange square with T3
- A: Yellow square with A
- 2: Cyan square with number 2
- Red Diamond (A): Red diamond with A
- D: Yellow circle with D
- 1: Purple square with number 1
- T1: Purple square with T1
- 4: Green square with number 4
- T4: Green square with T4
- T5: Yellow square with T5
- 5: Yellow square with number 5
- T2: Cyan square with T2
- S: Yellow circle with S
- W: White square with W

Fire Area:

- 10D6 FIRE: Yellow square with 10D6 FIRE
- 5D6 FIRE: Yellow square with 5D6 FIRE
- 1D6 FIRE: Yellow square with 1D6 FIRE

North Arrow: N

Lightning Bolt: ⚡

	DOOR
	DOPPLEGANGER
	SHADOW DEMON
	BRASS DRAGON
	INTELLECT DEVOURER
	WALL OF FLAME
	ILLUSORY WALL
	BARRED PORTCULLIS
	TELEPORTER TRAP
	TELEPORTER DESTINATION
	ALARM

Fiendish Doppelgangers^{B1} (4) CR 3**Intellect Devourer^{B1}** **CR 8****Shadow Demon** ^{B1} **CR 7****Young Brass Dragon**^{B1} **CR 7**

Development: If the adventurers removed or destroyed the *elemental gem of fire* in the final chamber of Area D, the flames in the southern

chamber are greatly reduced in intensity. All listed fire damage inflicted by the environment of that room is halved.

L3. Earthen Egress (CR 9)

Every surface of this triangular, earthen chamber swirls with multi-hued veins of colorful rock. The ceiling is covered in hundreds of sharp stalactites while the floor is littered with bits of sharp rock and jagged spurs. A hole in the floor next to the northeastern wall provides a means forward.

The rock veins are the result of a magical experiment causing them to be fixated on the Astral and Ethereal Plane. This effect stops dimensional travel through the rock (including *dimension door*, *teleport*, *gate*, etc). The entirety of this chamber counts as difficult terrain, and a creature moving through it takes 1d4 points of damage per square of movement. The hole in the floor is quite narrow, requiring a **DC 20 Escape Artist** check to traverse; small characters can squeeze through without difficulty. It opens into a 20-foot wide by 30-foot deep chamber. The bottom 10 feet of this chamber



The Gilded Gauntlet

are filled with quicksand. Additionally, the walls of the pit have been softened, requiring a **DC 20 Climb** check to ascend. The northeastern side of the pit contains another opening that ascends into the second half of the room, essentially identical to the first. The northern exit leads to a stairway that climbs 60 feet to the next area.

Creatures: A conjured shaitan genie, bound here to guard against intruders, lurks on the northeast side of the room's pit. A pair of xorns also lurk beneath the center of the room's southwestern floor and overhead in the northeastern area's ceiling, foraging for gems and minerals (the Putrefect has told them they can eat whatever they find here, save for the metals he needs to operate the Aureus Conflux, which they deposit for clockwork sentries to collect later). The shaitan observes the adventurers from within the rock and moves to the quicksand, readying a bull rush against frail-looking adventurers and hoping to finish them with *transmute rock to mud*. The xorns attack intruders relentlessly as well if they happen to carry any morsels the strange creatures find tasty (which is a broad number of flavors indeed).

Shaitan Genie ^{B1}

CR 7

XP 3,200

hp 85

Xorn ^{B1} (2)

CR 6

XP 2,400 each

hp 66

Treasure: Four vials sit in a recess near the room's northern exit. Two are *potions of water breathing*, while two are *potions of poison*.

Development: If the adventurers removed or destroyed the *elemental gem of earth* in the final chamber of Area D, the column of rock bisecting the room disappears, but the entire floor is coated in a 3-foot deep layer of quicksand, which backs up into the stairs entering and exiting the room. This continues to hamper the adventurers' movement, but also eliminates the concealment enjoyed by the xorns and shaitan. The central pit, now full of quicksand, becomes a trap for the unwary (a **DC 20 Reflex** save avoids blundering into it during combat) as well as a target for bull rushes by the earth creatures, who know its location.

L4. Aquatic Illusions (CR 10)

The way forward stops, the hallway ending before an opening in the floor filled with murky water. A strange underwater tunnel leads ahead—a living tunnel composed of coral, lichen, and other unidentifiable growths.

The entirety of this underwater chamber is illusory. The tunnel is simply an image created by

mirage arcana, while the central floor (light purple) is an *illusory wall* spell obscuring a 30-foot drop, and a second *illusory wall* (dark purple) blocks access to an underwater tunnel in the room's center that continues to the level's exit. The chamber's denizens have already disbelieved the illusions and utilize the terrain to hide within its false confines. Creatures that fail to disbelieve the *mirage arcana* treat all squares of the chamber (except the "tunnel") as difficult terrain—the coral grants a +10 cover bonus to any creature hiding within it against any creature that doesn't disbelieve. The opening on the eastern wall is a *permanent image* meant to confound those attempting to quickly move through the room.

Creatures: The source of the illusions is an aboleth who has dominated three babau demons. The demons have subjected themselves to the aboleth's slime cloud and are in constant telepathic contact with it. They blanket the entire chamber in *darkness* spells every five minutes as commanded by the aboleth. They utilize their stealth and the stationary illusions to stay hidden in combat, attempting to summon three more of their kind. The aboleth makes daily use of *veil* to disguise itself and the demons as skeletal sahuagin (with the aboleth taking the guise of a giant four-armed variant thereof), and any summoned babau are immediately told via telepathy to become *invisible* until the aboleth can likewise disguise them with another *veil*. The aboleth uses *project image* to appear in the illusion and attempts to use *dominate monster* on obvious spellcasters. The babaus utilize *dispel magic* on any that are resisting the aboleth's spells, eventually moving to gang up on obvious healers and spellcasters, flanking with their reach weapons.

Aboleth ^{B1}

CR 7

XP 3,200

hp 84

Babau ^{B1} (3)

CR 6

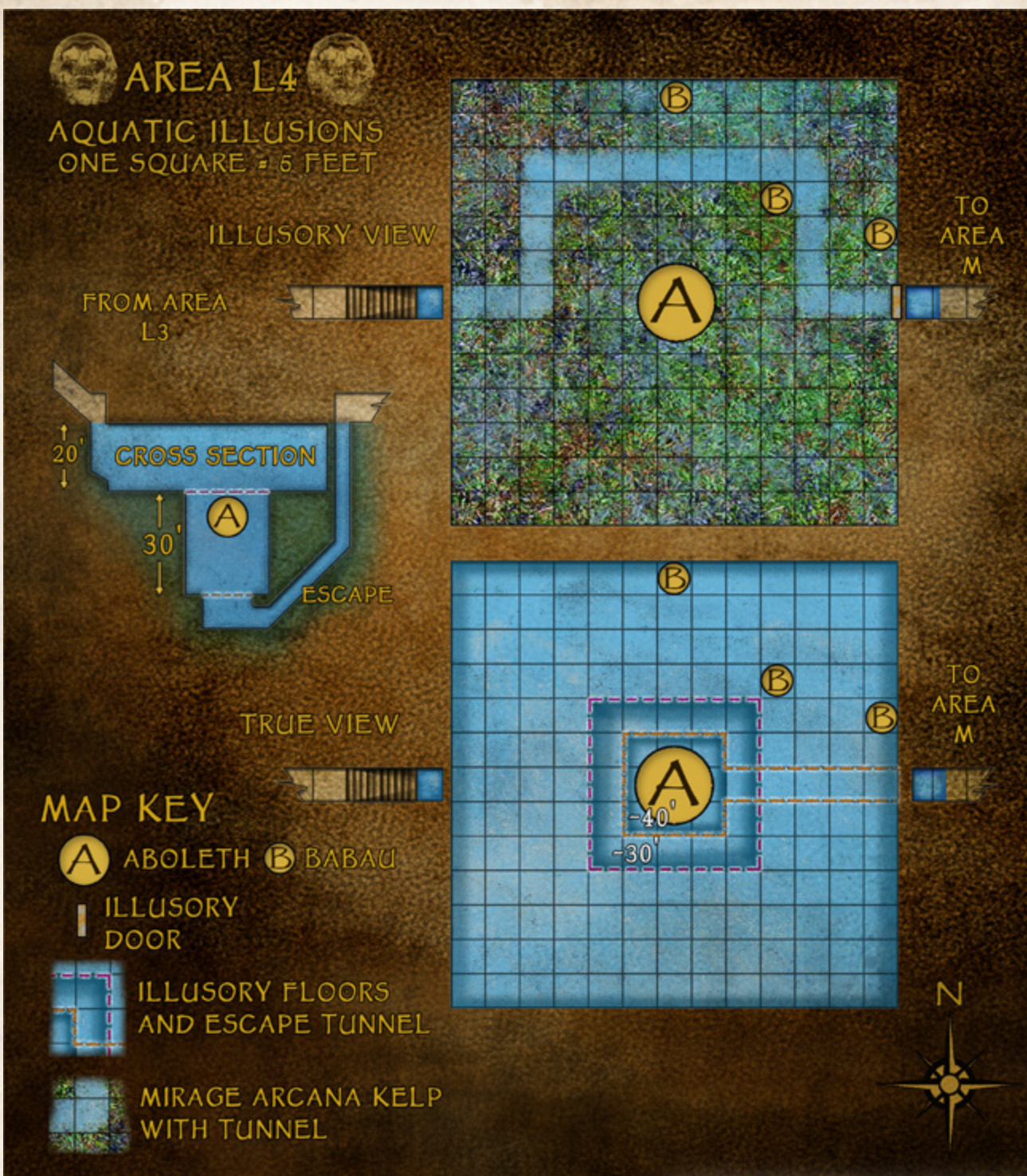
XP 2,400 each

hp 73

Development: If the adventurers removed or destroyed the *elemental gem of water* in the final chamber of Area D, the salinity of the water in this chamber changes drastically, and the save DCs of all the creatures' slime special abilities are reduced by 3.

Area M: Thallium Centrifuge (CR 12)

A large tube of metal and glass ten feet in diameter runs west to east in this stiflingly hot 40-foot-wide room. The tube is positioned just 15 feet below the ceiling; smaller tubes branch out from either end of the central tube to line the walls, seemingly diverting various metals into other areas of this complex. The central network of tubes rapidly spins



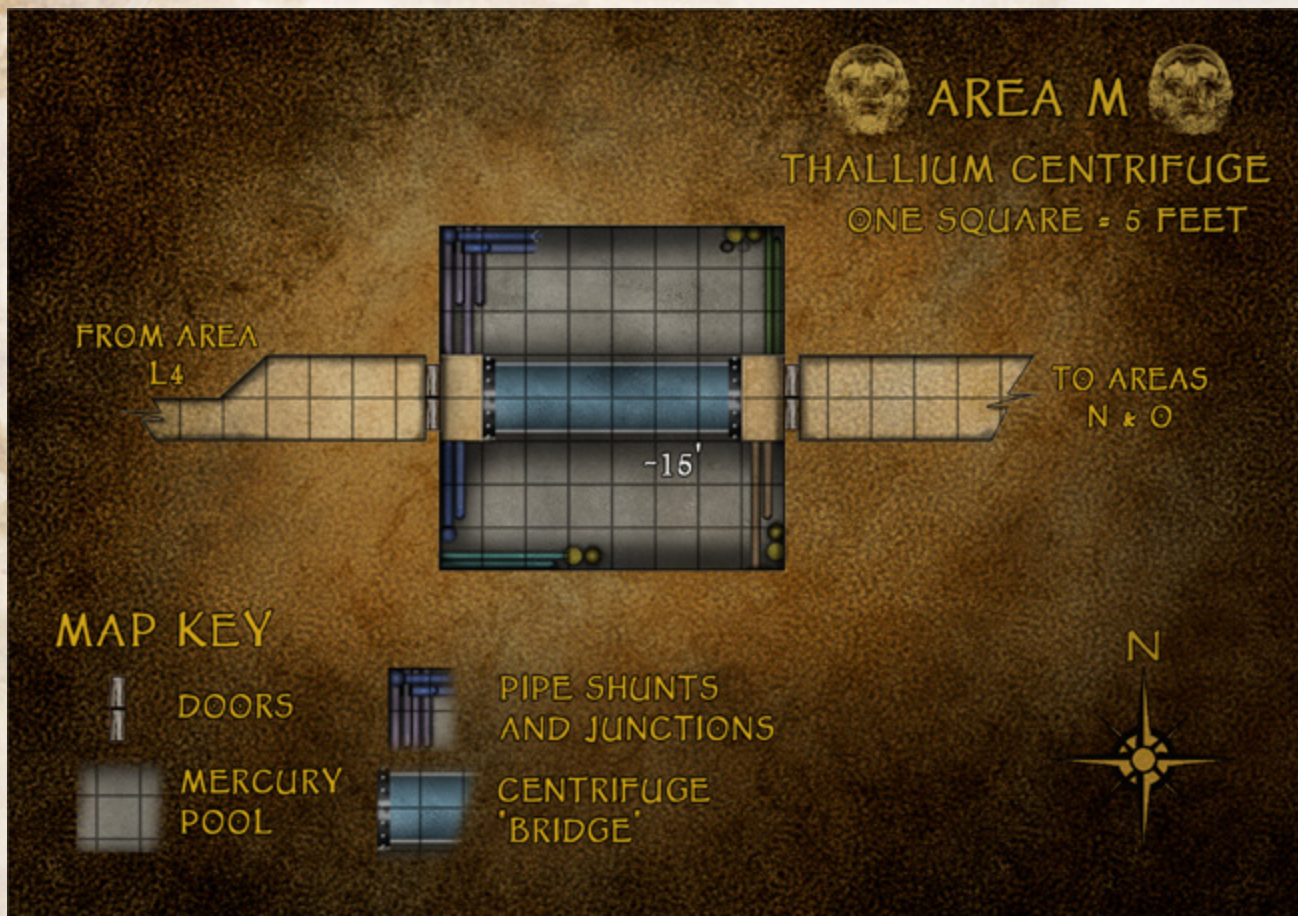
clockwise. A glimmering pit of mercury lies 15 feet below the tube. On the far side of the pit, a large iron door with a heavy lock bars the way forward.

This chamber houses a massive industrial centrifuge which spins processed thallium extracted from the lead ores collected in Area A, forcing it to shed protons and transform into unrefined gold, which is in turn shunted into Area O through the glass pipes. The process also creates a massive amount of mercury as a byproduct, which is funneled through a hydraulic drainage system in the bottom of

the centrifuge chamber into the pools in Area A. The locked iron door on the other side of the room leads to the last two areas of the complex, and requires a **DC 30 Disable Device** check to open.

Hazards (CR 11): When the adventurers enter the centrifuge chamber, the centrifuge is currently active, requiring a **DC 31 Acrobatics** check to cross; this must be done at full speed or the attempt fails automatically. Standing still on the centrifuge while it is active is impossible.

The Gilded Gauntlet



The centrifuge can be deactivated with a **DC 31 Disable Device** check; reduce this DC to 27 for any character with 5 or more ranks in Knowledge (engineering). Once deactivated, it is still treated as though it is cooling down for $1d3+4$ rounds. After that point, it is inert. While cooling off, the centrifuge can be crossed at full speed with a **DC 16 Acrobatics** check. It can also be crossed at half speed while cooling down, but this actually makes it harder to traverse, requiring a **DC 26 Acrobatics** check. Standing on the tube as it is cooling down requires a **DC 16 Acrobatics** check, and the balancing creature is considered flat-footed, loses their Dexterity bonus to AC (if any), and must immediately make another Acrobatics check at the same DC to avoid falling or being knocked prone if damaged while balancing to stand still.

The mercury drainage pit is full of hot liquid mercury and 25 feet deep (the drainage floor is 40 feet below the centrifuge tube), and any creature who falls into it takes $6d6$ fire damage and must save against mercury poisoning every round that it remains in contact with the liquid. Additionally, the hydraulic drainage system actively tries to force mercury out of the pit, creating a suction effect that works like a reposition ^{APG} combat maneuver at a +20 bonus, pulling creatures in the pit toward the bottom each round.

Mercury Poisoning: *Type* poison (contact); *save* Fortitude DC 16; *frequency* 1/round for 6 rounds; *effect* 2 Dexterity damage and 2 Constitution damage; *cure* 2 saves.

Creature: Putrefact Chalmos built an automatic defense system against intruders into the centrifuge, enchanting the mechanism to discharge a limited quantity of thallium and infuse it with earth and fire



energy, creating a variant magma elemental made of superheated thallium in the middle squares of the centrifuge tube. The elemental appears if any attempt is made to disable the centrifuge tube.

Thallium Elemental CR 9

XP 6,400

Variant advanced huge magma elemental ^{B2}

hp 105

AC 21, touch 9, flat-footed 21 (+1 Dex, +12 natural, -2 size)

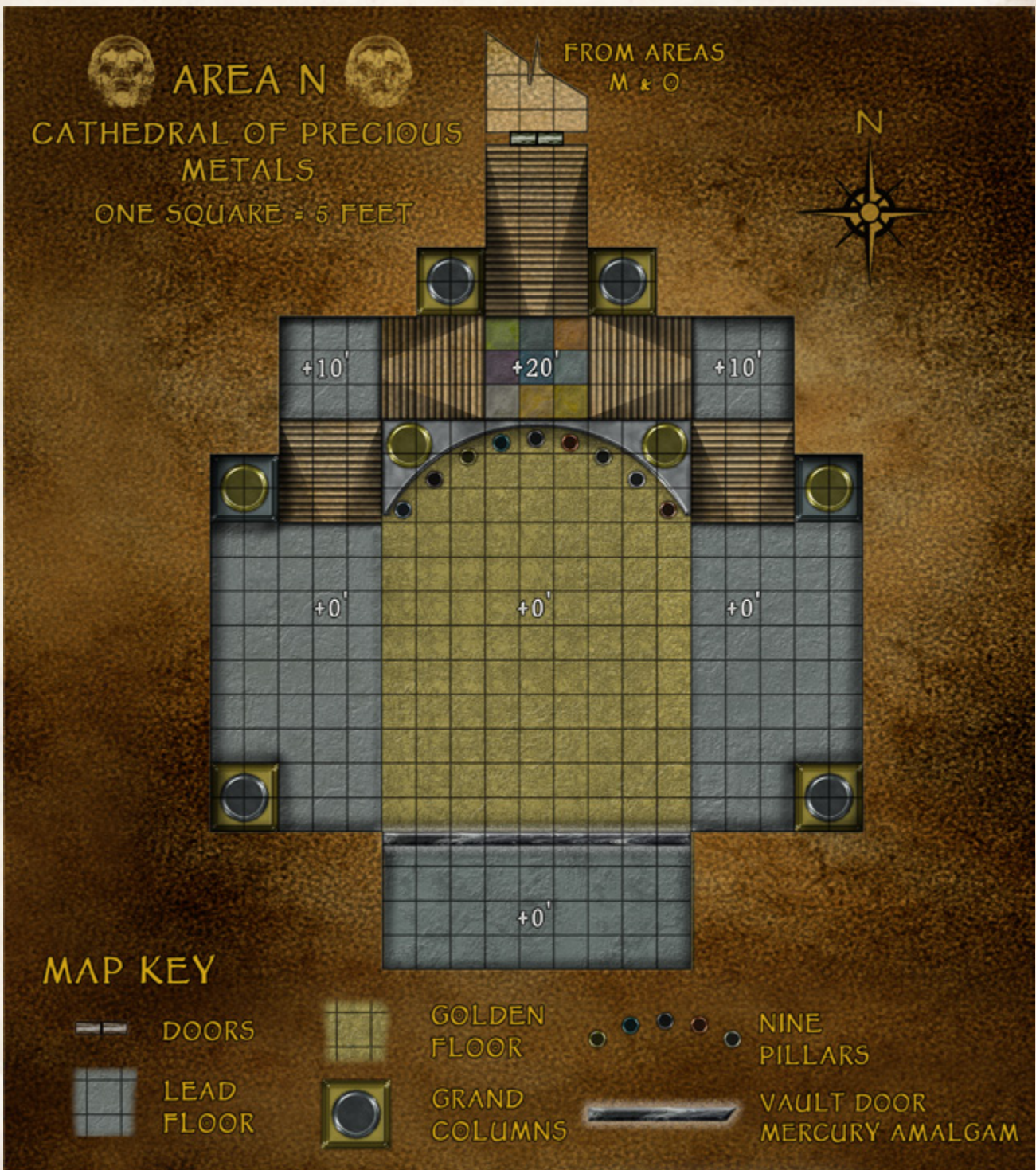
Melee 2 slams +16 (2d6+8 plus burn)

CMB +20; **CMD** 31 (can't be tripped)

SPECIAL ABILITIES

Metal Glide (Ex) As earth glide, except the thallium elemental can also pass through metal.

Semisolid (Ex) A thallium elemental is infused with sufficient energy from the Elemental Plane of Fire to keep it in a semisolid state. It cannot be tripped and automatically succeeds at any Acrobatics checks required to keep its balance.



Thallium Poisoning (Ex) Slam, grapple, or lava puddle—contact; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 2 Strength damage and 2 Charisma damage; *cure* 2 saves. The save DC is Constitution-based.

Area N: Cathedral Of Precious Metals (CR 11)

A grand cathedral spans the field of view. Wide stone stairs descend to a 15-foot-square platform overlooking a wide golden floor. The overlook platform boasts highly intricate metalwork incorporating several different precious metals. 15-foot-wide stairways on either side of the platform curve around to 15-foot landings, constructed of a dull grey metal, before descending onto a lower level. The floor at the base of each stairway is constructed of the same grey metal. A 45-foot-wide golden floor connects the lower levels. Columns of dark grey, gold, and silver, are erected on the sides of the stairways, their bases 20 feet below the overlook platform. The entire cathedral resonates with beauty, wealth, and power. The southern wall, a shimmering sheet of silver metal, rises some 40 feet high, flush with the ceiling. At the northern end of the golden floor, a curved alcove with nine pillars can be seen just below the entry platform. Each pillar is made of a different metal. Nine elaborate chandeliers of different metals also hang from the high ceiling of the cathedral, illuminating the grand splendor of the walls and floors. A metallic hum resonates within the chamber.

The Putrefect knew that if intruders made it this far into the mountain fortress protecting the Aureus Conflux, they could well be formidable opponents of great strength and intellect. Safeguards were put in place to ensure that those who ventured further would do so at great peril. Countermeasures were developed in the form of a puzzle that, once solved, would offer a horrific reward for ambitious tomb robbers.

During the Queensminister's experiments with the synthesis of gold, he found that a byproduct of the alchemy was a concentrated and highly poisonous mercury compound. Not wanting this substance to go to waste, Chalmos attempted a fusion of the substance with necrotic energy, hoping to create an army of mercury-infused skeletal champions. However, the results were not as he hoped. The mercury would not hold the skeletons together, and instead of an army, he was left with a mindless mercury-infused necrotic heap of unlife. He termed this creation "mercurial necroplasm" and decided to use it as part of his countermeasure.

The Putrefect instead arranged a door that could be opened with negative energy. A puzzle was created to open this door. Adventurers might well solve the puzzle one day in the hopes of finding his powerful transmutation machine, revealing a secret chamber—but instead finding only his mercurial necroplasm, hungry for flesh.

The upper platform floor is composed of nine different metals. These can be identified with a **DC 16 Appraise** check, but even without success it is easy to visually distinguish between the metals. The alcove below holds nine pillars, each 15 feet tall and immovable. From west to east, the pillars below are made of silver, iron, gold, mercury amalgam, lead, copper, platinum, aluminum, and tin, respectively. The same check reveals the landings to be made of lead, the main floor of gold, and the southern wall of a mercury amalgam. Further inspection of the southern wall yields that it has holes in it at regular intervals. There are nine holes arranged horizontally, and 5 holes arranged vertically. At the bottom of the wall, mercury residue can be spotted with a **DC 25 Perception** check and identified with a **DC 20 Appraise** check or **DC 15 Craft (Alchemy)** check. The wall detects as magic (strong evocation and necromancy). This magic field of cold and negative energy holds the wall together in a solid state—mercury amalgam is a liquid at room temperature (success on the above Appraise check also reveals this information).

Above the pillars on the curved alcove wall, written in Terran, Celestial, and then Abyssal, are three quatrains, each created from mixed metals. The first quatrain is engraved over the three westernmost pillars, the second over the central three pillars, and the last quatrain over the easternmost three pillars. The quatrains give clues to the solution of the puzzle in both the sets of 3 and the metal of each. If translated, these quatrains read as follows:

*Secret study, secret lore
Keels beneath the ships of war
Architect of magic beloved
Great potential I discovered*

*Forever changed to wealth's pure form
My artifact, our world reborn
Infinite wealth and infinite power
Multiplied by every hour*

*The residue of slippery steel
In quantity it did reveal
A use for quickest silver tried
Yet residue would still subside*

The following checks yield additional information about the contents of the quatrains:

- A **DC 13 Intelligence** check determines there is a connection between each quatrain and a specific metal.
- A **DC 25 Craft (ships) or Profession (sailor)** check reveals that lead is used in the keels of boats.
- A **DC 20 Craft (alchemy) or Profession (merchant)** check reveals that the second quatrain refers to the legendary endeavor of creating gold from base metals.

- A **DC 20 Craft (clothing) or Profession (miner)** check reveals that quicksilver is another term for mercury.
- A **DC 29 Craft (alchemy) or Knowledge (nature)** check reveals the three metals to which the quatrains refer: lead, gold, and mercury, respectively.

Inspecting the nine metal pillars of the room reveals carved symbols in each. These symbols have no significant meaning in magic or alchemy, and are the Putrefect's own custom shorthand for the metals. Each pillar is composed of a different metal and underneath each is a shorthand symbol. There are six horizontal lines under each plate with a carved line moving up and down through the horizontal lines. A **DC 15 Craft (stonemasonry)** check or **DC 20 Perception** check reveals that each symbol was created by two line segments connected at three distinct points. A **DC 13 Intelligence** check determines that there are five positions created by the six lines demarcating the symbols. The symbols' triple line points are as follows: silver (5,4,4), iron (4,2,3), gold (1,1,2), mercury amalgam (3,1,3), lead (3,5,4), copper (5,5,1), platinum (3,2,5), aluminum (3,4,3), and tin (5,5,2).

Above each symbol is a sliding bar panel that is designed to be lifted upward along a carved flat rectangular groove in the pillar. Each sliding bar can be pulled upward to lock into one of five positions. Once lifted, a hole is revealed beneath each bar's handle that moves with it to rest at one of the five positions. Looking through the hole reveals that the wall behind the groove in each pillar is a dark, humming crystal. The crystals detect as magic (strong necromancy). The crystals are very fragile (hardness 1, hp 26). Breaking a crystal will disable that pillar and a complete solution can no longer be reached. To reach the crystals, a small object like an arrow must be used. The holes are no larger than a coin. Breaking a crystal while it is charged will release the energy built up, striking the closest target on the golden floor (if any are present).

Hazard (CR 8): When any bar on a given pillar is lifted, the crystal inside the pillar begins to resonate with a negative energy field. This energy wraps around the pillar, but will not strike any adventurers unless they touch the pillar afterwards. When multiple pillars are locked in place, the energy from any two adjacent pillars will leap from one to

another in dark arcs of crackling negative energy. The energy arcs pose no threat to the adventurers unless they deliberately move between the pillars or touch them at this point. This energy continues to build until all nine pillars are activated. Should, at any point, an adventurer touch the energy field, it will discharge, hitting that adventurer with a total of 1d6 negative energy damage, plus an additional 1d6 per activated adjacent pillar (note that it is possible for one set of pillars to be discharged in this way while another remains charged if the sets are separated by an inactive pillar). Once discharged, the active pillars will reset, dropping their sliding bars back into the lowest position.

Once all nine pillars are activated, the negative energy will build up for one more round before either shooting out across the golden floor to hit the mercury amalgam wall on the other side (with a correct solution) and continuing to pulse for nine rounds, or building up to strike any adventurer on the golden floor (with an incorrect solution) for 9d6 negative energy (**Will DC 22** half), then resetting the entire system. The only other way that a pillar or group of pillars can be reset is to discharge them manually or deactivate them with a **DC 22 Disable Device** check.

The correct solution is to activate the pillars in sets of three, with each set of three representing one of the metal shorthand symbols. The first set should represent lead, the second gold, and the third mercury (the unwanted byproduct). This requires moving the bars to the following positions from west (left) to east (right): 3,5,4,1,1,2,3,1,3 (lead, gold, mercury amalgam). The three main construction metals used in this area (lead landings, golden flooring, and mercury amalgam wall) act as clues pointing to this information.

Should the wall be *dispelled* (DC 31), the magical energy holding the wall together is suppressed and the end result is the same as entering a correct solution to the puzzle.

Creature: Once the correct solution is acquired, the mercury amalgam wall will shimmer and melt away, coating the golden floor in toxic mercury and releasing the mercurial necroplasm waiting beyond. Each round thereafter, every creature on the bottom level of the room (anywhere below the bottom step leading down from the middle landings of lead) is



The Gilded Gauntlet

automatically exposed to mercury poisoning (detailed in the mercurial necroplasm's stat block below). The pillars remain charged with negative energy for another nine rounds, damaging living creatures and healing the mercurial necroplasm unless they are deactivated.

Mercurial Necroplasm CR 8

This creature resembles a large silvery mass of bone and metal, undulating in a gigantic shimmering heap.

XP 4,800

NE Gargantuan undead

Init +2; **Senses** blindsight 60 ft; Perception +1

DEFENSES

AC 14, touch 8, flat-footed 12 (+2 Dex, +6 natural armor, -4 size)

hp 78 (12d8+24)

Fort +6, **Ref** +6, **Will** +8

Defensive Abilities liquid metal (piercing and slashing, 15 hp), quicksilver; **Immune** cold, ooze traits, undead traits; **Weaknesses** vulnerable to acid, supercooling

OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +17 (4d6+18 plus 2d6 cold and mercury poisoning)

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

Special Attacks mercury expulsion, engulf (DC 20, 2d6 cold)

TACTICS

During Combat The mercurial necroplasm first uses its mercury expulsion ability, and any undead slithering trackers produced spread out to the sides and up the stairs to attack. The necroplasm then charges the closest enemy (if possible) using its quicksilver ability. It stays near the pillars, finding its "healing" aura soothing, and reaches out above and beside the alcove to attack targets. It otherwise tries to engulf any targets within its reach.

STATISTICS

Str 34, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 14

Base Atk +9; **CMB** +25; **CMD** 37 (cannot be grappled or tripped)

Skills Climb +20

SQ liquid metal, quicksilver, supercooling

SPECIAL ABILITIES

Mercury Poisoning (Ex) Engulf or slam—contact; *save* Fortitude DC 20; *frequency* 1/round for 6 rounds; *effect* 2 Dexterity damage and 2 Constitution damage; *cure* 2 saves. The save DC is Charisma-based and includes a +2 alchemical bonus.

If a target fails a save against mercury poisoning and has not received the benefits of a *neutralize poison* spell within one week after suffering the

effects, the target must succeed on a **DC 20 Will** save or be affected as if by an *insanity* spell (CL 12). The effects can be removed by the successful casting of a *greater restoration*, *heal*, *miracle* or *wish* spell.

Liquid Metal (Su) If attacked with fire, a mercurial necroplasm's mercury is heated up and gains the split defense ability (piercing and slashing, 15 hp) and becomes hasted as the *haste* spell for 1d4+1 rounds. This effect is cancelled if the necroplasm suffers cold damage (see supercooling).

Ooze Expulsion (Su) As a full-round action, a mercurial necroplasm can expel 2d4 undead slithering tracker^{B2} oozes from its mass. The undead slithering trackers can act in the round they are expelled; each conforms to the basic statistics for the base creature, but also gains the undead type and immunity to cold. Slain undead slithering trackers are engulfed by the mercurial necroplasm and can be expelled again in 1d4 hours. A mercurial necroplasm holds up to 10 slithering trackers. These additional oozes are included in the determination of the mercurial necroplasm's CR.

Quicksilver (Ex) The mercurial necroplasm's alchemical mercury infusion renders it immune to grapple attempts and grants it the traits of the ooze creature type. Additionally, once per minute, a mercurial necroplasm can move at 10 times its normal speed (200 feet) when it makes a charge.

Supercooling (Su) Although it is immune to cold, cold attacks give the necroplasm the brittle condition and *slow* it (as the spell) for 1d4+1 rounds. This effect is cancelled if the necroplasm suffers fire damage (see liquid metal).

Created via a fusion of alchemy and necrotic power, the mercurial necroplasm is a terror of bone and fast-moving metal. Its cold, necrotic core keeps it from melting completely as it devours its prey and moves with surprising speed for an ooze. Those who





have encountered a mercurial necroplasm rarely live to tell of the horror.

The first mercurial necroplasms were created using the concentrated mercury byproduct of alchemical processes and the use of necromancy to animate bones within the mass of mercury. The first attempts were intended to create intelligent undead with great power, but the mercury was unable to hold form, leaving a mercury-infused undead ooze in its place.

Mercurial necroplasms can be controlled as mindless undead can. They make great guardians for treasuries or vaults. The mercury that composes them is sensitive to temperature changes, and their hardness can be manipulated with effects of fire or cold.

Development: The vault beyond reveals nothing more than a simple table in a stone chamber. Upon the table is a singular sheet of paper. This detects as a magical document. If the following message is read aloud (encourage adventurers to do this) a heightened *sepia snake sigil* (DC 25, CL 20th) strikes them:

Dear adventurers: I hope this message finds you decidedly unwell. If you've made it this far, you are certainly the highest caliber of confounded idiots.

Treasure: The gold floors here were created using a variant of the dweomer generated in the Glittering Vault (Area F) and will eventually revert to (relatively) worthless tin and aluminum if pried up and removed from the dungeon. Assume there are several tons of that material embedded here. Adventurers who defeat the mercurial necroplasm can take some solace in the treasure embedded in its inert remains, scoured from the bodies of another high-level adventuring party some time

ago: 10 adamantite arrows, five +1 adamantite construct bane arrows, an adamantite warhammer, a +1 bastard sword, two +1 chain shirts, a cloak of resistance +2, a headband of vast intelligence +4, a masterwork battleaxe, a masterwork heavy mace, a masterwork lance, a ring of protection +2, a suit of +1 full plate, and two +1 throwing axes.

Area O: The Aureus Conflux (CR 14+)

Noxious fumes permeate the air of this vast chamber. The noise of escaping steam and the clanking of metal reverberates throughout the room. The ceilings rise to 30 feet. You sense you are at the heart of this great complex, a central hub where all of its bizarre machinations converge to perform the basest of tasks: the minting of gold coins. Machinery is sprawled along every wall: morasses of pipes and drainage pans, bubbling vats of seething chemicals, and massive presses that cut blank coins from sheets of gold and stamp familiar etchings into the surface of the discs spewing out of the machine. Near the center of the room is an anthropomorphic mechanical monstrosity that busies itself by attending to the machines, flipping switches and turning dials with an air of delicacy and calm unheard of in most mindless constructs.

Hazards: The entirety of the Aureus Conflux is a hazardous area due to the chemical and mechanical processes taking place here.

A lead and copper cathode tube crackling with electricity atop a massive open vat dominates the portion of the room closest to the door; a glass tube running out of the wall pumps measured amounts of newly-transmogrified gold from the thallium centrifuge (Area M) into the vat, which is then topped off with sulfuric acid from Lake Dissolution to separate the gold from other matter. If so commanded by the Conflux's alchemical golem

The Gilded Gauntlet

guardian while it stands within reach of the control panel (a swift action for the golem), the arms of the foundry machine (see Creatures below) can grab Medium or smaller creatures or objects within 10 feet of the foundry and toss them into the vat of electrified acid.

Foundry Arms and Acid Vat CR 8

XP 4,800

Type magical and mechanical; **Bypass** control panel switch (Knowledge [engineering] DC 26); **Perception** DC 15; **Disable Device** DC 25

EFFECTS

Trigger touch (*alarm*); **Reset** automatic (1 round)

Effect all squares within 10 feet of the foundry; Atk +20 touch (target is moved into a random square above the vat and dropped; 6d6 acid and 6d6 electricity damage upon being dropped in and also per subsequent round that the dropped target stays in the vat)

The blackened gold slurry which rises to the top of the acid is deposited into copper half-tubes that feed into a collector; steam sprayers drive the excess slurry into the collector, which is filled with a chemical bath that will dissolve and precipitate the gold. Medium or smaller creatures can stand beneath the half-pipe assembly in the same squares that it occupies, but it is considered rough terrain and they are subject to damage from the steam sprayers each round that they remain in this area.

Steam Sprayers CR 8

XP 4,800

Type magical and mechanical; **Bypass** control panel switch (Knowledge [engineering] DC 26); **Perception** DC 15; **Disable Device** DC 25

EFFECTS

Trigger touch (*alarm*); **Reset** automatic (1 round)

Effect all squares beneath the half-pipe assembly; 8d4 fire damage (**Reflex** DC 30 half)

The gold is then squeezed through a pressurized cryoblasting tube that produces sheets of gold which are fed via conveyor belt into a cutter and made into blank coin planchets. The planchets follow the conveyor into another feeder with a steel die press that stamps hundreds of coins simultaneously. The die presses create indistinguishable forgeries of coinage from various kingdoms (the GM should name two or three major nations in the campaign world whose money is being counterfeited here), and the conveyor feeds the newly minted coins into the sorting pit below, where clockwork sentries sort them by type into wooden chests. The sorting pit is filled with gold coins to a depth of nearly 60 feet, and there is a 60-foot drop between the top of the coin cache and the floor of Area O.

The conveyor is slippery from the frost produced by the cryoblaster and is treated as though *greased* (as the spell), and any creature standing on it automatically moves 10 feet down the conveyor at the start of its turn unless it takes a move action to stand still. Any creature moving through the squares on the conveyor north of the cutter or east of the presser may find themselves sliced or mashed.

Planchet Cutter and Die Press CR 8

XP 4,800

Type magical and mechanical; **Bypass** control panel switch (Knowledge [engineering] DC 26); **Perception** DC 15; **Disable Device** DC 29

EFFECTS

Trigger touch (*alarm*); **Reset** automatic (1 round)

Effect the two 10-foot-by-15-foot areas directly north of the cutter and east of the presser; Atk +20, 5d8 slashing damage (cutter) or bludgeoning damage (press)

A miasma of greed also permeates this sector of the conflux, intended to lure any living creatures who approach the minting area into the perilous cutting and stamping devices or the sorting pits below to retrieve the gold. The miasma of greed affects the entirety of the conveyor, presser, cutter, control panel, and 15-foot-square sorting pit entrance, as well as every 5-foot square adjacent to these areas.

Miasma of Greed CR 8

XP 4,800

Type magical; **Perception** DC 33; **Disable Device** DC 33

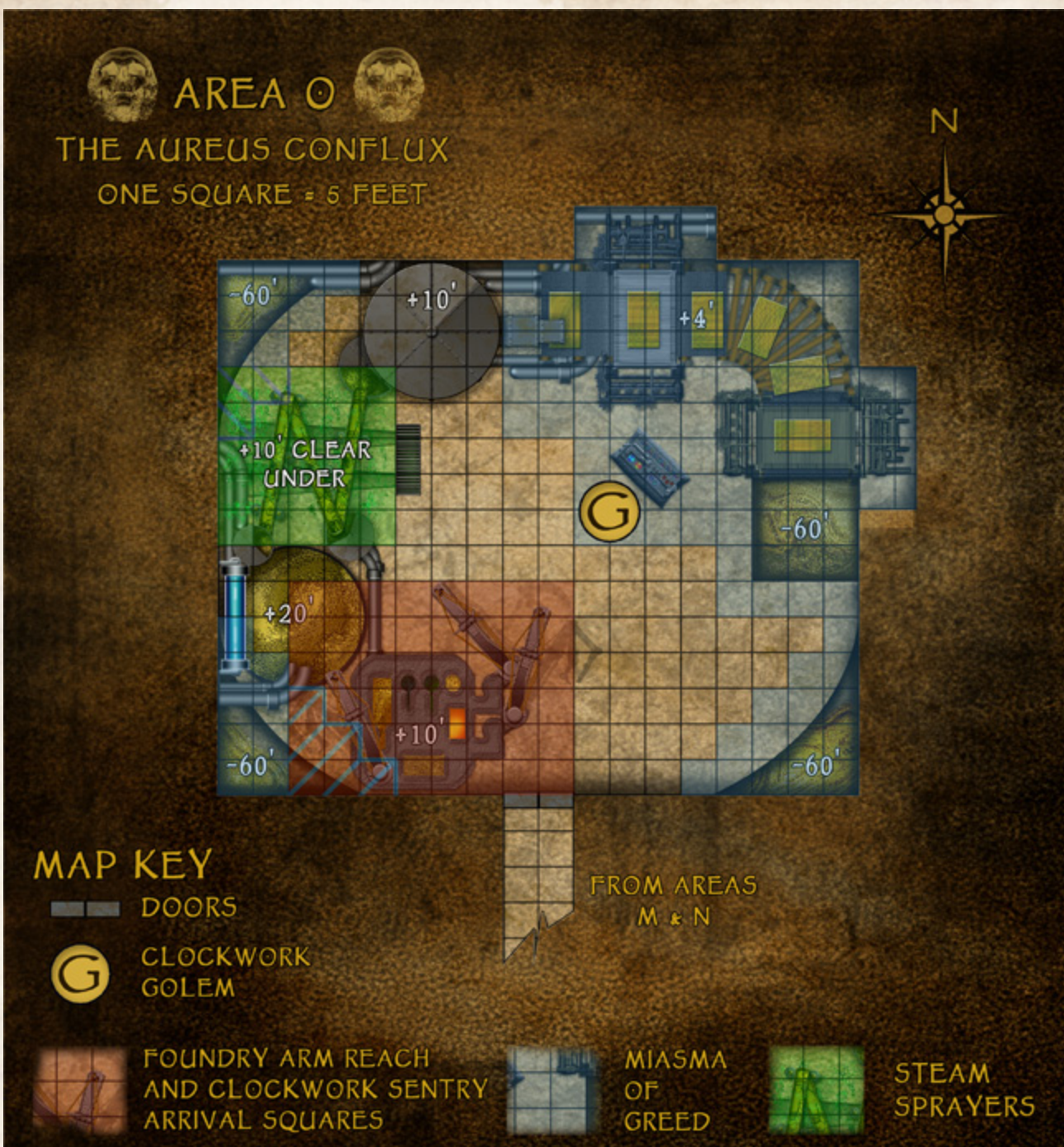
EFFECTS

Trigger spell; **Reset** automatic (1 round)

Effect spell effect (8th-level heightened *mass suggestion* to rush toward the nearest source of gold and grab it, whether into the sorting pits below or next to the cutter and presser on the conveyor belt; **Will** DC 22 negates)

Creatures: Any separated material in the bottom of the acid bath in the open vat goes into the foundry, a long-armed machine that builds replacement parts for traps in other rooms of the complex, as well as additional clockwork sentries to collect ore. In addition to grabbing creatures at the behest of the alchemical golem as described above, every 1d3 rounds it builds a new clockwork sentry (see Area A). If the foundry is disabled per its stat block above, it also ceases to produce additional clockwork sentries.

The overseer of this massive machine is a variant clockwork golem infused with the intellect and personality of Putrefect Chalmos. Chalmos cloned his own mentality via the *imprint helm* found in the laboratory into a series of mercurial necroplasm



which are pumped through the golem and direct its machinations. This has had no actual effect on the golem's abilities other than allowing it to use the machinery here without making any skill checks, but the golem does have the ability to speak Common in a sneering, imperious manner. An adventurer in possession of the *imprint helm* from Area J may attempt to seize control of the golem temporarily as noted in that item's description, but the ability check DC is increased to 20; Chalmos' will is nigh indomitable, and so there is no chance of such an adventurer imprinting the golem with his or her personality through repeated usage of the *imprint helm*.

Imprinted Clockwork Golem CR 12

Variant Clockwork Golem ^{B2}
hp 118

SPECIAL ABILITIES

Death Burst (Ex) When the imprinted clockwork golem is reduced to 0 or fewer hit points, it explodes in a shower of mercurial necroplasm and cryonic material. All creatures within a 10-foot burst take 8d6 points of cold damage and are exposed to mercury poisoning as denoted below—a **DC 18 Reflex** save halves the cold damage. The save DC is Constitution-based.

Mercury Poisoning (Ex) Engulf or slam—contact; *save* Fortitude DC 20; *frequency* 1/round for 6 rounds; *effect* 2 Dexterity damage and 2 Constitution damage; *cure* 2 saves. The save DC is Constitution-based and includes a +2 alchemical bonus.

Clockwork Sentry

CR 4

XP 1,200

hp 37 (5d10+10) (see Area A)

TACTICS

During Combat Once created, the sentries move toward one of the four entrances into the sorting pit below (chosen randomly), attacking any living creature within 30 feet of them with their internal pistols (they do not attack the imprinted golem, whom they recognize as an ally). These sentries are loaded with 10 rounds of ammunition when created, and can consume and create ammunition from the gold coins here just as they do with the lead ore in Area A. If they do not detect a threat along their path to the pit, they instead spend their time sorting the gold coins below by weight and stamp.

Development: The control panel here may be studied and used with Knowledge (engineering) checks as noted in each trap description above to shut down the machines in the Conflux chamber. An adventurer can determine how to shut down the Aureus Conflux permanently via backwashing its valve system by studying the room and control panel for 1 full round each and succeeding on a **DC 31 Craft (alchemy) or Knowledge (arcana or engineering)** check. Using the control panel to reverse the valves throughout the complex requires a **DC 31 Disable Device** check; this will purge the mercury pools in Area A and flood the Conflux with metal by-products if activated, forever ruining the machine. This also starts a chain reaction that results in a massive explosion within 1d4+2 minutes. The blast takes most of the mountainside with it (not to mention any adventurers still inside the complex), but any metal by-products are absorbed back into the mountain, and the mercury pollution threatening Hunstoc is contained, although perhaps at the cost of the adventurers' lives.

Additionally, this entire area is *alarmed*. Chalmos is in a meeting with the Lich Queen at present, and cannot escape to investigate for 1d4 hours, lest he alert his queen to his failure (not to mention his decision to hide the invention of the Aureus Conflux from her). Any adventurers who trespass here will have earned the enmity of a powerful lich...and even more so if they destroy his life's work. Chalmos' statistics are beyond the scope of this adventure, but he is a neutral evil 17th-level human lich diviner should the GM desire to build him out for use here or in an ongoing campaign.

Concluding the Adventure

Should the adventurers succeed in destroying or disabling the golem, foundry, and clockworks in the final chamber of the Aureus Conflux and manage to resist the miasma of greed lingering there, they will have access to an unimaginable amount of wealth and a means of producing even more. At present, there are 405,000 cubic feet of gold coins collected in the sorting pit beneath Area O, and each such cubic foot of space contains roughly 60,000 gp weighing 1,200 pounds. When operating at full capacity, the Aureus Conflux can produce an additional cubic foot of gold per day (meaning that the Conflux has been in operation for well over 1,100 years so far!); however, it is unlikely that the PCs have made it this far without damaging at least one of the many delicate mechanisms of the Conflux, such as by closing the elemental portals in Area L or damaging the Chaos Engine in Area D.

The GM must adjudicate the presence of this massive amount of gold as he or she sees best for their game, but it is recommended that it be made as difficult as possible for the adventurers to leave the complex with the gold. This is the point in time at which the GM should pay very close attention to encumbrance effects and individual carrying capacities, and enforce them with absolute rigidity. Additionally, using teleportation magic within the complex to reach the outside is impossible, which means the adventurers will have to traverse the entire complex to reach the exterior, possibly retreading traps and creatures they bypassed previously while weighed down by a lot of gold.

Hunstoc's water supply will still require attention and purification to stop townsfolk and livestock from dying off until the last of the mercury runoff halts, but good-hearted adventurers can help to ease that transition with any accumulated wealth they bring out of the complex.

Continuing the Adventure

The discovery (and disruption or destruction) of the Aureus Conflux is the first step in solving Hunstoc's water woes, but it also presents the adventurers with a moral quandary, should they consider continuing to let the Aureus Conflux operate for their own enrichment: the immense machine's mercury byproduct is what has poisoned Hunstoc's water supply, and even if it was brought to

a halt immediately, it will still require considerable resources to clean up and purify the underground springs feeding their wells. Allowing the machine to continue to operate will have a devastating effect on the town, as well as the flora and fauna in the immediate area.

If the discovery of the Aureus Conflux ever gets out, many powerful individuals and organizations will almost certainly want to seize control of the device—some to enrich and empower themselves, and others to prevent the collapse of the gold currency standard. The adventurers will need to take thorough precautions to ensure that knowledge of the great gold machine never leaks out into the wider world, or economies and governments will likely be thrown into chaos during the resulting struggle to gain control of the Conflux.

On top of all these concerns, Putrefect Chalmos will soon arrive in Area O of the complex as detailed above (the teleportation forbiddance does not apply to him, or to any creatures he brings into the complex with his magic or orders to teleport into the dungeon on their own). Once the Putrefect has surveyed the damage to the Conflux, he will immediately set about finding out who trespassed into his secret laboratories and ending their miserable existences. Chalmos should have a considerable amount of divination-related spells and magic items he can use to track down the adventurers and exact his revenge for their meddling, to say nothing of a nearly-inexhaustible supply of undead minions and ingenious constructs. Even if they manage to slip out of his reach in the immediate future through a combination of luck and skill, he will certainly subject Hunstoc to his wrath out of raw spite, perhaps by first animating every deceased citizen in its cemetery and then razing the town and repurposing the corpses and souls of the fallen as components for building an undead army to hunt down the adventurers.

A protracted grudge match between the Putrefect and the adventurers is almost certain to end in the destruction of one or both sides when it culminates, and if the adventurers survive Chalmos' revenge plans, the Lich Queen will take notice of the defeat of one of her most valuable lieutenants, which could spark an even larger conflict. All of these events are beyond the scope of this *Deadly Delves* module, but a creative GM can find enough idea fodder herein to potentially construct an entire campaign dealing with the fallout from the discovery of the Aureus Conflux.

Appendix: Hunstoc

The city of Hunstoc was originally a trading outpost for hunters, sustained by the trade of furs and cured or dried meats for weapons and other supplies. As Hunstoc grew over the years, farming

became more vital to the local economy, but the tradition of hunting remains to this day. The city guards specialize in archery, and anyone wishing to join the guard must demonstrate their hunting prowess.

1. Barracks

The two guards' barracks in Hunstoc—one near the mayor's residence and the other at the city's southern gate—see as much traffic as any of the city's taverns, and they house a city guard who do little to contain crime in the city, lending Hunstoc a reputation for being uncivilized. Primarily, they break up drunken brawls and curtail petty thievery, but they are notoriously corrupt and will frequently look the other way if they are paid well. The owner of the Fireball Tavern (6, Southernmost) regularly pays off the guards to ignore his establishment, as the clientele enjoy a rowdy bar fight—so much, in fact, that nights when no one leaves the tavern with any broken bones are rare.

The main barracks has three levels. The top floor is where the guards sleep. Whether man, woman, gnome, or elf, every guard has a permanent bed. Guards share a room with their partners, though the rooms are quite cramped. The captain of the guard has the privilege of her own room, her only luxury—aside from better pay—granted in exchange for the honor of being on duty for every hour of every day and being the one called to report to the mayor each time one of her subordinates mishandles a situation.

The main floor serves as the guard's business offices, with the city's few investigators having desks near the front. Past the desks is a small shrine to Podaga, attended by an acolyte who will perform minor healing for the officers at no charge. In the very back of this floor, next to the Captain's office, sits an unused office with nothing more than a single cot inside, barred by the strongest door not made of iron bars in the building. The guards use this room as a holding cell for the city's rich and influential, to keep them away from the rougher denizens of the city should they ever get too drunk or rowdy. In the southwestern corner on this floor, a small door leads to an exercise area and, beyond that, an archery range. Guards who are not on duty spend much of their time here, exercising and honing their marksmanship.

Below the main floor is the prison itself. Most of the detainees in the dungeon spend less than a month inside. Someone caught breaking a law who doesn't pay a bribe before being locked up, or a fine once jailed, serves out their full sentence, with only the guards above to hear their claims of innocence. At present, two prisoners below have spent significant time locked up: Bruddack Snaggletooth, a half-orc in his twenties who has spent half his life behind bars for a wide variety of small crimes that he mostly

HUNSTOC



Hunstoc

NG Small city

Corruption -1; **Crime** +0; **Economy** +2; **Law** +2; **Lore** +2; **Society** +2

Qualities holy site, insular, racially intolerant (goblinoids), strategic location

Danger +5

DEMOGRAPHICS

Government autocracy

Population 6,185 (2,513 humans, 901 elves, 681 half-elves, 364 catfolk, 271 half-orcs, 178 gnomes, 163 tengus, 151 halflings, 147 elans, 145 kobolds, 139 changelings, 137 orcs, 101 half-faerie dragons, 99 seedlings, 197 other)

NOTABLE NPCs

Mayor Janice Timberbach (LG female human aristocrat 1/fighter 8)

Minister Shaniqua Rasier (NG female human aristocrat 4/rogue 6)

Minister Charles Bladedancer (LN middle-aged male half-elf witch ^{APG} 7)

Priestess Saffron Quickheart (CN female elf cleric of Neptra 10)

Boram Treaclehand (CG old male halfling wizard [banishment school ^{APG}] 15)

Elsbeth Starchaser (LN female half-elf bard [archivist ^{APG}] 7)

Acolyte Grunth Longtusk (CG male half orc cleric of Podaga 3)

Branard Cosron (LN male human aristocrat 2/rogue 7)

Grunth Longtusk (CG male half-orc cleric of Podaga 5)

Ginsley Starhair (CN female gnome brawler ^{ACG} 5/warrior 2)

Bruddack Snaggletooth (N male rogue 2/expert 2)

MARKETPLACE

Base Value 4,400 gp; **Purchase Limit** 25,000 gp; **Spellcasting** 8th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6 items

denies, and Jinthis Greenthumb, a halfling who claims that the only reason he's been locked up for so long is because of his race but has been found guilty of two murders. To this day, he denies these charges.

The barracks next to the southern gate houses only six guards, and this barracks assignment changes on a weekly basis. The southern barracks have a single small holding cell, which is primarily used for criminals who cannot be taken straight away to the main barracks. Next to the guard house is a small armory, stocked with enough arms to replace broken weapons or replenish ammunition without requiring a trip across the river to the main barracks.

Instead of full barracks, a small shelter accompanies the gate along the western road so that the guard posted there has shelter from the weather. The city's tax collectors operate the western gate, ensuring that anyone bringing goods into the city pays the appropriate taxes. Naturally, Hunstoc's local farmers use either the southern road or the eastern road into the city when coming to market.

2. Solitary Garden

This special garden of solitude is set aside for Hunstoc's mayor and anyone important enough to be invited to caucus with him or her. When the mayor needs to settle disputes between merchants in the city, they retreat to the privacy of the Solitary Garden for meetings. Only the gardeners and the mayor's immediate family are allowed to enter without permission—even then, the gardeners can only work when the mayor and invited guests are not present.

One of the trees in the Solitary Garden is magical and grows orange-colored apples. Each one tastes like the ripest melon, and eating one of these enchanted apples heals minor wounds (1d8 hit points). Last summer, all the apples were mysteriously picked without the knowledge of the mayor or any of the gardeners. No trace of the apples was ever found, and the thief is still at large. This year, the tree has yet to produce a single apple; a dwarven druid named Grusnak Treebeard (NG male dwarf shaman 10) who occasionally visits Hunstoc says the tree will not produce any new apples until the last of the old apples are eaten.

3. Mayor's Residence

Residing in the most lavish residence in Hunstoc, the mayor is elected to a five-year term, during which she is the steward of the city. The current mayor, Janice Timberbach (LG female human aristocrat 1/warrior 3), was elected last year after heroically thwarting an attack on Hunstoc by a flock of owlbears.

The home itself serves as a central gathering hall for the city's elite and also as the site for many special events. The mayor and her family live upstairs, so that the gathering halls and libraries on the main floor can remain in pristine condition, ready for the next social gathering.

Marie Brownbarrel (NG halfling expert 4) does not live here, but considering how much time she spends at the mayor's residence, she might as well. Her official job is that of reception coordinator. She ensures that any gatherings or events taking place at the residence proceed flawlessly. From scheduling to decorations and having the right amount of help on hand, Marie takes care of it all, but she has recently had trouble importing products from downriver—particularly shipments involving mulberry wine. The

The Gilded Gauntlet

thieves seem to know when shipments are coming and raid the caravans and boats, taking only those products that Brownbarrel has ordered. How and why only those items are repeatedly pilfered, none can say.

4. City Offices

A century ago, Mayor Stilton decided that it would be best if the day-to-day functionality of Hunstoc did not change every five years. To this end, the city purchased a group of houses next to the Mayor's Residence and turned them into offices. Now when a grievance needs to be settled, a farming license needs renewing, or a fletcher demands compensations for the arrows used by the Hunstoc Guard, the people go here instead of running to the mayor as they would a monarch. The Mayor's presence here is rare; routine operations are handled by various appointed ministers, who make sure that the administration's policies are carried out by the workers beneath them.

Adventurers that pass through Hunstoc would do well to visit Gladys Brightstar (LG old female half-elf expert 7). Officially, she is the secretary to Minister Thorndyke (CG male elf aristocrat 5), the son of a wealthy family and an all-around useless slacker. However, everyone knows that Gladys' real business is running the Office of Bounties in the City Guard's office. Any wanted poster issued by the city comes from her desk, as do the rewards paid for apprehension or elimination of their bounties. The latest wanted poster is for a group of bugbears led by a troll in the woods north of the city who are making the farmers' lives difficult. Two adventuring groups have recently set out to handle the threat; neither have yet collected on the bounty.

The Office of Taxation has been run by Minister Charles Bladedancer for the past 60 years over many mayoral terms. His first year was the best revenue year Hunstoc ever had, and even today, everyone in the tax office agrees no one could run it better than Charles. Specializing in divination magic, this witch uses his spells to make sure that everyone pays their fair share of taxes. He is both simultaneously respected for his honesty and making sure that everyone—even the town's wealthiest and most well-connected citizens—pay what they owe, and hated for the efficacy of his methods. For most tax collecting trips, a *candle of truth* is sufficient to reveal anything held back. However, he is known to cast *discern lies* on those who resist such a simple item. Two years ago, Charles was found beaten up in the streets, with no knowledge as to the identity of his assailant, who is still at large.

5. Temples

Two temples of any prominence stand in Hunstoc. The oldest is dedicated to Podaga, god of the weather,

hunting, and farming. Even before Hunstoc had a name, it had a shrine to Podaga. During the last three centuries that shrine was expanded, first into a minor chapel, and then again two centuries ago to become the largest temple in city. The four principle stones of the original shrine were incorporated into the later construction, preserving the history of the city. With the death of the temple's elder priest and her assistant at the hands of a coven of hags, the young acolyte Grunth Longtusk was the only one left to take care of the temple. He now serves as the temple's



lone priest. While he tries to fill the role the elder priest once served, there are many blessings he is not yet able to perform, and the faithful are starting to grumble loudly.

The city's other major shrine, located on the island in the center of Hunstoc, is dedicated to Nepra, goddess of rivers, trade, and fishing. Traders that came to Hunstoc have always said a prayer to Nepra before starting the journey downriver. When a wealthy merchant named Saeleh Twinbow (LN male elf aristocrat 10) decided to build a shrine to his revered deity, he purchased the unused island in the middle of the river, widened the waterway along the southern shore into a proper canal, and built two bridges onto the island—all before erecting the shrine. The faithful worshippers of Nepra make the trek to the island after arriving safely in the city and again before leaving; traders offering a quick prayer for safe passage can still face the shrine from their boats on their way out of town. It is said that a pair of water elementals will emerge from the fountains and attack anyone who disrespects Nepra while standing on the shrine's grounds. If this is indeed true, no one has come forward to verify such a claim.

6. Taverns

When experienced traders and travelers stop in Hunstoc, they head straight for the taverns. Each is a source of the best ale to be found for several days' worth of travel on the roads and waterways. The Fireball Tavern is known for their Burning Red Beer almost as much as they are known for the fights that break out there most nights. With an ale hall on the first floor and five rooms to rent on the second floor, people come and go from the Fireball Tavern at all hours of the day and night. They sell a breakfast of eggs, black pudding, and oatmeal that the locals know to avoid unless they have no other option. Most believe that the Fireball Tavern gets its name from the Burning Red, which has caused more than one person with a weak constitution to run screaming out the front door, but this is not the case. In fact, the tavern gets its name from the original owner's favorite spell. Malonia Stargazer cast *fireball* more times than her old adventuring party cares to remember. She sold the tavern four days before she was found with her head severed and her jaw utterly ruined, and no *resurrection* spell will bring her back. Her former adventuring companions have placed a bounty on the head of the creature that killed her.

The Eight of Axes is near the marketplace and is where most visiting merchants stay when selling their goods in town. While the Eight of Axes makes their own mead and offers rooms for rent, they are primarily a gambling hall. Many merchants leave the Eight with significantly lighter purses than they had when they entered it. Fights seldom break out at this establishment, due to the large number of half-orc

brutes employed to keep the peace. Residents of Hunstock would rather get into an altercation with one of these half-orcs than tussle with the gnome wrestler, Ginsley Starhair, who wants to compete in the prize fights the Eight of Axes holds to earn her freedom. However, her owner Chelsey MacGinty (NE female human aristocrat 10) says she needs Starhair to work security, making sure that no thief walks off with the prize money during the events.

Those who drink at Old Hunstoc are the city's old blood and well-to-do. Spending an evening here can gain a newcomer highly influential connections, if they can actually gain admittance. Any new visitors must be vouched for by an existing member, and even that only grants entrance for a single night. For someone to become a member, more than half of the bar's members must agree to admit them. The same majority consensus is required for revoking a membership. The city's mayor is automatically given a membership at Old Hunstoc after taking office. Galenth Stonebreaker (CG male dwarf commoner 12) is the only mayor to have ever had his membership revoked after leaving office—the old blood in the city never saw him as “their kind of people.” Situated north of the river, the Old Hunstoc is a classy place with paintings of the cityscape throughout the centuries hanging on the walls. The owner, Rosentia Truestar (CG female elf aristocrat 7/expert 6), has owned the establishment for over two hundred years and still tends bar. She remembers the city's bygone eras and does her best to ensure the bar feels like the days of old. Information flows in the Old Hunstoc almost as freely as the alcohol, making it a prime location to hunt for leads—provided that such an inquisitive adventurer can get inside.

7. Stable

While horses are not outright forbidden in the city, they are frowned upon. Ten years ago, the mayor passed a law requiring those who do not live in Hunstoc to either stand next to their horse at all times or to leave it with the stables outside of town. The law proved a boon for the stable owner, Silis Farcaller (CG human expert 4), and it cleaned up the city so quickly that even the town's residents began to house horses there as well. The inconvenience and increased cost proved well worth it to the residents for the decrease in disease, better smell, and reduced horse droppings in the city's streets. Even the local farmers found a benefit to this practice, having a ready source of manure from the stables for their crops.

Putting all the horses outside the city wall did have a few unintended consequences, however. When monsters or other undesirables strike at the city, horses are frequently lost, since they are unable to make it to safety within the city walls before the carnage begins. Horse thieves also have less of a

difficult time than they used to making off with a quality mare. Moreover, it is not unheard of for a stable hand to accidentally give someone the wrong horse. Those on the better end of the deal seldom complain and quickly leave before anyone realizes the error. One such case of a switched horse occurred less than a month ago: a regular merchant lost his draft horse and instead received an old nag, and the merchant has offered a reward for the return of the right horse.

8. Docks

Animal furs, rough-cut wood, and locally-grown vegetables head downriver from Hunstoc, finished goods flow back up, and the docks serve as the entry point for much of the city's trade. Land-based caravans handle only about a third of all imports and exports; the ships that travel up and down the river handle the vast majority of it, and with good reason. The river offers quick travel with little effort to large cities downriver, and dangers on the river can be spotted from further away and easily frightened off by an archer or capable spellcaster.

The docks are open all hours, in case a ship is delayed and arrives in Hunstoc after sundown. However, ships are forbidden to leave the docks outside of normal business hours to ensure that they pay all the appropriate taxes and docking fees. A little over a month ago, the *Dreamchaser*—a flat-bottomed, magically propelled cargo ship—disappeared during the dead of night with no witnesses. The watch was blamed and extra guards were sent to make sure no further illicit departures occurred. Since then, two more ships have gone missing with no witnesses, all during the night. All three of the ships made regular stops in Hunstoc; not one of them has been seen since. Traffic on the river has declined due to fears of more ships going missing, but the hardiest river sailors still travel, although much better armed than before the disappearances began.

Though missing ships are a new phenomenon, missing cargo is far from new at the docks. Most things that disappear are given little attention, being little more than stray bits of cargo or personal effects with little monetary value. Sometimes these things are found, but more often such cases are dismissed as matters of misplacement or sellers trying to cheat their buyers, letting a ship's crew take the fall for any losses. The city guard does not take such matters seriously, but recently one Captain Harakan (CN male dwarf fighter 6) started muttering to himself in the Fireball Tavern about some missing cargo after downing a number of Burning Red Ales. When the other patrons began asking questions, he started a bar fight just to avoid talking about it. Rumor has it that he is looking for someone to find the missing cargo, whatever it is.

9. Library

The second largest building on the island is the city's public library. Officially, it is available for anyone to use; unofficially, it serves as the primary gathering place for the city's educated, most of whom are spellcasters of some sort. The city has never approved construction of an arcane tower, nor does it have any kind of school for higher education. As such, the city's learned gather at the library. Their gatherings serve both as a means for scholars to educate one another and as social events. All of the erudites are considered outsiders by the cityfolk, since they would have had to gain their knowledge elsewhere, either as residents traveling abroad or immigrants from foreign lands. Boram Treaclehand is the group's unofficial leader, although he disputes the notion. Nearly fifty years ago, he was an adventurer, and rumor has it that he tells some of the wildest stories to anyone who piques his interest. These days, he stays in town and helps the younger spellcasters hone their craft. Some have privately asked him to take on young Savarina Cosron as his apprentice, but he has made no overt moves to do so at this time.

The library's collection of books is both eclectic and shallow. It houses books on everything from ancient maps of ruins to old nursery rhymes, plus newer treatises on monster lore and novels depicting action and adventure, but the few books it possesses barely fill the main room on the first floor. The other rooms on the first floor are merely reading rooms with bare walls. It is well known that the library uses part of its budget to buy new books from those passing through town; however, the amount they can pay is so small that they make very few such acquisitions. Keeping the books they already possess is another difficulty: more than two dozen books are in the hands of citizens who have failed to return them, and another dozen or two have been checked out by travelers who then departed town. Elsbeth Starchaser, the librarian who lives on the second floor, would like to track down those books; unfortunately, she lacks the resources to either do so herself or hire someone else to handle it for her.

Some of the cityfolk say that the library is haunted. Local legend says that a pair of young elves who were forbidden to see each other because of family rivalries committed suicide on the spot where the library was built over two centuries ago. Visitors to the library sometimes claim that books will float off of the shelves of their own volition. Starchaser denies such claims, saying that she would have witnessed such occurrences since she lives in the building. Some explain away the visitors' claims by saying it is probably a young sorcerer testing out new abilities by levitating a book past someone, but no claim has been verified to the satisfaction of the talespinners.

10. Marketplace

Lying just off the canal, the marketplace is the most dynamic and exciting part of Hunstoc. Every day, beginning at midday, farmers and traders sell their wares here. With the hustle of the crowd and the constant noise, it is easy for a thief to slip through and pocket anything from an apple to a watermelon and disappear into the crowd before anyone notices the theft. The city guards patrol this area, and they do catch a sizable number of such petty criminals, but they hardly catch them all. If Hunstoc has a thieves' guild, the city guard does not have any proof of its existence, but the guard also realizes that the marketplace is where fledgling members of such a guild would learn the ropes of their dishonest work.

Even moreso than the docks, the market is the economic heart of the city. While goods flow in and out of the port and a few merchants buy those products in bulk there, the marketplace is where things are sold directly to the people of the city. A shopkeeper at the edge of the market is the only merchant that buys and sells magical items, and only in small quantities. Cosron's Magical Supplies buys and sells magical components and focus items, alongside rare magical item finds. Branard Cosron is a third-generation shop owner—and if he has anything to say about it, his daughter, Savarina, will be the fourth generation, whether she likes it or not. She, on the other hand, wants to learn to cast the spells that each of the items her father sells require. However, they lack the money for her to attend a proper arcane academy downriver, and none of the local wizards or witches wish to displease Cosron by taking her on as their apprentice.

While the mayor's residence is used as the gathering place for more formal occasions among the city's elites, the marketplace is used for more common social gatherings. Carnivals, high holiday displays from both of the local temples, and of course the annual Owlbear Rage all take place in the marketplace. The Rage recreates a commemorated owlbear attack that took place when the city was barely a village. An enraged owlbear clawed and hooted at homes and residents until a group of young archers took it down and were recruited into the guard the following day. Today, the Owlbear Rage is a rite of passage for everyone who has joined the guard in the past year. Some who seek to join the guard and demonstrate their acumen with a bow are also allowed to participate. A large cage is built inside the marketplace; hunters catch a live owlbear the week prior to the festival, then release it into the cage where the recruits wait inside. From there, it is a fight

to the death, for either the owlbear or the recruits. Should the owlbear kill the aspiring guards, the rest of the city guard dispatches it before opening up the cage to keep the dangerous creature from running loose. At last year's Owlbear Rage, only one guard survived: Anna Littlefoot (LG female halfling warrior 2). She resigned her post the next day. This year, there is talk that the Owlbear Rage will not happen. Littlefoot is one of those trying to convince the mayor to cancel the event.

11. Cemetery

It has been over fifty years since anyone has been buried in the Hunstoc Cemetery, and everyone hopes that it will be another fifty before anyone else is buried there. The cemetery was placed when the city was first settled, across the river. It was not walled in until well after residents started building on the southern shore, and even then, the builders left enough room in it for another century of residents to be buried there. That space was used up over eighty years ago, and now only the long-lived residents of Hunstoc who bought a plot in the cemetery in their youth (or whose parents bought it for them) have been buried there since. Today, only three such plots remain vacant, while the rest of the Hunstoc's dead are buried in a cemetery about a half-mile east of town, south of the river.

Priests of Podaga and Nepra have a longstanding agreement to maintain the consecration over the cemetery. Any time there is a lapse in such duties, another skeleton rises. It is not known exactly why that happens. The talk around town is that many of the guards who died defending the city are still restless, believing themselves to have died before their time. One quietly-whispered fear is that there is a necromancer in town who tries to raise a skeleton every night and only succeeds when the warding spells are not properly cast.

BOOK of
Heroic Races
Advanced Compendium

Be Heroic With These
Advanced Heroic Races
Today! Available Now!

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**JON BRAZER
ENTERPRISES**



GOTHIC CAMPAIGN COMPENDIUM

ADVENTURE PATH PLUG-IN

The Gothic Campaign Compendium from Legendary Games is a beautiful 256-page hardback (or PDF) of lavishly detailed and lushly illustrated Gothic glory that will enliven and enrich any campaign that dabbles in the realms of horror. Within you will over two dozen feats; new Archetypes along with new class abilities; Over 70 brand-new horror-themed spells; Over two dozen malevolent monsters and terrifying templates, 30 new magic items dripping with creepiness; Eight richly developed Gothic NPCs, Three complete adventures by Greg Vaughan, Jason Nelson, and Clark Peterson, two for beginning-level characters and one for 10th-level characters. An entire chapter devoted to running a Gothic campaign, including alien invasions, mad scientists, mutants, madness, and the mythos and an gallery of creature illustrations, character portraits, foldable paper minis, and player-friendly maps!

www.MakeYourGameLegendary.com



OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products distributed by the Open Game License by the Contributor (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise creates Derivative Material of Open Game Content; (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of Copyright: You must update the COPYRIGHT NOTICE portion of this license to include the exact text of the COPYRIGHT NOTICE of any Open Game Content you are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.
System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG GameMastery Guide, © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenyon, Robin Laws, Tod Leati, Rob McCreary, Hal MacLean, Colin McComb, James Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Tsewyn Woodruff.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Pathfinder Roleplaying Game Ultimate Magic, © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurlley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurlley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2 © 2010, Paizo Publishing, LLC; Authors: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hoize, James Jacobs, Steve Kenyon, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3 © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4 © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurlley, Jason Nelson, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Campaign Setting: Technology Guide © 2013, Paizo Publishing, LLC; Authors: James Jacobs and Russ Taylor.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Time of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsey, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurlley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Advanced Bestiary © 2004, Green Ronin Publishing, LLC; Author: Matt Sernett.

Angry of Angels, © 2003, Sean K Reynolds.

Book of Fiends, © 2003, Green Ronin Publishing; Authors Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

The Book of Hallowed Might, © 2002, Monte J. Cook.

Kobold Quarterly Issue 7, © 2008, Open Design LLC, www.openbookquarterly.com; Authors John Baichtal, Wolfgang Baur, Ross Byers, Matthew Cioci, John Flemming, Jeremy Jones, Derek Kagemann, Phillip Larwood, Richard Pett, and Stan!

Monte Cook's Arcana Unearthed, © 2003, Monte J. Cook.

Path of the Magi, © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Skryen's Register: The Bonds of Magic, © 2002, Sean K Reynolds.

Time of Horrors © 2005, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsey, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The Tome of Horrors © 2005, Necromancer Games, Inc.; Author: Scott Greene, with Casey Christofferson, Erica Balsey, Kevin Baase, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Patrick Lawinger, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwalb and Bill Webb.

Adherer from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Guy Shearer.

Amphisbaena from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Angel, Monadic Deva from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyax.

Angel, Monadic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

Angel, Mivanic Deva from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyax.

Angel, Mivanic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

Animal Lord from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Ascomid from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Atomie from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Aurumvorax from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Axe Beak from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Axe Beak from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

Basidrond from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Bat, Mobat from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Clark Peterson, based on original material by Gary Gyax.

Beetle, Slicer from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Blindheim from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Baphomet from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

Basidrond from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Blindheim from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Browie from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyax.

Burypil from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Dermot Jackson.

Carbuncle from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Authors Scott Greene, based on original material by Abbie Fiore.

Caryatid Column from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jean Wells.

Cave Fisher from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lawrence Schick.

Crypt Thing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Crystal Ooze from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyax.

Daemon, Dergodaemon from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E.

Gary Gyax.

Daemon, Dergodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

Daemon, Guardian from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowall.

Daemon, Hydrodaemon from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyax.

Daemon, Hydrodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

Daemon, Piscodaemon from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Daemon, Piscodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

Dark Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Rik Shepard.

Dark Creeper from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Rik Shepard.

Dark Stalker from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth.

Dark Stalker from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth.

Death Dog from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Underworld Oracle.

Death Worm from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsey.

Decapus from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jean Wells.

Demondand, Shaggy from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Demondand, Slimy from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Demondand, Tarry from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Demond, Lord, Koshchitche from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

Demond Lord, Pazuzy from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

Dire Corby from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jeff Wyndham.

Disenchanter from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Dracolisk from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Dragon Horse from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Dragon, Faerie from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Brian Jaeger and Doug Naismith.

Dust Digger from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Ear Seeker from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsey, based on original material by Gary Gyax.

Executioner's Hood from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

Fiail Snail from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tilbrook.

Flumph from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian McDowell and Douglas Naismith.

Flumph from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowell and Douglas Naismith.

Dark Creature from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Froghearth from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyax.

Genie, Marid from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

Giant Slug from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Giant, Wood from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Wizards of the Coast.

Gloomwing from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Griplil from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Griplil from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

Glyph from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Peter Brown.

Hangman Tree from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Hippocampus from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsey, based on original material by Gary Gyax.

Huecuva from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Underworld Oracle.

Ice Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene.

Iron Cobra from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters.

Iron Cobra from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Philip Masters.

Kalawere from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Kanade from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Jackalman from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Nick Louth.

Kech from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Kelpie from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lawrence Schick.

Korred from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Leprechaun from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Lurker Above from the Tome of Horrors Complete © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

Magma ooze from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene.

Marid from the Tome of Horrors II, © 2005, Necromancer Games, Inc.; Author: Scott Greene.

Misthu from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyax.

Mite from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Mongrelman from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Nabasu Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyax.

Necrophidius from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tilbrook.

Nereid from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Nereid from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

Pech from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Phycomid from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Poltergeist from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lewis Pulispher.

Quickling from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Quickwood from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Rot Grub from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene and Clark Peterson, based on original material by Gary Gyax.

Rot Grub from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene and Clark Peterson, based on original material by Gary Gyax.

Russet Mold from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Sandman from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Scarecrow from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Shadow Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White.

Skulk from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth.

Sling Mold from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Sliming Tracker from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Soul Eater from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by David Cook.

Spriggan from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsey, based on original material by Roger Moore and Gary Gyax.

Tenebrous Worm from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gyax.

Tentamort from the Tome of Horrors, Revised © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Mike Roberts.

A Fool And His Life Are Soon Parted!

The city of Hunstoc is experiencing a rash of calamity. Livestock and horses are falling ill, children and elderly people are dying off without any explanation, and the city's clerics can't manage to cure the mysterious malady. The Mayor's Office has posted a bounty on strange clockwork creatures that keep emerging from the nearby foothills outside Hunstoc's gates. Investigating these sinister happenings leads to a massive underground complex full of devious puzzles, dangerous traps, and alchemical wonders beyond anyone's wildest imaginings—and only the most cunning of adventurers will survive the journey into its depths!

What would you do for limitless wealth? How far would you delve? What horrors would you be willing to face? Would you repeatedly risk your own life, or those of your friends or countless innocents, in order to have anything you wanted? *The Gilded Gauntlet* brings the classic feel of dangerous trap-laden tournament-style dungeons to Jon Brazer Enterprises' *Deadly Delves* product line, and is fully compatible with the *Pathfinder Roleplaying Game*. Each room of this dungeon was designed by a different author to confound even the savviest of players and the wildest of characters. This 61-page adventure is designed to challenge a group of 9th-level PCs like no other content has to date. Inside this volume, you'll find:

- **7 New and Variant Monsters**, including the clockwork sentry, mercurial necroplasm, and thallium elemental
- **28 New Traps, Hazards, and Haunts** with which to confound, maim, and torture your players again and again
- **20 Full-Color Maps** detailing a treacherous underground complex filled with alchemical machinery and devious puzzles
- **3 New Magic Items**, such as the *imprint helm* and the *eternal jar*
- **A New Fully-Detailed Location** in which to immerse your players: the City of Hunstoc, complete with a full roster of NPC denizens and an accompanying full-color map of the city's layout
- Enough content to take five 9th-level PCs to 10th level and beyond

Dangers Unknown. Treasures Untold. Adventure Awaits.



**JON BRAZER
ENTERPRISES**

JonBrazer.com

PATHFINDER
ROLEPLAYING GAME COMPATIBLE