

Goth Gulgamel Hack

INTRODUCTION

Goth Gulgamel is a dungeon setting detailed in *Monte Cook's Ptolus: City by the Spire*, originally designed as a d20 3.5 adventure for level 13-14 characters. This document accompanies an adjusted map of this location and explains why these adjustments were made. It also suggests some alternative content for and extensions to the location, based on the *Pathfinder Roleplaying Game*. This document (or hack, really) will reference the original text, but will not reproduce it, so you will need access to *Ptolus* to use it.

WHY DO THIS?

Though *Ptolus* boasts first rate cartography, the map of Goth Gulgamel isn't its best effort. It suffers from a number of scale problems, for example. Drawn at 10 feet to one square, many of the locations are just too large to comfortably fit at battlemap scale on a typical gaming table, particularly the centerpiece (room 14). Further, some locations are just too small, such as room housing a titan which is only barely large enough to hold such a colossal creature. Other spaces (such as the towers) just felt aesthetically too large relative to their importance to the dungeon as a whole. A quick fix, such as changing the scale of the map such the one square describes five feet, creates a number of other problems, such as hallways too narrow for the large size inhabitants encountered in some locations.

The published map also makes no attempt to show the additional levels of the various towers, so doesn't really convey certain connections very well.

Another problem is layout. Goth Gulgamel isn't as linear as some dungeons you could name (at least at the beginning), but its layout could be altered to make it more interesting and memorable. In his article "Jaquaying the Dungeon", Justin Alexander provides some suggestions to liven up the layout of a dungeon map. Goth Gulgamel already embodies

some of these suggestions, but could use work on some of the others. Alexander's suggestions (and how this document will make use of them) include:

- **Multiple entrances:** Goth Gulgamel is already pretty well covered on this score, with three obvious entrances and at least two more convoluted entrances deeper in.
- **Loops:** Though one main loop traverses the early section of the dungeon, the original design of Goth Gulgamel has no really meaningful loops. The main structural changes of this hack are the addition of several loops, by adding connections not previously there.
- **Multiple level connections:** As Goth Gulgamel isn't built as a multi-level dungeon, this advice doesn't particularly apply. I suppose if you look at the towers in the early part of the dungeon, they have a little of this going on already.
- **Discontinuous level connections:** Again, as a single level dungeon, this really doesn't apply. While this hack has a bit more going on in three dimensions, it's still not quite a multi-level dungeon.
- **Secret & unusual paths:** The paths into the Utterdark might qualify here, but the assumption of the writing seems to be that only the most gung ho parties will make use of these. This hack loosens this assumption a bit. In addition, most of the loops mentioned above are created via the addition of secret or unusual paths.
- **Sub-levels, divided levels and nested dungeons:** Not much of any of these exist in the original or this hack, though you might consider some of the expanded material about the Utterdark something of a nested dungeon.
- **Minor elevation shifts:** A great deal of this was added to the hack, most notably in the centerpiece of the dungeon, room 14.
- **Midpoint entry:** As mentioned above, Goth Gulgamel contains at least two midpoint entries (rooms 12 and 15). If you count the Utterdark itself, there are many more. This was left as is.
- **Non-Euclidean geometry:** If you make use of the random tables in this hack for exploring the Utterdark, you will likely encounter non-Euclidean geometry; however, this should probably be considered a bug, not a feature.
- **Extra-dimensional spaces:** As written, the entire dungeon lies within an extra-dimensional space. This hack plays with it a bit more deeply than the original, but in a more or less optional way.

CREDITS

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The layout of the map used by this hack is a reaction to the original map of Goth Gulgamel, designed by Ed Bourelle, as well as an illustration of the exterior (artist uncredited).

exterior illustration, Ptolus 489

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Razor wire illustrator brush by Jay Arteaga.

Textures provided by Seamless Pixels and bgfons.

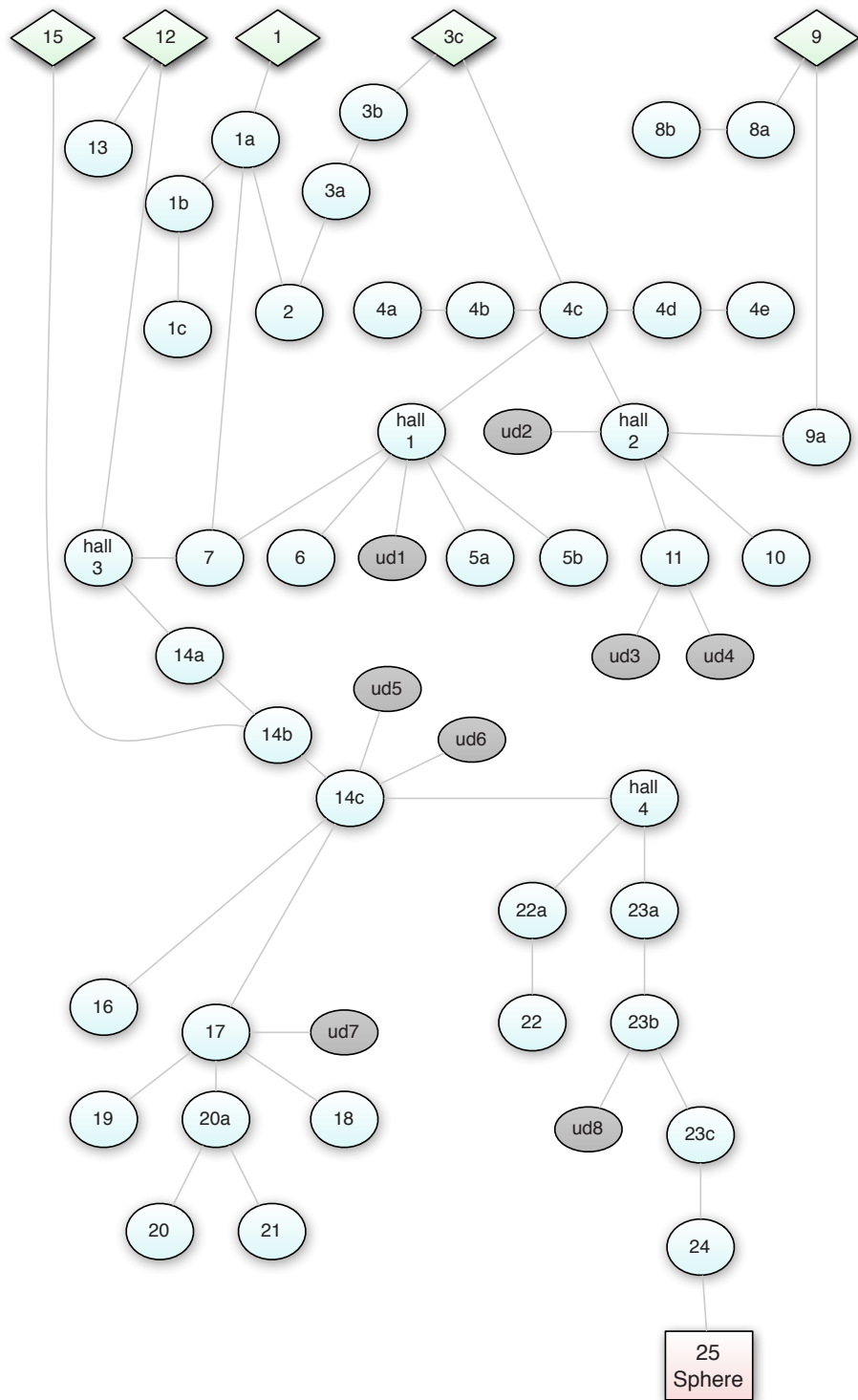
Most objects used on the map were downloaded from the Dundjinni forums, posted there by their creators, so all credit and thanks to them.

The maps, and this key, designed and written by Lester Ward, intended for the free use of all *Ptolus* fans. If redistributing the maps, please include this file.

This file is intended for screen display on 16:10 screen ratio devices, but can be printed on U.S. Legal paper as well.



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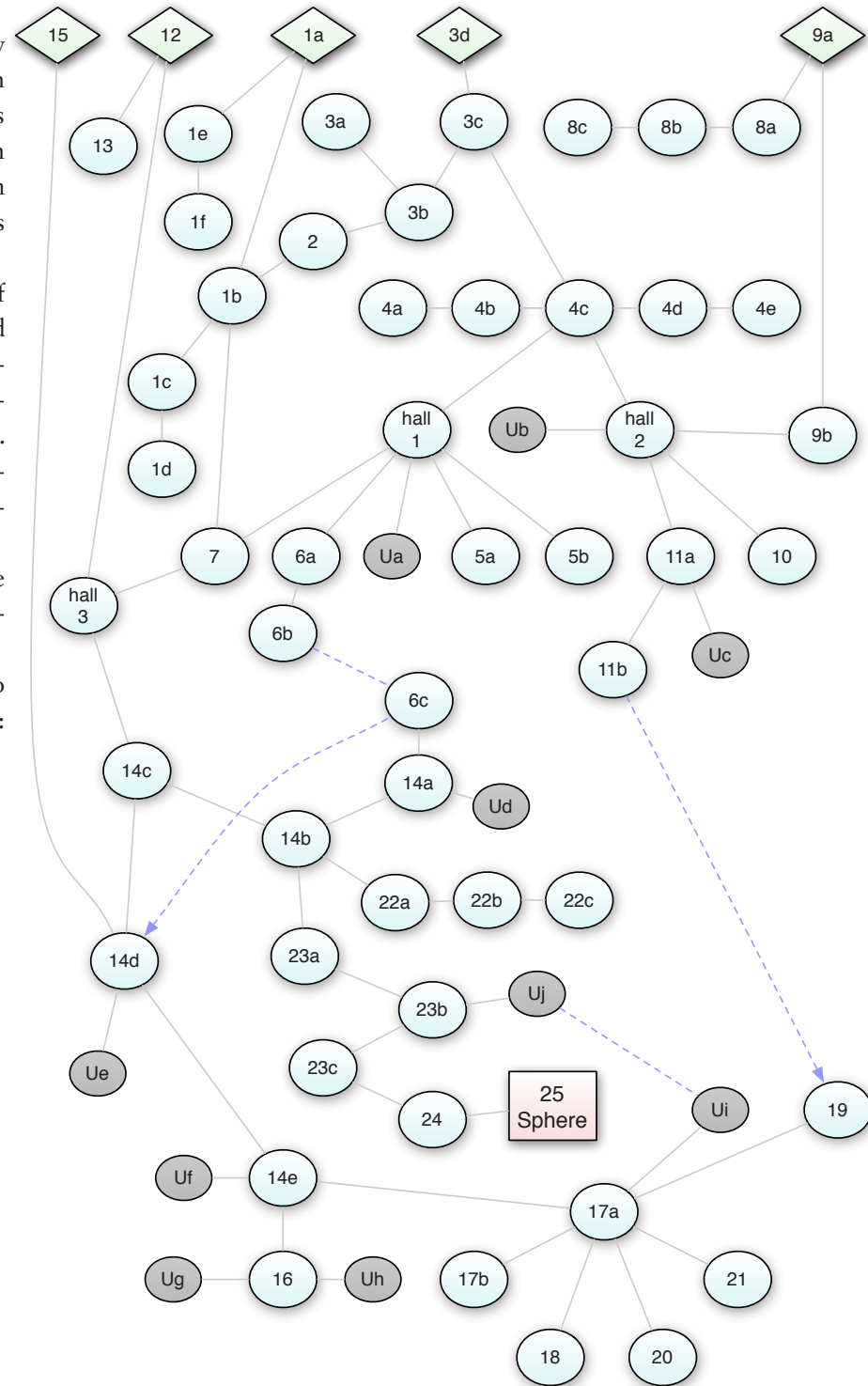
GRAPH ANALYSIS

When examining a dungeon layout, it can be useful to redraw the way the rooms connect as a directed graph, where each node is a location in the dungeon (usually a room, sometimes a hallway or specific location within a large area) and each edge is a connection from that location to another. When diagrammed in this way, the raw structure of the dungeon is easier to see.

The graph on the left shows the original map layout of Goth Gulgamel, while the graph on the right shows the hacked layout. In both cases, the green diamonds represent entrances. The blue nodes are locations. The gray nodes are passageways into the Utterdark. The red square is the primary goal. Concealed passages are represented with dashed lines. Connections are considered bidirectional, unless an arrow specifies a one-way passage.

The largest difference is the latter half of the dungeon, where you can see the additional passages creating the loops mentioned above.

(For more on this technique and free tools you can use to quickly build graphs like this, see the later half of this post: <http://tinyurl.com/keu9h>)



STRUCTURAL CHANGES

This section describes the structural changes made to the map and why these changes were made. This section intends to use as much of the existing text of the original dungeon as possible, using the same location names, encounters and so on. So, if you want to use the dungeon as written, but just with a different layout, this section should be all you need.

Nearly every location has had its size adjusted in some way. This was often done to make sure the location could fit on a gaming table at battlemat scale, but sometimes was done just to make the location have more rational dimensions.

1. MAIN ENTRANCE

The small tower in this location was given two additional levels, to match the illustration. Levels of the larger tower that are mentioned in the text, but not shown on the original map, are mapped. Locations renumbered:

1a: The ground floor of the small tower. The “broad staircase” mentioned in the text leads from here to 1b. A ladder (added), leads up to 1e.

1b: The ground floor of the larger tower. The staircase leading up to 1c is built for large creatures. The door mentioned as A in the text and original map, is beneath this staircase.

- 1c: The middle level of the larger tower.
- 1d: The top level of the larger tower.
- 1e: The middle level of the smaller tower.
- 1f: The top level of the smaller tower.

2. RAZORWIRE TUNNEL

This now connects 1b to 3b, but is otherwise unaltered.

3. TOWER OF THE GUARDIANS

The sublevels of this location are renumbered compared to the text.

- 3a: Level added, in order to more closely match the illustration. Its contents match the descriptions of the other levels of this tower (with, perhaps, added puddles of collected rain water).
- 3b: This is the level which connects to the razorwire tunnel.
- 3c: The connection to tower 4 was moved to this level, partly because it fit the structure of the rest of the map better, but mostly because it just felt better to have these doors here instead of the ruined top level where an encounter takes place.
- 3d: The top level of the tower. The entry to the stairs is blocked by light rubble, but allows rain to penetrate. This likely adds a musty, moldy countenance to the levels below.

4. GHUL'S TOWER

The orientation of this tower relative to tower 3 has been changed. This was done mostly to make the isometric map more intelligible, but may also match the illustration a bit better (depending on how you look at it). The sublevels of this location are both renumbered and reordered compared to the text.

- 4a: This is now the library level mentioned in the text.
- 4b: This is now the dining area mentioned in the text.
- 4c: This is now the receiving area, and connects to area 3c as well as some other areas.
- 4d: This is now the study.
- 4e: This is now the bedchamber.

5. ANCIENT ARMORIES

The hallway leading to this area of the dungeon is sized for medium creatures, so references to ogres using the place historically are no longer appropriate, but those to orcs remain spot on. The two different rooms of this location have been given explicit numbers:

- 5a: This is the room with the weapons.
- 5b: This is the room with the armor.

6. OLD BARRACKS

This location has been expanded to include two additional areas, given explicit numbering:

- 6a: Is the original location, as described in the text. A door leading to 6b has been added.
- 6b: This room once acted as quarters for the “sergeant” (or equivalent) immediately commanding those housed in the barracks. This room contains a secret door leading to area 6c; however, the door is so much warmer than the rest of the walls in the room it is fairly easy to spot (Search, DC 15).
- 6c: This concealed hallway leads to area 14a. It is trapped, as explained below.

At the bend in this corridor, a *symbol of stunning* inscribed on the ceiling emits a dull blue glow. This symbol is only triggered when something passes through an illusion 45 feet up the corridor, concealing an open 5x5 pit as a normal part of the floor. This trigger occurs the instant the illusion is crossed, so must be saved against before the reflex save to avoid falling into the pit is made. Should a falling target be stunned by the symbol, they are unable to make the reflex save to avoid falling into the pit, though un-stunned allies immediately next to them may be able to assist.

The pit dumps into a chute which redirects anything falling into it to an outlet high on the wall between locations 14d and 14e. The sides of the chute are not only mirror smooth, but lubricated, as if by a *grease* spell, making stopping descent by bracing nearly impossible (though using an item able to penetrate rock might work). A falling character has enough time for one standard action before shooting out the end of the chute. Using it to cast spells, naturally, requires a concentration check.

To determine where any item dropped down the chute will land, roll a d6 and consult the following table. If the falling item is a character who made some attempt to physically arrest their fall in the chute, they may make an Acrobatics, Climb or Strength check, as appropriate (DC 25). If they succeed, they may add one to the d6 roll. If they make this check by 10 or more, or take a particularly sensible action, they may add two instead.

symbol of stunning spell, Pathfinder Core Rulebook 356

grease spell, PCR 291

concentration check, PCR 206-207

d6 Landing

- 1 The item or character lands in the magma flow in location 14e, with results as described in that section. This is a fall of 100 feet into a yielding surface, so also deals falling damage. Magma will likely splash on those near the impact point.
- 2 The item or character lands on the edge of the pathway leading from location 14d to 14e. This is a fall of 80 feet, so deals falling damage. Momentum may carry the item or character over the edge of the pathway and into the magma in location 14e. Characters may make a Reflex save (DC 20) to avoid this. Items are carried automatically into the magma, unless their nature suggests otherwise (i.e. a bottle would shatter on impact, a pillow would probably absorb the impact and stop, etc.)
- 3 The item or character lands among the stalagmites jutting up from the floor between location 14d and 14e. This is a fall of 80 feet, so deals falling damage. In addition, the stalagmites function as pit spikes (attack +17 melee, 1d4 spikes for 1d8 damage each).
- 4 The item or character lands on or near the far side of the bridge in location 14e. This is a fall of 100 feet, so will deal falling damage.
- 5 The item or character lands solidly on the pathway leading from location 14d to 14e. This is a fall of 80 feet, so deals falling damage. Momentum may carry the item or character, but not into danger.
- 6 A freak bounce or lucky flailing allows the item or character to drop off the lip of the chute's outlet and mostly slide down the wall into the stalagmites between areas 14d and 14e, instead of shooting out into open air. Characters able to use walls to avoid falling damage (such as monks) may do so. Though the wall is mostly vertical, characters may be able to slow their fall and avoid the stalagmites with Acrobatics. The descent is 60 feet, so characters unable to help themselves take falling damage.
- 7+ The item or character grabs or gets snagged on or around the edge of the chute's outlet. They take no damage, but are suspended 70 feet above the floor.

7. HALL OF SHADOWS

Those in this room will feel a slight, but noticeable draft of warm air from the wide hallway to the west.

8. TOWER OF THE HARROWING

An additional level (8c) was added to this tower, to match the illustration. The second level is merely a 5 foot-wide scaffolding around the edge of the tower. The top level has a stone floor, but a wide hole allows sight into the tower below.

9. COURTYARD AND SIDE ENTRANCE

Specific numbers have been given to this location's sections:

- 9a is the courtyard, exposed to the outside.
- 9b is the cold entry room.

10. OLD STORAGE

No changes.

11. OLD TEMPLE

This location changes significantly. First, the temple room itself is re-imagined as more of a theater, with rows of tiered terraces for spectators of all sizes on one end. Secondly, an additional room has smashed into this temple, thanks to two events in the ancient past.

Thirteen hundred years ago, one of the *entropy sphere's* gates was destroyed, creating the Pits of Insanity. As these pools of chaos are particularly prevalent around the Spire, it stands to reason that one or more of them either formed in, or found their way into, the Utterdark.

Much later, when Ghul was defeated, many rooms were severed from Goth Gulgamel and set adrift in the Utterdark.

Not long ago, one of these rooms drifted into a Pit of Insanity in the Utterdark, and the chaotic forces of the pit sent it careening back into the body of Goth Gulgamel. The collision turned the room into something of an oddly-angled bridge between the old temple and the severed corridor leading to area 14b.

Ever since, the mutating forces of the Pit have been oddly transforming this section of Goth Gulgamel. One such mutation has transformed a wall into a tentacled maw, feeding a large, mostly organic tunnel, which has now grown through the ceiling of location 19.

The Pit currently floats as a loose blob in location 11b, but its influence extends out 100 feet in all directions.

The sub-areas of this location have been given specific numbers:

- 11a is the old temple, contents mostly as described in the text. The influence of the Pit of Insanity extends through much of this area and over the first tier of so of spectator seating. Years of this influence has mutated portions of the room. Once black silk, the tapestries are now glass, lead, leather, wax and other materials. A

portion of the lower west wall is missing, a jagged gap leading to 11b.

- 11b once drifted loose in the Utterdark. It now holds a Pit of Insanity, which floats as a loose blob near the west end of the room. The room is fixed firmly in place, but at a skewed angle (rotated around 25° north/south and 15° east/west) with a very smooth floor covered with a slippery, acidic slime. Movement up this slope requires Climb checks (DC 15). Any characters who get coated in slime (by falling, for example) take 1d6 acid damage per round. Slime touching those protected from chaos sublimates before it can do any harm, and a *dispel chaos* spell will eliminate the slime entirely. Once per round, the Pit itself has a 25% chance of suddenly moving 1d4 squares in a random direction (treat as large creature). Creatures in squares it passes through must make a Reflex save to avoid contact (DC 20). About five feet up the northwest corner, location 14b has pierced into this room. At the moment, the area around this opening has been transformed into bone.
- 11c is a grotesque, living tunnel, similar to a giant digestive tract fed by a great, tentacled mouth, penetrating the westernmost wall of 11b. The tentacles behave as a *black tentacles* spell (CL 15, CMB +20) cast on the west wall, except the tentacles do not deal damage and are considered chaotic (by spells like *protection from chaos*, for example). Instead, any creatures successfully grappled are subject to an immediate attempt to be swallowed, as if they were in the mouth of a creature with the Fast Swallow (4d6 acid damage, AC 20, 25 hp) special attack. On the round after being swallowed, creatures are squeezed and pushed rapidly through the tunnel, 70 feet each round. At the end of the third such motion, they are dumped into room 19. Swallowed creatures who manage to cut their way out of the tunnel will find themselves in the Utterdark.

12. CHAMBER OF COLD

Connections to and from this room have been changed around, and the mural now covers the western wall instead of the eastern, but this room is otherwise unchanged.

13. LOOKOUT TOWER

This location was changed to include three levels, to match the illustration.

lava, PCR 444

falling, PCR 443

defeat of Ghul, Ptolus 487

Pits of Insanity, Ptolus 417

dispel chaos spell, PCR 271

black tentacles spell, PCR 248

protection from chaos spell, PCR 327

fast swallow, Bestiary 2 297

illustration, Ptolus 498

illustration, Ptolus 498

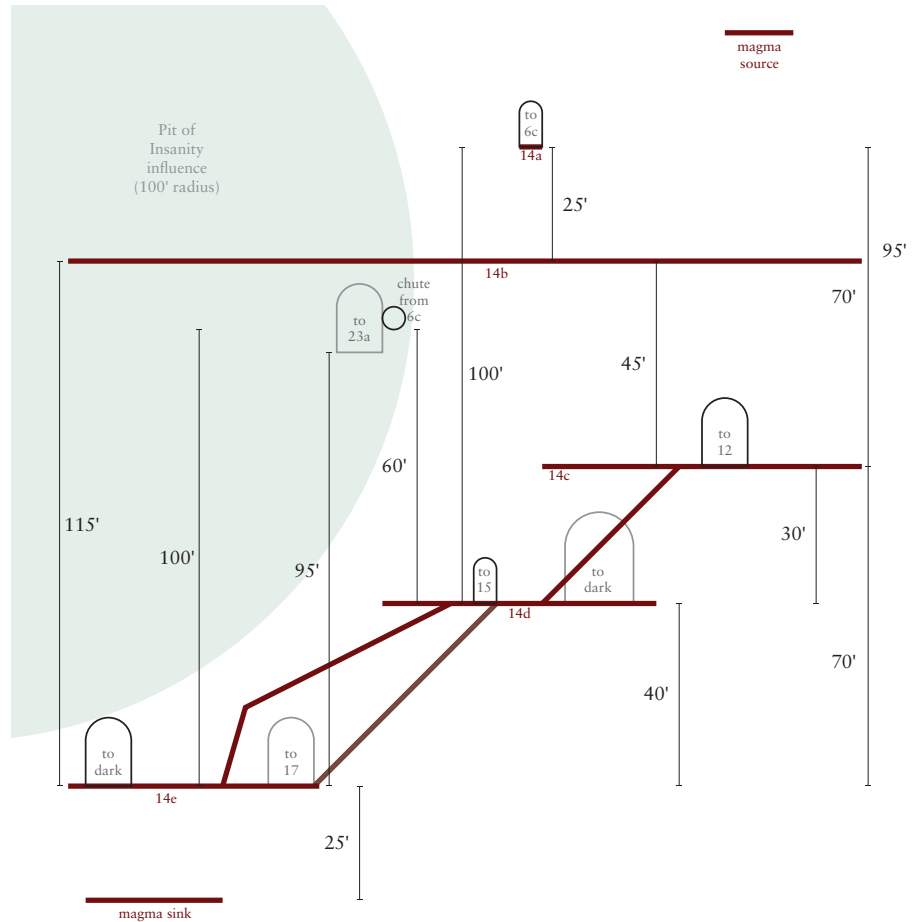
14. PATH OF BURNING SOULS

The most significant structural change, the sprawling nature of this location has been stacked vertically instead, with several alternative entrances and vantage points.

The pits of bubbling lava mentioned in the text have been replaced by a single lava flow that runs through all levels. This lava flow is a domesticated and enslaved native of an elemental plane, something like a colossal magma ooze. The creature is too dim to be considered a combatant however, doing nothing but moving through its set path. This path is fairly shallow, around eight feet deep right under a fall to around three or four feet leading up to the falls. The lowest pool is deeper, about 15 feet. The flow of the ooze inflicts damage as normal lava.

magma ooze, Bestiary 2 297

lava, PCR 444



Once the lava reaches the bottom of the cave, it exits through a hole, and the ooze crawls up a magically heated tunnel underneath the room to emerge once more at the opening feeding the long fall at the top of the room, the ooze's body acting like a giant conveyor belt.

Originally, in addition to the uses mentioned in the text, this room also served to heat much of Goth Gulgamel against the cold of the Utterdark, with permanent *gusts of wind* carrying heated air from the room through the exits. Only two of these spells remain operational, one blowing up the stairs toward location 7, the other blowing into location 17. Any characters entering the room from those locations needs to fight the wind to do so. With the heat of the magma and the cold of the Utterdark in proximity, the air in this chamber is rarely still. Consider a moderate wind to blow through the location at all times (for purposes of dispersing clouds, etc.). Even so, the heat is intense.

The illustration to the left shows the cross section of the room, when looking from east towards the west, with elevation differences marked. The sub-locations in this large chamber have been given specific numbering.

- 14a is a five foot wide slab of rusting, pitted, but sturdy, iron (created with a *wall of iron* spell), spanning the width the of chamber near the ceiling. Iron chains form rudimentary hand rails running the length of the walkway. At intervals, iron chains also connect it to the cave ceiling for more support. This walkway is 70 feet from the nearest floor (location 14c).
- 14b is another iron walkway, hanging from chains. This one is 10 feet wide and runs the length of the chamber. Where this walkway and 14a cross, 25 foot chains connect the two, and continue down another 100 feet, where they are anchored to the floor of 14d as well. The southernmost 80 feet of this walkway fall within the influence of the Pit of Insanity in location 11b. Slightly below this walkway, on the east wall, is the outlet of the chute from 6c. Almost directly opposite, high up on the west wall, is an archway leading to location 23a, with only the smallest of platforms jutting out of the rock wall. Climbing to reach this area is difficult (95' to the floor, DC 25).

- 14c contains the creatures mentioned as the first encounter in the text. The stairs leading here from area 12 and leading down to area 14d are cut for both large and medium creatures.
- 14d rests 30' lower than 14c and holds the second encounter mentioned in the text. The wide hallway leading from this area has been severed, and now leads into the Utterdark. A stairway for medium creatures leads down the west wall to 14e. On the east side, a wide ramp winds around a collection of stalagmites.
- 14e lies 40' lower than 14d (115' lower than 14b) and contains the third encounter mentioned in the text. While this area falls outside the influence of the Pit of Insanity in location 11b, most of the airspace above it lies within.

As the original text mentions, though this location appears to be a natural cave, it is not, instead constructed to look like one. In this hack, this large chamber has another purpose as well: preventing the Utterdark from encroaching into Goth Gulgamel's halls and rooms. The outside surface of the west wall bristles with a wide latticework of metal projections, knobs, narrow cones and so forth, jutting chaotically out about 25 feet into the Utterdark. Using power siphoned from the *entropy sphere*, this arrangement holds complex magic which allows the chamber and everything connected to it to exist in the Utterdark, but not be of the Utterdark. Thus, light and gravity still work normally within the complex. While visitors are unlikely to discover this apparatus, much less discern its purpose, an extremely dedicated party might make use of it. One possibility is to study and attempt to duplicate the effect. Success is doubtful, but efforts in this direction might improve success in exploring the Utterdark in some way. Another option would be destruction of the apparatus, which allows the Utterdark to rush into the majority of the complex (and, perhaps, even intrude a little onto the Spire or beyond).

extreme heat, PCR 444

Pits of Insanity, Ptolus 417

PASSAGES INTO THE UTTERDARK

A quick look at the map will show a number of hallways that just fade out. The text in *Ptolus* calls these “dead ends”, but they are not. They are access points directly into the Utterdark, appearing to just fade into complete darkness (and quite cold). The original text seems to assume that delvers won’t be interested in exploring the Utterdark, but this text assumes the opposite (particularly if they uncover the *lenses of the Utterdark*).

The final chapter of this document details how to handle an expedition into the Utterdark; however, ambitious players may find ways of using the passages in Goth Gulgamel to their advantage without going in so deeply. Diligent mappers, for example, may realize that they can act as shortcuts between locations.

Each access point is labeled with a capital U followed by a letter (“Ua”, “Ub”, etc.). Note that though area 15 appears similar, it is not an opening into the Utterdark, but rather a long, twisting passage that is just not fully shown on the map. All of the openings are similar, but some have noteworthy details:

- As the first passage delvers are likely to encounter, but the last one actually severed, Ua features a bright red *arcane mark* reading “fear the dark” in Elder Elvish.
- Rooms previously between Ua, Ub and Uc, likely have not drifted as far as some others, given that area 14 herds them in a bit.
- Points Ud and Ue (and, to a lesser extent, Uh) are adjacent to the metal lattice work described at the end of location 14 (above) and are by far the most traveled, particularly by the destrachans in location 23.
- The inhabitants of area 14e hang provisions out into the Utterdark through Uf, something like a refrigerated larder. They also toss trash out this opening.
- Both Ug and Uh have also been used as trash dumps by those in area 17. Rooms set adrift from Ug have separated the most, but are more numerous.
- From above the stone opening of the hallway at Ui, a long chain runs up to connect at Uj. Some of the inhabitants created this pathway in order to visit Kadavalus without wading through destrachans.

15. PASSAGE TO THE ORC CAVES

As written, though not shown in full on the map.

16. MINOR VAULT

As written.

17. BLOOD TEMPLE

The layout of this room has been changed slightly, and subsections given specific numbering:

- 17a as described in text. One of the halls leading out of this area has been severed, leaving an opening into the Utterdark. Someone who leans out into the Utterdark, then feels around the top of the opening, can find a stout chain leading up at an angle (Search, DC 15 if out in the Utterdark, looking towards the opening). This chain leads up the platform between locations 23b and 23c.
- 17b is the “side chamber” where the occupants sleep. It has been moved to actually be a side chamber, rather than connecting 20 and 21. It also is now large enough to actually fit eight large creatures, sleeping.

18. BLOOD PRIEST

As written.

19. THE LABORATORY

The organic tunnel (location 11c) has infiltrated the ceiling and will dump anyone swallowed down to the floor below. Several decades worth of assorted garbage, most of it transformed by the Pit of Insanity, has found its way through the tunnel, making for a strange menagerie of mismatched flotsam in a pile on the floor. Otherwise, the room is as written.

20. LAIR OF THE RAKSHASA LORD

As written.

21. MORE RAKSHASAS

As written.

22. MAUSOLEUM OF THE CTHORN

The geometry of this location has been reconfigured, mostly to appear more usefully on the isometric map. The sub-areas here have been assigned specific numbers:

- 22a is the (presumed empty) foyer type room on the original map, but not mentioned in the text.
- 22b is the portion of the room with the ledge.
- 22c is the crypt. Note that the intent is that the southern side of this room is open to 22b giving, for example, flying creatures in this area a great view of targets in 22b.

23. CHAMBER OF IMMORTAL FEARS

The sub-areas of this location have been given specific numbers:

- 23a is called the “entrance” in the text. The “shimmering curtain” fills the archway leading from location 14. From this platform, given their blindsight abilities, the inhabitants of this location can “see” the large, severed hall leading into the Utterdark from location 14d (marked Ue), as well as the lattice work projecting from the outside of location 14. They use this lattice as a makeshift stairway to move from the platform to 14d and back.
- 23b is described as the “first platform”
- 23c is the “final platform”. It has been sized to appropriately house a colossal creature.

The original text implies this, but this hack states more explicitly: the pathway is utterly dark. Though gravity works normally, and residual heat from location 14 prevents the cold from being a problem, locations 23a and 23b are shrouded by the Utterdark. Location 23c is somewhat protected, however, filled with mere *darkness* instead.

24. URTHON AEDAR SENTRY

As written.

25. ENTROPY SPHERE AND GATES OF DELIRIUM

As written.

CONTENT CHANGES

While the previous chapter aimed to stick to the published version of Goth Gulgamel as much as possible, this section does the opposite, offering suggested changes to the setting. These can largely be mixed and matched, keeping what you like and discarding the rest. Changes in this section come in three basic varieties:

- **Pathfinder conversion.** The first type of change detailed here is a move to the use of the *Pathfinder Roleplaying Game*. As this system is quite close to the one for which *Ptolus* was originally published, mechanical changes are minimal, mostly updates to stat blocks, or reinterpretations as to which creatures to use for a particular encounter. In some cases, particular mechanics will be suggested based on the room description.
- **Added encounters.** Some locations which lacked encounters have been given them. These came mostly out of playing in Goth Gulgamel and noticing where some spots felt “dead”.
- **Plot expansion.** The centerpiece encounter about a cult of Ochremeshk “preparing” Goth Gulgamel for their master (locations 14, 17 and 18) is expanded here to involve the machinations of the Pactlords of the Quaan and their exploration of the Utterdark. The main purpose of this is to plant seeds for further campaign developments involving the Pactlords. (And, OK, maybe because I just like aberrations.) If that doesn’t interest you, or your group is more of the “steamroll through and ask questions never” variety, you might want to skip them.

THE PACTLORDS OF THE QUAAN

This hack changes some of the recent history of Goth Gulgamel, twisting events to give the **Pactlords of the Quaan**, and their internal politics, a more prominent role within the fortress. The key to this history is the mural room (location 12) which transports anyone who uses it to and from a similar mural room deep in Ghul’s Labyrinth. In this alternative, damage on the Labyrinth end impeded the transportation magic until very recently. Making matters worse, the lower mural room rests within a heavily warded section of Ghul’s Labyrinth, unopened since Ghul’s defeat.

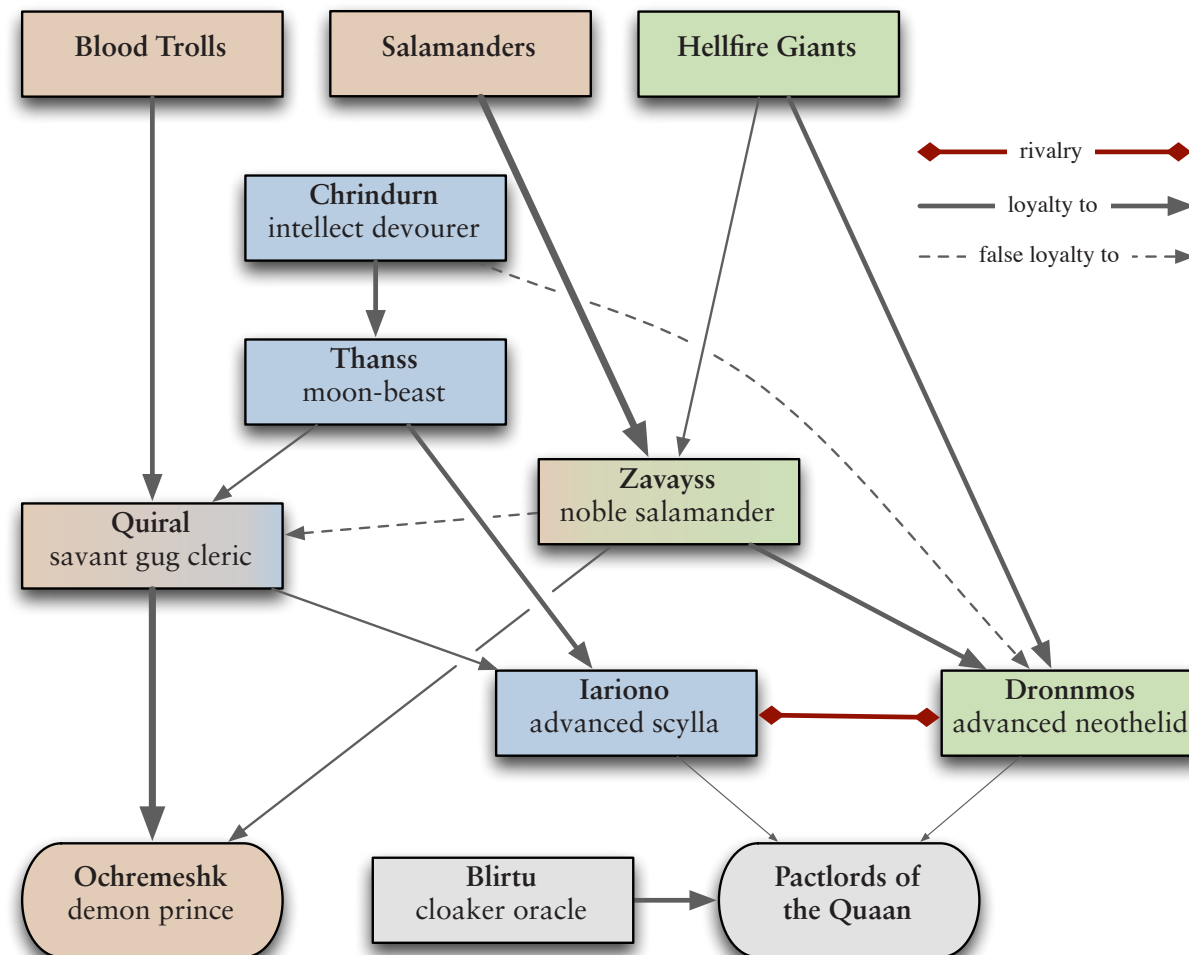
But recently, some of the defenses of this section failed (perhaps due to the re-appearance of the Valis moon, if the

events of *Night of Dissolution* have occurred). Having long sought access to this section of the Labyrinth, an advanced neothelid named **Dronnmos** took advantage of these failures and claimed the section for himself. Though a powerful and high-ranking Pactlord, Dronnmos required help from other Pactlords to repair the mural, so it didn’t take long before notions of “colonizing” Goth Gulgamel spread throughout the Pact.

The Pactlords consider the *entropy sphere* a potential prize, but the access to the Utterdark that Goth Gulgamel provides captures their more immediate interest. Many Pactlords expect to find particular lost artifacts and other secrets within the darkness.

Meanwhile other events have thrown the Pact into turmoil, perhaps even events related to the PCs (the failure to retrieve the *black grail* from the Banewarrens, perhaps, or disruption of their slave trade). Loss of some Pactlords has left a power vacuum which ambitious aberrations are rushing to fill. As this struggle plays out, loyalties are shifting, old scores are being settled and Pactlords are scheming for any advantage. The magically enforced pact which binds the Pactlords together keeps the struggle civil, yet subtly underhanded.

The relationship map on this page provides a visual guide to the connections between the principals of the Pact’s involvement in Goth Gulgamel and may help you make sense of the descriptions a bit better.



THE EXPEDITION

When the reports of the scouts sent into Goth Gulgamel reached various Pactlords, a mad dash erupted to get boots on the ground within the fortress.

An advanced scylla named **Iariono** largely won this race, tapping a gug savant priest of the demon-god **Ochremeshk** named **Quiral** to lead blood troll members of his flock into the fortress to secure it and begin explorations of the Utterdark with the help of a moon-beast. Iariono is secretly hoping to find the *staff of the magi* floating in some detached room within the Utterdark.

Not willing to be muscled out of his own discovery, Dronnmos has attached a subordinate Pactlord, a noble salamander named **Zavayss**, and his followers to the mission. To back them up, a handful of pactslave hellfire giants report to Zavayss. One of these giants is inhabited by another Pactlord, an intellect devourer named **Chrindurn**. While Dronnmos assumes Chrindurn is loyal to him, in reality, Chrindurn serves the moon-beast who reports to Iariono.

Unknown to both of these factions, a cloaker oracle named **Blirtu** has infiltrated the mission. A Pactlord herself, Blirtu seeks any advantage she can get, but remains hidden.

THE CULT OF OCHREMESHK

The cultists being employed by the pact have their own agenda outside the pact. Dedicated to Ochremeshk, they seek to free him from his prison, then present him with a Goth Gulgamel already prepared for his use. So far, they have converted an altar room within the fortress to the demon prince, but have no real leads on how to free him.

Though Quiral is a Pactlord, his true loyalty is to his god Ochremeshk. He doesn't particularly care about what's in the Utterdark, but takes his responsibility to protect its exploration and support Iariono's interests seriously, so long as it doesn't interfere with the real work of freeing Ochremeshk.

For his part, noble salamander Zavayss (a Pactlord himself) also truly worships Ochremeshk, but not enough to compromise his loyalty to Dronnmos. While he follows Quiral's orders, Zavayss wouldn't mind taking his place. The salamanders are fanatically loyal to Zavayss alone.

MOTIVATIONS

Summing up the roles and aspirations mentioned above:

- Chrindurn, advanced intellect devourer (CR 9): Though part of the pact, hates most of its members. Seeks to join Thanss and explore the Utterdark for themselves.
- Thanss, moon-beast (CR 11): find the *staff of the magi* within the Utterdark, as Iariono has promised much for it.
- Zavayss, noble salamander (CR 12): Supervise exploration of the Utterdark. Support Dronnmos's interests. Though intended to act as a check on Quiral, he also worships Ochremeshk, and is helping prepare the site for him, but wants Quiral's position for himself.
- Blirtu, cloaker oracle (CR 13): Monitor events without being detected. Capitalize on opportunities.
- Quiral, gug savant cleric (CR 14): Secure Goth Gulgamel and protect the exploration of the Utterdark. Support Iariono's interests. What he really wants, though, is to free Ochremeshk, and is preparing Goth Gulgamel to be the demon's seat of power. Also interested in the *entropy sphere*.
- Dronnmos, advanced neothelid (CR 18): Not present, but looking to exploit Goth Gulgamel and his control of the mural leading to it for all he can. As a Pactlord, ultimately wants to destroy all humanoids. Would like to see Iariono eliminated. Seeks the secret Ghul used to bring the Utterdark into the world.
- Iariono, advanced scylla (CR 18): Not present, but looking to use Goth Gulgamel to restore her prestige within the Pact. As a Pactlord, ultimately wants to destroy all humanoids. Would like to see Dronnmos eliminated. Seeks *staff of the magi*.
- Ochremeshk, demon prince (CR 20): Unaware any of this is happening.

THE PCS AND THE PACT

If the PCs have had past dealings with the Pact, this would be a good time to reincorporate them. For example, if you ran the *Banewarrens* adventure, consider altering the adventure to include any Pactlords who survived.

Alternatively, members of the Pact may try to involve the PCs in their agenda, perhaps hiring them to retrieve something from the Utterdark, throw a wrench into the expedition or some other task.

THE CULT'S PLAN

The original text populates Goth Gulgamel with forces loyal to (and "preparing" the site for) the demon god Ochremeshk, but avoids much detail about what they are actually doing. In this variation, the followers of Ochremeshk are a minority part of the denizens of Goth Gulgamel, with the Pactlords of the Quaan picking up the slack. Still, if you are interested in making the Ochremeshk plot a part of your campaign future, you have some options:

The most obvious is to plant links to a published adventure about Ochremeshk: *Demon God's Fane* from Malhavoc Press. While not "officially" a Ptolus adventure, the main book references it, and even explicitly mentions the location of the Fane. This may broaden the reach of a Ptolus-centered campaign out into a distant country, but there is a way around this. Perhaps part of Quiral's plan is to open a conduit through the Utterdark to connect Goth Gulgamel to the Fane in some way (probably involving lots of sacrifices on the altar they just dedicated to Ochremeshk).

Another option involves harnessing the power of the *entropy sphere* to break Ochremeshk out of his prison by force. To do so, Quiral must first get past Kadavalus, the titan who controls access to the *sphere*. Quiral knows that the rakshasa Liior has spent centuries carefully feeling out the titan's preferences and desires. While Liior has been granted access to the *sphere* on occasion, he has been unable to seize control of it but has convinced himself that the titan knows the secret to do so; however, the rakshasa has never had anything the titan wanted enough to give up the secret. Quiral thinks he does: the Quaan itself.

Given access and some planning, the titan would likely be able to conquer the demiplane for himself. This would also give him control of the Font of the Pact, providing a massive amount of leverage over the Pactlords. In exchange, the titan would, in effect, abandon his post and tell Quiral how to use the *sphere*.

Of course, this whole plan depends on the titan actually knowing how to do this, which may not be true, but it's not called "blind ambition" for nothing.

scylla, Bestiary 2 241
gug savant, Bestiary 2 151

moon-beast, Bestiary 3 195
staff of the magi, PCR 546

salamander, Bestiary 240
intellect devourer, Bestiary 180

Ochremeshk, Ptolus 623

Temple at Ren Tehoth, Ptolus 624

Quaan NPCs, The Banewarrens 12-13

LOCATION 3A (EL 13)

Water leaking through the damaged roof of this tower provides an ideal feeding ground for a grove of basidironde. Over several generations, proximity to the evil and chaotic nature of the fortress, *entropy sphere* and the Pit of Insanity has warped and strengthened these creatures.

Mounted in sconces at opposite sides of this room are cast iron rods, shaped like clawed hands, which radiate permanent *darkness* (CL 13).

The mineral appetites of the basidironde have taken their toll on the floor of the room, breaking up the masonry unevenly. Treat the room as difficult terrain (x2 move cost).

CORRUPTED BASIDIRONDE (6) CR 8

CN Medium plant (mindless, entropic)
Init +1; **Senses** low-light, tremorsense, Perception +0

DEFENSE

AC 18, **touch** 11, **flat-footed** 17 (+1 Dex, +7 natural)

hp 119 (11d8+66)

Fort +13, **Ref** +4, **Will** +3

DR 10/lawful **Immune** mind-affecting effects, paralysis, poison, polymorph, sleep, stunning; **Resist** acid 15, fire 15; **SR** 11

Weaknesses Cold lethargy

OFFENSE

Speed 20'

Melee slam +15 (1d8+10)

Special Attacks hallucination cloud (DC 21), smite law (1/day, +6 attack, +11 damage to lawful target), spores, cloud saturation

TACTICS

Mindless. Open with hallucination clouds, then slam. Fight to the death.

STATISTICS

Str 24, **Dex** 13, **Con** 22, **Int** —, **Wis** 11, **Cha** 1

Base Atk +8; **CMB** +15; **CMD** 26 (30 vs. trip)

SQ low-light vision

SPECIAL ABILITIES

Cold Lethargy (Ex) Any cold effect prevents the use of hallucination cloud or spores for 1d4 rounds.

Hallucination Cloud (Ex) As a standard action once per minute, a basidironde can release a cloud of invisible spores in a 20-foot radius, lasting 10 rounds. All within suffer powerful hallucinations (see sidebar), which remain 1d12 rounds after leaving the area (DC 21 Fortitude save negates). A new save must be made each round a creature remains within the affected area.

Spores (Ex) Any creature struck by a basidironde's slam attack is coated with spores. *Basidironde Spores*: Disease—inhaled; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save.

Cloud Saturation (Ex): When basidironde hallucination clouds overlap, they become more potent, increasing the save DC by 1 for each other hallucination cloud in the area. Creatures remaining within the effect of multiple clouds need only make one save each round, but this save also increases by one for each additional cloud in the area. Use of the spores ability on a target within a cloud increases the initial save DC for that ability by the number of clouds overlapping the target's position.

difficult terrain, PCR 193

basidironde, Bestiary 28
entropic template, Bestiary 2 292

Hit points listed in stat blocks all calculated by giving max points on first hit dice, then the average result for the remaining hit dice. Adjust as desired.

damaging magic items, PCR 459

treating disease, PCR 99

HALLUCINATING IN GOTH GULGAMEL

Characters caused to hallucinate by the corrupted basidironde will find their visions altered by the evil, chaotic and plain creepy nature of Goth Gulgamel, as well as their own inner demons. Each round the character is affected, the hallucination they see should be selected from the following table by either GM choice, player choice or random roll. Alternately, the GM may tailor some suitable substitute for the character.

d12 Hallucination

- You are being unmade by chaos. You can feel the presence of the *entropy sphere* and are surrounded by a chaotic maelstrom, which you feel slowly disintegrating your body. You fall prone, shaking and screaming.
- Foul worms writhe in your nose and mouth. Spend the round extracting them and holding back nausea.
- Your clothes and armor are trying to strangle you. Spend the round removing them as quickly as possible.
- The ally nearest you has clearly been possessed by an evil spirit and intends to kill you all. Spend the round attacking this threat to the best of your ability.
- You are visited by ghosts of the elves who were tortured to death in the fortress, thousands of them. They are all blaming you for their fate and trying to smother you. Stand in place, covering your ears and holding your breath.
- The darkness is invading your skin. Only sunlight can stop it. Spend the round trying to get outside at best speed.
- You are being grabbed by a massive hand growing out of the floor, accompanied by a booming voice saying "who disturbs Kadavalus?" Spend the round dodging.
- You see your worst fear. You spend the round either lashing out at the empty air, cowering or fleeing (your choice). Either way, you blurt out something which gives others a hint as to what you are so afraid of.
- Thorns are growing through your skin. Spend the round cutting them off.
- Items in your hands are poisoning and scheming against you. Drop them and flee at top speed.
- A nearby magic item is trying to corrupt you and your allies. Spend the round trying to destroy it.
- You see evil. The room around you, the creatures in it, even the Spire itself appears to become transparent. At the top of the Spire, you see the tendrils of a festering evil weaving through the rock, searching for something. You get the distinct impression it has almost found what it seeks. You can do little else but watch in horrified fascination. *[This is less a hallucination and more a vision of the future. The character is seeing the Malignancy, and gains three corruption points.]*

LOCATION 3D (EL 10)

As in the original text, the ruined top level of this tower serves as a nest for a mated pair of massive chimera. These beasts are incubating their brood of three rock-like eggs. Though most would consider them just rocks, from the right buyer the eggs might fetch a good price. Otherwise the treasure in this location is as written in the original text.

Depending on how the PCs approach Goth Gulgamel, these chimera may not be in this location. Visitors looking to enter location 9, for example, might get ambushed.

CHIMERA (2) CR 8

Male chimera (green headed) and female chimera (white headed)
CE Large magical beast
Init +5; **Senses** darkvision 60 ft., low-light vision, scent, Perception +11

DEFENSE

AC 19, **touch** 10, **flat-footed** 18 (+1 Dex, +9 natural, -1 size)

hp 121 (12d10+48)

Fort +11, **Ref** +9, **Will** +7

OFFENSE

Speed 30', fly 50' (poor)

Melee bite (dragon head) +16 (2d6+5)

Melee bite (lion head) +16 (1d8+5)

Melee gore +16 (1d8+5)

Special Attacks Breath Weapon (green: 20' cone, 6d8 acid, DC 21; white: 20' cone, 6d8 cold, DC 21)

TACTICS

Before combat Will attempt to set up an ambush of isolated party members. They will recognize and prefer targets without the ability to fly.

During combat Attack from ambush, then fly and use their breath weapons. If targets lack obvious flying ability, will attempt to grapple and carry smaller individuals back to the nest. They are not above dropping or knocking prey off the Spire in order to occupy other opponents.

Morale If facing superior numbers or seriously wounded, the pair will retreat to the nest. If wounded in the nest (down to around 50hp), they will abandon their eggs and flee in separate directions.

STATISTICS

Str 20, **Dex** 12, **Con** 17, **Int** 4, **Wis** 13, **Cha** 10

Base Atk +12; **CMB** +18; **CMD** 29 (33 vs. trip)

Feats Ability Focus (breath weapon), Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Fly +3, Perception +11, Stealth +5

Languages Draconic

SQ darkvision, low-light vision, scent

SPECIAL ABILITIES

Green-headed:

Breath Weapon (Su) 20' cone of corrosive gas, 6d8 cold, DC 21, usable every 1d4 rounds. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon.

White-headed:

Breath Weapon (Su) 20' cone of cold, 6d8 cold, DC 21, usable every 1d4 rounds. Breath weapons allow a Reflex save for half damage. You are immune to your own breath weapon.

chimera, Bestiary 44. *These have been advanced by adding three hit dice, bringing them to CR 8.*

Kadavalus, Ptolus 497-498

the Malignancy, Ptolus 503-505. *If you plan on taking your campaign to Jabel Shammar, consider forcing this vision onto at least one hallucinating character.*

LOCATION 4A

The centerpiece of the library is a dried up fountain, ingeniously crafted from dark metal in a swirling, chaotic motif. The fountain radiates strong divination magic and a detectable evil aura.

Divination may reveal that, if the fountain is filled with unholy water and then a sentient creature killed in the water, the next creature to drink from the fountain may immediately gain the effect of a single *vision* or *discern location* spell, as if cast by a level 20 caster. In addition, for the next 72 hours, the creature gains a +10 circumstance bonus to checks against a Knowledge skill, based on the type of the sacrifice:

Sacrifice	Bonus To...
dragon, magical beast	Knowledge (Arcana)
aberration, ooze	Knowledge (Dungeoneering)
humanoid	Knowledge (Local)
animal, fey, monstrous humanoid	Knowledge (Nature)
outsider	Knowledge (Planes)
undead	Knowledge (Religion)

LOCATION 4E (EL 12)

In stark contrast to the shattered remnants of the rest of the tower, this lavishly furnished room seems perfectly preserved. Looks, however, are deceiving. Once the quarters and sanctum of Ghul himself, this room longs for the presence of its old master. In the centuries since Goth Gulgamel was cleared by Khelaeson, echoes of the Skull-King's dark will and exposure

FROM ONE CAMPAIGN TO ANOTHER: GUARDIANS

We pulled the guardian fighters from the ranks of organizations to which some PCs had ties, such as the Order of Iron Might. Once they dealt with the darkness, seeing people they recognized behave so strangely helped clue the party into what the soul riders were about.

As enemies with serious deprotagonizing abilities, the riders need to be treated with some care. When one of the PCs became ridden, the rider was quite passive, content to see the world through the character and not override his actions much. We took the approach of letting all the *players* know about the rider (though their characters did not), and opened the floor to player suggestions (particularly from the one ridden) about when the rider might intrude.

discern location spell, PCR 270-271
vision spell, PCR 365

soul riders, Ptolus 137-138

Order of Iron Might, Ptolus 130

to the *entropy sphere* have congealed into sentient replicas of his most personal items.

The dark taint on this room also grants any evil creature in the room *protection from good* (included in stats).

REVENANT FURNISHINGS (8) CR 6

CE Medium aberration (shapechanger)
Init +7; Senses darkvision 60 ft., Perception +14

DEFENSE

AC 20 (+2 vs. good), touch 13, flat-footed 17 (+3 Dex, +7 natural)
hp 76 (8d8+40)
Fort +7, Ref +7, Will +9 (+2 to all vs. good)
DR 5/good; Immune acid; Resist cold 10, fire 10; SR 11

OFFENSE

Speed 10'
Melee slam +14 (1d8+10)
Special Attacks Adhesive, Constrict (2d8+10), Smite Good
Spell-Like Abilities CL 8, concentration +1
1/day—*detect good*

TACTICS

Before combat Will try to wait for as many to enter the room as possible.
During combat Smite good and strangle.

STATISTICS

Str 24, Dex 16, Con 21, Int 14, Wis 17, Cha 14
Base Atk +6; CMB +13 (+15 grapple); CMD 26 (28 vs. grapple)
Feats Improved Grapple, Improved Initiative, Lightning Reflexes, Weapon Focus (Slam)
Skills Climb +18, Disguise +13, Disguise (Mimic objects) +33, Escape Artist +14, Intimidate +13, Knowledge (Dungeoneering) +13, Perception +14
Languages Common, Abyssal, Infernal
SQ darkvision, mimic object, protection from good

SPECIAL ABILITIES

Adhesive (Ex) A revenant exudes an adhesive slime and automatically grapples any creature it hits with its slam attack. Grappled opponents cannot get free without removing the adhesive first (strong alcohol or other solvent dissolves). Weapons stick unless the wielder succeeds on a DC 17 Reflex save (DC 17 Strength check to detach). A revenant can dissolve its adhesive at will, and the substance breaks down five rounds after the creature dies.

Mimic Object (Ex) A revenant furnishing can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door, gaining a +20 racial bonus on Disguise checks. The creature cannot substantially alter its size, though. Its body is hard and has a rough texture, no matter what appearance it might present.

Smite Good (Su) Once per day, as a swift action, choose a good target and add +2 to hit and +8 to all damage rolls made against that target. The smite persists until target is dead or the revenant rests.

LOCATION 7

This location appears as written. In *Pathfinder* terms, the room has no natural illumination, and is permeated by a permanent *deeper darkness* (CL 20) spell-like effect.

The soul riders function as written, mechanically. In a departure from the original text, however, the riders take a more

active interest in the recent arrival of the Pactlord team. It is likely that one or more of the salamanders or hellfire giants is being ridden. This puts them in a position to help or hinder the PCs, depending on how this encounter plays out. The guardians may be sent to observe the PCs, or might hide. If the riders desire contact, likely one guardian will stand near the entrance, trance-like at first, while the others ready bows from cover some distance away.

These guardians are typical fighters, converting to Pathfinder like so:

CONTROLLED GUARDIANS (4) CR 12

Male and female human fighters 13
LG Medium humanoid (human)
Init +6; Senses Perception +11

DEFENSE

AC 24, touch 13, flat-footed 22 (+11 armor, +1 deflection, +2 Dex)
hp 102 (13d10+26)
Fort +10, Ref +6, Will +4, +3 Will vs. fear

OFFENSE

Speed 30'
Melee greataxe +21/+16/+11 (1d12+7+1d6 cold/x3)
Ranged composite longbow +20/+15/+10 (1d8+9/19-20/x3)
point-blank +21/+16/+11 (1d8+10/19-20/x3)
deadly aim +16/+11/+6 (1d8+17/19-20/x3)
rapid shot +19/+19/+14/+9 (1d8+10/19-20/x3)
point-blank, deadly +17/+12/+7 (1d8+18/19-20/x3)
rapid, deadly +14/+14/+9/+4 (1d8+17/19-20/x3)
point-blank, rapid, deadly +15/+15/+10/+5 (1d8+18/19-20/x3)

TACTICS

Before combat Drinks *heroism potion* if there is time (not included in stats).
During combat Will try to keep separated and at range. Casters will likely get rapid shot deadly aim attacks with shock arrows. Armored targets may get only one (or none). Will gang up on targets obviously trying to close in. If forced into close combat, will drop bows and cooperate on targets, attempt to flank, etc. Will not attack targets who become ridden.

Morale May disengage to drink healing potion, but will fight to the death.

STATISTICS

Str 16, Dex 14, Con 15, Int 10, Wis 10, Cha 11
Base Atk +13; CMB +16; CMD 29
Feats Alertness, Blind-Fight, Combat Reflexes, Deadly Aim, Greater Weapon Focus (Greataxe, Longbow), Greater Weapon Specialization (Longbow), Improved Critical (Longbow), Improved Initiative, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (Longbow), Weapon Focus (Greataxe), Weapon Specialization (Longbow)
Skills Acrobatics +15, Climb +17, Perception +11, Sense Motive +4, Stealth +11, Survival +10
Languages Common
SQ armor training, bravery, skilled, weapon training (heavy blades +1, axes +2, bows +3)
Gear +2 full plate armor; masterwork composite longbow (str +3); +2 frost greataxe; +2 shock arrows (12); +1 ring of protection; potions of *divine favor*, *cure serious wounds* and *heroism*; 50' spider silk rope

protection from good, PCR 328

Revenant furnishings are advanced fiendish mimics, with an additional hit die and different feats, Bestiary 205

“Lines and veils” is the conversation you have at the start of a campaign to earmark which subject matter people are comfortable with role-playing, which should be only hinted at or “off screen” (veils) and which should be avoided entirely (lines). You can find more about this by searching for the term on the web.

The thanarch is a unique monster, created specifically for this hack.

LOCATION 11

This encounter is being changed for two reasons. First, based on the lines and veils discussion in the campaign where this hack was playtested, there was a slight chance that one of the players would have found the inclusion of mummified babies problematic. Second, this room, including any undead that might be in it, has been under the mutating effect of the Pit of Insanity for some time. So, it seemed appropriate to give this room a more chaos-based encounter, with some undead trappings.

When the characters enter, swirling patterns on the floor, walls and ceiling coalesce on the altar, forming two writhing, fleshy masses: thanarchs. Limbs of various kinds form, only to be reincorporated back into the body seconds later, though the creature will have use of three of them at any given time. Other body parts may come and go, particularly tormented faces of all races. The skin color and (often pleasant) odor of each creature changes every round.

Each thanarch represents the remnants of multiple souls, all of whom were sacrificed on this altar. Now merged into a single consciousness, a thanarch possess an instinctive and vitriolic hatred of the living. Though intelligent, thanarchs have scattered attentions and little experience outside this room, other than fragmentary memories being alive.

The chaotic energy responsible for warping these spirits into this form gives them strength, but is unstable. Though lawful effects harm them as they would any chaotic creature, chaotic effects hurt them as well, “overloading” them.

APOCALYPSE AVERTED

The thanarchs are unique to this location, and have never even left the confines of this room. That’s a good thing, too, because if you look at how they work mechanically, were they to reach a heavily populated area, the math is fairly frightening. Assuming no opposition, an unending supply of low-level sentient targets, using their Unmaking Touch at every opportunity, and no rest, their population would double *every couple of minutes*. There would be billions of them within the hour. At the very least, left unchecked, they would wipe sentient life off a planet within days.

THANARCH (2)	CR 11
CE Large undead (chaotic)	
Init +13; Senses blindsight 60', darkvision 60', Perception +20	
DEFENSE	
AC 28, touch 18, flat-footed 19 (+9 Dex, +10 natural, -1 size)	
hp 150 (14d8+84)	
Fort +10, Ref +13, Will +12	
Defensive Abilities spell deflection, undead traits; DR 10/chaos; Immune flanking, undead immunities SR 22	
Weaknesses Vulnerability to chaos	
OFFENSE	
Speed 30', fly 40' (perfect)	
Melee claw +18/+18/+18 (1d8+3, considered chaotic)	
Special Attacks Unmaking Touch (DC 23)	
Space 10ft.; Reach 10ft.	
Spell-Like Abilities CL 14th, concentration +18	
3/day— <i>bestow curse</i> (DC 20), <i>unholy blight</i> (DC 20), <i>baleful polymorph</i> (DC 21)	
at will— <i>blink</i> , <i>true seeing</i>	
TACTICS	
During Combat Microscopic attention span. Consider rolling a d6 to decide its action: 1) full claw attack or move and claw attack; 2) cast <i>bestow curse</i> ; 3) cast <i>unholy blight</i> ; 4) cast <i>baleful polymorph</i> ; 5+) use Unmaking Touch. If the thanarch is badly hurt, add two to this roll.	
Morale If grievously wounded, a thanarch may flee into the Utterdark.	
STATISTICS	
Str 18, Dex 28, Con —, Int 20, Wis 16, Cha 22	
Base Atk +10; CMB +14; CMD 33	
Feats Ability Focus (Unmaking Touch), Combat Casting, Combat Expertise, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse	
Skills Bluff +13, Escape Artist +18, Fly +32, Intimidate +23, Knowledge (Arcana), +22, Knowledge (Planes), +19, Knowledge (Religion), +16, Perception +20, Sense Motive +17, Spellcraft +22, Use Magic Device +13	
Languages Abyssal, Celestial, Common, Orc, Protean, Undercommon, Telepathy 100'	
SPECIAL ABILITIES	
Chaotic Spawn (Su) If a thanarch ever gains 150 temporary hit points, it spawns a new thanarch as a swift action. All of the parent’s temporary hit points flow to the child and become real hit points. Until the child unmakes a sentient living target, it does not gain hit points from its Unmaking Touch.	
Spell Deflection (Su) If a spell targeting the thanarch fails to overcome its spell resistance, the spell is redirected to a different (random) target.	
Unmaking Touch (Su) By making a touch attack as a full action, a thanarch can deal 14d6 points of damage as if using a <i>disintegrate</i> spell, but only to a sentient living target. The thanarch gains temporary hit points equal to the damage dealt, though may not gain more hit points than the target had remaining. A DC 25 Fortitude save reduces this damage to 5d6 and prevents the thanarch from gaining hit points. If this damage reduces the creature or object to 0 or fewer hit points, its soul is absorbed into the thanarch.	
Vulnerability to Chaos (Ex) The chaotic energy that drives a thanarch also makes them unstable. Chaotic effects (e.g. spells with the Chaotic descriptor, anarchic weapons, etc.) hurt the thanarch as if it were lawful. This vulnerability is why chaotic weapons circumvent the thanarch’s damage reduction. Spells with the polymorph descriptor, or that otherwise change the thanarch’s form, do not alter its shape, but instead deal d6 damage for each level of the spell (e.g. a third level spell deals 3d6) if the save fails.	

LOCATION 12 (EL 7)

Dronnmos will have posted sentries in this room (two arctic wisps), mostly to keep an eye on other Pactlords using the mural. Should anyone unexpected enter the room (either through the mural or otherwise) the sentries have been instructed to notify someone, preferably without being followed. Ideally, one would travel through the mural and alert someone there, while the other would head to location 14 and alert the expedition.

As creatures who feed on fear, however, running into a bunch of creatures affected by the Dread may be too good a feast to pass up. They may decide to turn invisible and soak up the fear for a little bit before fulfilling their duty. If the wisps detect the party approaching, they will become invisible, but otherwise will be floating visibly around the room.

ARCTIC WISP (2)	CR 6
CE Small aberration (air, cold)	
Init +13; Senses darkvision 60', Perception +17	
DEFENSE	
AC 26, touch 26, flat-footed 16 (+5 deflection, +9 Dex, +1 dodge, +1 size)	
hp 44 (9d8)	
Fort +3, Ref +12, Will +9	
Defensive Abilities natural invisibility ; Immune magic, cold	
Weaknesses Vulnerability to fire	
OFFENSE	
Speed fly 50' (perfect)	
Melee frost +16 touch (2d8 cold)	
TACTICS	
During Combat Get close enough to feed on the fear of victims of the Dread.	
Morale When taking any damage, the wisps are likely to flee, preferably in opposite directions, to report on intruders.	
STATISTICS	
Str 1, Dex 29, Con 10, Int 15, Wis 16, Cha 14	
Base Atk +6; CMB +0; CMD 25	
Feats Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse	
Skills Acrobatics +21, Acrobatics (Jump) +9, Bluff +11, Escape Artist +21, Fly +31, Perception +17, Stealth +25	
Languages Aklo, Common	
SQ feed on fear	
SPECIAL ABILITIES	
Feed on Fear (Su) Any time an arctic wisp is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.	
Immunity to Magic (Ex) Arctic wisps are immune to all spells and spell-like abilities that allow spell resistance, except magic missile and maze.	
Natural Invisibility (Ex) Arctic wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as per the spell.	

Dronnmos, see above

An arctic wisp is a will-o'-wisp, Bestiary 277, given the cold subtype and a different type of attack energy. cold subtype, Bestiary 314

LOCATION 14

If you want to run this location as written, the following stat blocks provide *Pathfinder* conversions for the creatures listed there. If, however, you add the involvement of the Pactlords of the Quaan as discussed at the opening of this chapter, some aspects of this encounter change:

- The cloaker Blirtu hides from the other inhabitants in the shadows of the stalactites of the chamber's ceiling.
- There may be a bored, bow-wielding salamander on catwalk 14a.
- At least two salamanders with bows are definitely on the catwalk 14b. Other inhabitants may be here as well, supervising the activity below.
- If not alerted to intruders, the creatures in location 14c will be busy forging large chunks of iron into long chains (for use in exploring the Utterdark). Giants may use such chunks as rocks. A salamander with a bow will be stationed near the western wall.
- A winch-like device is under construction in location 14d, in front of the large passage into the Utterdark. Completed chains are in piles along with more chunks of iron. The moon-beast is likely here, along with the giant inhabited by the intellect devourer (the giant has about four days left of a *gentle repose* spell cast on it to prevent decay).
- Provisions are stacked in location 14e, largely obstructing the passage into the Utterdark here. Chains fixed to the floor lead into this passage, connected to large crates floating in the darkness. These keep the more perishable food cold.

Note that the more constricted space and more open sight lines makes this encounter a bit more dangerous than it was on the original map. On the other hand, there is much more opportunity for surprise, unconventional tactics and three dimensional fighting. Still, remember that this location is fairly steep and, with the wind and falling magma, loud. So, it may take creatures on one tier of the room a round or two to notice intruders on another.

If a wisp from location 12 manages to alert the creatures here, Zavayss may send scouts, probably a giant and a pair of salamanders, to investigate. These scouts will retreat back to room 14 on the slightest provocation (the magma there

gives them a huge advantage). With warning, all the archers will be on the catwalks, and Zavayss will definitely climb up to catwalk 14b. The creatures in room 17 will also be alerted, but they are likely to prepare defenses there (the magma is just as deadly to them as it is to the players). Also remember that one or more soul riders may be riding some of the creatures in this area, providing opportunities to make things better or worse for the PCs.

Another consideration are the conflicting agendas of the Pactlords. They may begin roughly unified in purpose, but if things go bad, that may unravel. Several of the creatures here can survive and function in the Utterdark, so might retreat there, to threaten any later PC explorations.

SALAMANDER SPEARMEN (6) CR 6

LE Medium outsider (extraplanar, fire)

Init +1; **Senses** darkvision 60', Perception +16

DEFENSE

AC 18, **touch** 11, **flat-footed** 17 (+1 Dex, +7 natural)

hp 78 (8d10+32)

Fort +10, **Ref** +7, **Will** +6

DR 10/magic ; **Immune** fire

Weaknesses Vulnerability to Cold

OFFENSE

Speed 20'

Melee metal spear (two handed) +12/+7 (1d8+4/x3 + 1d6 fire)

power attack +9/+4 (1d8+13/x3 + 1d6 fire)

Melee tail slap +6 (2d6+1 + 1d6 fire + grab)

power attack +3 (2d6+4 + 1d6 fire + grab)

Ranged metal spear (thrown) +9/+4 (1d8+3/x3)

Special Attacks Constrict (2d6+4), Grab (tail slap), Heat (1d6)

TACTICS

Will team up on opponents, possibly using the aid another action. Will attempt to constrict small or less physical characters and dive with them into the magma. Will power attack until it proves ineffective. Will move to defend the noble salamander. May wade into lava to foil attackers.

STATISTICS

Str 16, **Dex** 13, **Con** 18, **Int** 14, **Wis** 15, **Cha** 13

Base Atk +8; **CMB** +11 (+15 grapple); **CMD** 22 (can't be tripped)

Feats Cleave, Iron Will, Power Attack, Skill Focus (Perception)

Skills Acrobatics +12, Acrobatics (Jump) +8, Bluff +12, Craft (Weapons) +17, Intimidate +12, Knowledge (Planes) +13, Perception +16, Sense Motive +13, Stealth +12

Languages Common, Ignan

Gear masterwork metal spear

SPECIAL ABILITIES

Constrict (Ex) Salamanders may crush opponents, dealing 2d6+4 bludgeoning damage, when making a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Heat (Ex) A salamander generates so much heat that its mere touch (or metallic weapon) deals an additional 1d6 points of fire damage.

SALAMANDER ARCHERS (4) CR 6

LE Medium outsider (extraplanar, fire)

Init +2; **Senses** darkvision 60', Perception +13

DEFENSE

AC 19, **touch** 12, **flat-footed** 17 (+2 Dex, +7 natural)

hp 78 (8d10+32)

Fort +10, **Ref** +8, **Will** +6

DR 10/magic ; **Immune** fire

Weaknesses Vulnerability to Cold

OFFENSE

Speed 20'

Ranged metal longbow +9/+4 (1d8+2/x3 + 1d6 fire)

point-blank +10/+5 (1d8+3/x3 + 1d6 fire)

deadly aim +6/+1 (1d8+8/x3 + 1d6 fire),

deadly aim, point-blank +7/+2 (1d8+9 + 1d6 fire)

Melee tail slap +5 (2d6 + 1d6 fire + grab)

Melee dagger, punching +10/+5 (1d4+2/x3 + 1d6 fire)

Special Attacks Constrict (2d6+4), Grab (tail slap), Heat (1d6)

TACTICS

Stays on catwalk or otherwise at range. Aims for targets making ranged attacks or spells, or anyone trying to rescue someone being dragged into magma, or anyone attacking the salamander noble. If forced into close combat, will grapple and attempt throw people from high places (preferably into magma).

STATISTICS

Str 14, **Dex** 15, **Con** 18, **Int** 14, **Wis** 15, **Cha** 13

Base Atk +8; **CMB** +10 (+14 grapple); **CMD** 22 (can't be tripped)

Feats Deadly Aim, Iron Will, Point-Blank Shot, Precise Shot

Skills Acrobatics +13, Acrobatics (Jump) +9, Bluff +12, Craft (Weapons) +17, Intimidate +12, Knowledge (Planes) +13, Perception +13, Sense Motive +13, Stealth +13

Languages Common, Ignan

Gear masterwork metal longbow, 20 iron arrows

SPECIAL ABILITIES

Constrict (Ex) Salamanders may crush opponents, dealing 2d6+4 bludgeoning damage, when making a successful grapple check (in addition to any other effects caused by a successful check, including additional damage).

Heat (Ex) A salamander generates so much heat that its mere touch (or metallic weapon) deals an additional 1d6 points of fire damage.

THE RING OF SOLIDIFIED FIRE

Though there are two *rings of solidified fire* in the original text, only the one on the noble salamander remains in this version. The ring was given to Zavayss by Dronnmos with the idea that it would give Zavayss some negotiating power with Quiral, making the salamander a conduit to communication with Ochremeshk. Instead, this tactic has just made Quiral resentful. Unable to take the ring by force, due to the Pact forcing the Pactlords to work together, he has banned Zavayss from the altar room entirely, and seeks a scheme by which he might acquire the ring indirectly.

salamander, Bestiary
240

The main Ptolus book never spells out the exact nature of the pact agreed to by the Pactlords of the Quaan (or what happens to those that violate it), but it is fairly clear that it includes some form of restriction on fighting other Pactlords. In this book, any creature labeled as a Pactlord will not willingly enter into direct conflict with another Pactlord. (Scheming and indirect conflict is another matter.) Each wears a bone ring, with which anyone at the Font of the Pact can know their location. Any creature listed as a Pactslave also wears a bone ring, and will avoid conflict with both Pactlords and other Pactslaves.

gentle repose spell,
PCR 289

grab, Bestiary 301
constrict, Bestiary 298

aid another, PCR 86

salamander, Bestiary 240
Zavayss was advanced to 16 hit dice, with corresponding size increase, number of feats, etc. as per the monster advancement rules, Bestiary 294-296. *He was also given some spell-like abilities, a slight increase to heat damage and increased damage reduction.*

Outsiders are not usually allowed to join the Pact, but Zavayss wanted access to the Pact as part of his price for joining the expedition (and the Pact wants to keep tabs on him with the ring.) Note, however, that the other salamanders are not part of the Pact, meaning others are not prevented from attacking them and vice versa.

ZAVAYSS	CR 12
Male unique salamander [Pactlord] LE Large outsider (extraplanar, fire) Init +0; Senses darkvision 60', Perception +27	
DEFENSE	
AC 18, touch 9, flat-footed 18 (+9 natural, -1 size) hp 188 (16d10+96) Fort +16, Ref +10, Will +9 DR 15/magic ; Immune fire Weaknesses Vulnerability to Cold	
OFFENSE	
Speed 20' Melee longspear +23/+18/+13/+8 (1d8+13/x3 + 1d8 fire) <i>power attack</i> +18/+13/+8/+3 (1d8+28/x3 + 1d8 fire) Melee tail slap +17 (3d8+5 + 1d8 fire + grab) <i>power attack</i> +12 (3d8+10 + 1d8 fire + grab) Space 10ft.; Reach 10ft. (15' with longspear) Special Attacks Constrict (3d8+10), Grab (tail slap), Heat (1d8) Spell-Like Abilities CL 16, concentration +18 3/day— <i>burning hands</i> (DC 13), <i>flaming sphere</i> (DC 14), <i>quicken fireball</i> (DC 15), <i>wall of fire</i> 1/day— <i>dispel magic</i> , <i>summon monster vi</i> (huge fire elemental only)	
TACTICS	
During Combat When first spotting intruders, will likely summon a fire elemental. Either <i>flaming sphere</i> or <i>wall of fire</i> next, probably combined with movement. Whatever else he is doing, will likely use <i>quicken fireball</i> as well. Will attempt to stay at range until out of spells. In close combat, will use great cleave if surrounded, tail slap/vital strike/grab if one-on-one. He doesn't mind sacrificing the giants, but will fight for his salamanders. Morale will leap into the lowest lava pool at the south of the room if no other option exists.	
STATISTICS	
Str 24, Dex 11, Con 22, Int 14, Wis 15, Cha 15 Base Atk +16; CMB +24 (+28 grapple); CMD 34 (can't be tripped) Feats Cleave, Great Cleave, Improved Natural Attack (tail slap), Iron Will, Power Attack, Quicken Spell-Like Ability (fireball), Skill Focus (Perception), Vital Strike Skills Acrobatics +17, Acrobatics (Jump) +13, Bluff +21, Craft (Weapons) +23, Diplomacy +10, Intimidate +19, Knowledge (Planes) +19, Perception +27, Perform (Oratory) +4, Sense Motive +21, Stealth +13 Languages Abyssal, Common, Ignan, Undercommon Gear +3 <i>longspear</i> +3; <i>ring of solidified fire</i> ; <i>qaan ring</i> ; fireproof pouch (10 200gp rubies)	
SPECIAL ABILITIES	
Constrict (Ex) Salamanders may crush opponents, dealing 3d8+10 bludgeoning damage, when making a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). Heat (Ex) A salamander generates so much heat that its mere touch deals an additional 1d8 points of fire damage. A salamander's metallic weapons also conduct this heat.	

HUGE FIRE ELEMENTAL (IF SUMMONED)	
N Huge outsider (elemental, extraplanar, fire) Init +11; Senses darkvision 60', Perception +13	
DEFENSE	
AC 21, touch 16, flat-footed 13 (+7 Dex, +1 dodge, +5 natural, -2 size) hp 90 (10d10+30) Fort +10, Ref +14, Will +5 DR 5/- ; Immune fire, elemental immunities (critical hits, flanking, paralysis, poison, sleep, sneak attacks, stunning) Weaknesses Vulnerability to Cold	
OFFENSE	
Speed 60' Melee slam +15/+15 (2d6+4 + 2d6 fire + burn) Space 15'; Reach 15' Special Attacks Burn (2d6, DC 18)	
STATISTICS	
Str 18, Dex 25, Con 16, Int 6, Wis 11, Cha 11 Base Atk +10; CMB +16; CMD 34 Feats Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse Skills Acrobatics +16, Acrobatics (Jump) +28, Climb +13, Escape Artist +16, Intimidate +9, Knowledge (Planes) +7, Perception +13 Languages Ignan	
SPECIAL ABILITIES	
Burn (Ex) Fire elementals deal additional +2d6 fire damage on a successful hit in melee. Target must also make a Reflex (DC 18) save or catch fire, taking 2d6 damage for an additional 1d4 rounds at the start of its turn. It may spend a full action to get another save.	
TACTICS	
During Combat Smash anything threatening the salamanders. Will stand in lava if possible, using its long reach to attack while staying out of harm's way. It will attempt to position itself to threaten as many squares as possible. May use Spring Attack to be in a position to intercede if salamanders (particularly Zavayss) become outnumbered. Morale Does not retreat.	

THE WINCH

The mechanical (though strange) appearance of the winch in location 14d conceals its true nature. Actually a chaositech construct, the winch is grafted around two joined brethedans, enslaved by the moon-beast Thanss and controlled via allegiance implants. The tentacles of the beasts have been stretched to thousands of feet long, impossibly thin strands reinforced by the chains being forged above, spooled onto the winch mechanism. The brethedans' sensory organs have been moved to the tips of these chains, allowing the winch to send them far out into the Utterdark where they can grope around, sense what is there and grab onto anything they find. The winch can then wind the tentacles and their cargo back. The whole process is controlled from a cockpit like seat built into the machine.

This seat provides two different activation mechanisms. First, anyone with a headclamp may link into the cockpit and control the whole process mentally, able to sense when the tentacles do and guide them as their own. The other control system is more brutal: a goggle-like apparatus that links directly to the user's optic nerves by sending spikes through the eyeball. Naturally, this destroys the eyes of the user. (As none of the expedition have headclamps, the intention is to have Chrindurn's giant control the machine using the goggles.) While the life force and effort of the two brethedans provide much of the power to the apparatus, it also siphons energy from a gray chaos storage cube, held inside.

HELLFIRE GIANT (5)	CR 12
LE Large humanoid [Pactslave] Init -1; Senses Perception +11	
DEFENSE	
AC 26, touch 8, flat-footed 26 (+10 armor, -1 Dex, +8 natural, -1 size) hp 155 (16d8+80) Fort +15, Ref +4, Will +9 Defensive Abilities rock catching ; DR 15/magic ; Immune fire; Resist cold 10 SR 20 Weaknesses Vulnerability to Cold	
OFFENSE	
Speed 30' Melee greatsword +23/+18/+13 (3d6+15/19-20) <i>power attack</i> +19/+14/+9 (3d6+27/19-20) Melee slam +21/+21 (1d8+10) <i>power attack</i> +17/+17 (1d8+18) Ranged rock +11/+6/+1 (1d8+15 + 1d6 fire) Space 10'; Reach 10' Special Attacks Heated Rock (1d6), Rock Throwing (120'), Smite Good	
TACTICS	
When positioning is right, use bull rush to knock foes into lava. Will almost always power attack, and look for opportunities to use great cleave. Will throw rocks, but only while closing.	
STATISTICS	
Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 10 Base Atk +12; CMB +23 (+25*); CMD 32 (34*) *bull rush and overrun Feats Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack, Weapon Focus (Greatsword) Skills Climb +22, Craft (Stonemasonry) +8, Intimidate +9, Perception +11 Languages Common, Giant Gear <i>masterwork greatsword</i> (large); +2 <i>half-plate</i> (large); <i>qaan ring</i>	
SPECIAL ABILITIES	
Smite Good (Su) Once per day, as a swift action, choose a good target and add 16 to all damage rolls made against that target. The smite persists until target is dead or the giant rests.	

fire elemental, Bestiary 124

A hellfire giant is based on a fire giant (Bestiary 148) with the fiendish template (Bestiary 294), then given an additional hit die and customized slightly.

qaan ring, Ptolus 131

brethedan, Bestiary 4 23
allegiance implant, Chaositech 56

headclamp, Chaositech 50

chaos storage cube, Chaositech 31

CHRINDURN (IN HELLFIRE GIANT)	CR 12
Male intellect devourer, controlling a male hellfire giant body CE Small aberration/LE Large humanoid [Pactlord/Pactslave] Init -1; Senses blindsight 60', <i>detect magic</i> , Perception +19	
DEFENSE	
AC 26, touch 8, flat-footed 26 (+10 armor, -1 Dex, +8 natural, -1 size) hp 155 (16d8+80) Fort +15, Ref +4, Will +9	
Defensive Abilities rock catching ; DR 15/magic ; Immune fire, mind-affecting effects; Resist cold 10; SR 20 (physical)/23 (mental) Weaknesses Vulnerability to Cold, Vulnerable to Protection from Evil	
OFFENSE	
Speed 30'	
Melee greatsword +23/+18/+13 (3d6+15/19-20) <i>power attack</i> +19/+14/+9 (3d6+27/19-20)	
Melee slam +21/+21 (1d8+10) <i>power attack</i> +17/+17 (1d8+18)	
Ranged rock +11/+6/+1 (1d8+15 + 1d6 fire)	
Space 10'; Reach 10'	
Special Attacks Heated Rock (1d6), Rock Throwing (120'), Smite Good	
Spell-Like Abilities CL 8, concentration +11 3/day— <i>cure moderate wounds</i> , <i>globe of invulnerability</i> at will— <i>confusion</i> (single target only, DC 17), <i>daze monster</i> (DC 15, no HD limit), <i>inflict serious wounds</i> (DC 16), <i>invisibility</i> , reduce person (self only)	
TACTICS	
Before Combat Raise a <i>globe of invulnerability</i> around self and moon-beast.	
During Combat Will mostly cast at will spells at range.	
Morale If the giant's body is killed, will cast <i>invisibility</i> and try to find another body. Will follow if moon-beast retreats. Though the Utterdark will kill the giant's body fairly quickly, Chrindurn himself has no problem there.	
STATISTICS	
Str 31, Dex 9, Con 21, Int 16, Wis 10, Cha 17	
Base Atk +12; CMB +23 (+25*); CMD 32 (34*) *bull rush and overrun	
Feats Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack, Weapon Focus (Greatsword)	
Skills Bluff +19, Climb +22, Knowledge (Local) +14, Intimidate +9, Perception +19, Sense Motive +8, Use Magic Device +11	
Languages Common, Giant, Abyssal, Undercommon; telepathy 100'	
Gear <i>masterwork greatsword</i> (large); +2 <i>half-plate</i> (large); <i>qaan ring</i>	
SPECIAL ABILITIES	
Smite Good (Su) Once per day, as a swift action, choose a good target and 16 to all damage rolls made against that target. The smite persists until target is dead or the giant rests.	

CHRINDURN (ALONE)	CR 8
Male intellect devourer CE Small aberration [Pactlord] Init +10; Senses blindsight 60', darkvision 60', <i>detect magic</i> , Perception +19	
DEFENSE	
AC 22, touch 17, flat-footed 16 (+6 Dex, +5 natural, +1 size) hp 88 (8d8+48) Fort +7, Ref +8, Will +8	
DR 10/adamantine and magic ; Immune fire, mind-affecting effects; Resist cold 10, electricity 10, sonic 10; SR 23 Weaknesses Vulnerable to <i>protection from evil</i>	
OFFENSE	
Speed 40'	
Melee claw +13/+13/+13/+13 (1d4+1)	
Special Attacks Body Thief, Sneak Attack 3d6	
Spell-Like Abilities CL 8, concentration +11 3/day— <i>cure moderate wounds</i> , <i>globe of invulnerability</i> at will— <i>confusion</i> (single target only, DC 17), <i>daze monster</i> (DC 15, no HD limit), <i>inflict serious wounds</i> (DC 16), <i>invisibility</i> , reduce person (self only)	
TACTICS	
During Combat Will almost always rather invisibly search for a body than fight without one, though might not pass up a great sneak attack opportunity. It may seek shelter in the magma if given no other choice.	
Morale Will only retreat when and where the moon-beast does, or if the moon-beast is dead.	
STATISTICS	
Str 12, Dex 23, Con 21, Int 16, Wis 10, Cha 17	
Base Atk +6; CMB +6; CMD 22 (26 vs. trip)	
Feats Improved Initiative, Iron Will, Toughness, Weapon Finesse	
Skills Bluff +19, Disguise +11, Knowledge (Local) +14, Perception +19, Sense Motive +8, Stealth +29, Use Magic Device +11	
Languages Undercommon; cannot speak, telepathy 100 ft	
Gear <i>qaan ring</i>	
SPECIAL ABILITIES	
Body Thief (Su) As a full-round action that provokes an attack of opportunity, an intellect devourer can reduce its size, crawl into the mouth of a helpless or dead creature, and burrow into the victim's skull to devour its brain. This is a <i>coup de grace</i> attempt that inflicts 8d4+3d6+8 points of damage. If the victim is slain (or already dead), the intellect devourer usurps control of the body and may use it as its own, as if it controlled the target via a <i>dominate monster</i> spell. The intellect devourer has full access to all of the host's defensive and offensive abilities save for spellcasting and spell-like abilities (although the intellect devourer can still use its own spell-like abilities). A host body may not have been dead for longer than 1 day for this ability to function, and even successfully inhabited bodies decay to uselessness in 7 days (unless this time is extended via <i>gentle repose</i>). As long as the intellect devourer occupies the body, it knows (and can speak) the languages known by the victim and basic information about the victim's identity and personality, yet has none of the victim's specific memories or knowledge. Damage done to a host body does not harm the intellect devourer, and if the host body is slain, the intellect devourer emerges and is dazed for 1 round. Raise dead cannot restore a victim of body theft, but <i>resurrection</i> or more powerful magic can.	

THANSS	CR 11
Neuter Moon-Beast CE Large aberration [Pactlord] Init +7; Senses blindsight 90', Perception +21	
DEFENSE	
AC 25, touch 13, flat-footed 21 (+3 Dex, +1 dodge, +12 natural, -1 size) hp 136 (14d8+70) Fort +9, Ref +9, Will +15	
DR 10/piercing or slashing; Immune cold, gaze attacks, illusions, poison; Resist electricity 30 SR 22	
OFFENSE	
Speed 50', climb 20', <i>air walk</i>	
Melee claws +15/+15 (1d6+6)	
Melee tentacles +11/+11/+11/+11 (1d6+3)	
Space 10'; Reach 10'	
Special Attacks Rend (2 tentacles, 1d6+9 plus 1d4 Wisdom drain)	
Spell-Like Abilities CL 11th; concentration +18 1/day— <i>confusion</i> (DC 21), <i>major image</i> (DC 20), <i>mirage arcana</i> (DC 22) <i>plane shift</i> (self only) 3/day— <i>charm monster</i> (DC 20), <i>dispel magic</i> , <i>dominate person</i> (DC 22) at will— <i>detect thoughts</i> (DC 19), <i>shadow conjuration</i> (DC 21), <i>shadow evocation</i> (DC 22), <i>veil</i> (DC 23) constant— <i>air walk</i> , <i>hide from undead</i> (ioun stone)	
TACTICS	
Before Combat If alerted, casts <i>mirage arcana</i> to conceal the northwest corner of location 14d, including the exit to the Utterdark, Chrindurn and himself, behind the appearance of a solid wall of rock.	
During Combat Spells at range. May use illusions or <i>shadow conjuration</i> (stinking cloud, web) to slow down approaching enemies.	
Morale Will retreat into Utterdark if reduced to half hit points.	
STATISTICS	
Str 22, Dex 17, Con 20, Int 19, Wis 18, Cha 25	
Base Atk +10; CMB +17; CMD 31	
Feats Combat Casting, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Weapon Focus (Tentacles)	
Skills Acrobatics +11, Acrobatics (Jump) +19, Climb +18, Craft (Chaositech) +11, Diplomacy +14, Intimidate +24, Knowledge (Arcana) +9, Knowledge (Machines) +11, Knowledge (Planes) +9, Perception +21, Sense Motive +18, Spellcraft +21, Stealth +24, Use Magic Device +21	
Languages Abyssal, Aklo, Common, Goblin, Undercommon; cannot speak; telepathy 300'	
SQ compression, no breath	
Gear <i>qaan ring</i> , <i>ioun stone</i> (amethyst pyramid)	
SPECIAL ABILITIES	
Air Walk (Sp) Moon-beasts can <i>air walk</i> , as per the spell, as a constant ability, functioning at all times. Constant spell-like abilities can be dispelled, but can be reactivated as a swift action.	
Compression (Ex) A moon-beast may move through an area as small as 2.5' without squeezing or 1.25' when squeezing.	
Rend (Ex) If a moon-beast hits with two or more natural attacks in 1 round, it can cause tremendous damage (1d6+9) by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round.	
Wisdom Drain (Su) When a rend deals damage, the target takes 1d4 points of Wisdom drain (DC 22 Will save negates). A moon-beast heals 5 points of damage for each point of Wisdom it drains in this manner. If it drains a victim to 0 Wisdom, the moon-beast gains the effects of a <i>heal</i> spell.	

BLIRTU CR 13
Female cloaker oracle 11
CE Large aberration [Pactlord]
Init +9; **Senses** darkvision 60', Pierce the Veil, Perception +27

DEFENSE
AC 32, **touch** 17, **flat-footed** 27 (+8 armor, +3 deflection, +5 Dex, +7 natural, -1 size)
hp 194 (17d8+79), 11 temporary hp
Fort +11, **Ref** +10, **Will** +15
Defensive Abilities shadow shift (DC 20); **Resist** fire 10
Weaknesses lame

OFFENSE
Speed 5', fly 40' (average)
Melee bite +21/+21 (1d6+10)
Melee tail slap +16/+16 (1d8+7)
Space 10'; **Reach** 10' (5' with bite)
Special Attacks Engulf, Gift of Madness, Moan (DC 20)
Known Oracle Spells (CL 11th, concentration +18):
5th (5/day)—*greater command* (DC 22), *true seeing*, *mass cure light wounds*, *feeblemind* (DC 22)
4th (7/day)—*divination*, *divine power*, *inflict critical wounds* (DC 21), *black tentacles*, *cure critical wounds*
3rd (8/day)—*deeper darkness*, *dispel magic*, *inflict serious wounds* (DC 20), *prayer*, *cure serious wounds*, *tongues*
2nd (8/day)—*hold person* (DC 19), *pilfering hand*, *resist energy*, *silence*, *spiritual weapon*, *cure moderate wounds*, *dust of twilight* (DC 19)
1st (8/day)—*bless*, *command* (DC 18), *divine favor*, *sanctuary* (DC 18), *shield of faith*, *entropic shield*, *cure light wounds*
0 (at will)—*bleed* (DC 17), *create water*, *detect magic*, *detect poison*, *guidance*, *mending*, *purify food and drink* (DC 17), *read magic*, *resistance*

TACTICS
Watches and waits, interfering only if she can make a decisive difference. She will expect a well armed group to wipe out the expedition (fine with her) and then move on, leaving the place to her. She cannot attack other Pactlords directly but, if discovered, might help the party attacking pactslaves.
Before Combat With advanced warning, casts *shield of faith* and activates cloak of darkness ability (all included in stat block). Right before engaging, casts *divine power* on self (included in stat block). May use other spells, depending on circumstances.
During Combat While hidden, may attempt to use spells as undetectably as possible. The room is so loud, using Quiet Spell is probably not needed, but can be used. If exposed, will fly whenever possible, using moan and spells, and probably *deeper darkness*. If forced to fight up close, will engulf and use the *inflict serious wounds* spell stored in amulet to bite.
Morale Prefers stealth, subterfuge (appearing as an elf, for example), then negotiation, but will fly into the large opening into the Utterdark if given no other choice (Pierce the Veil allows her to see there, and she will cast *resist energy* to handle the cold).

STATISTICS
Str 23, **Dex** 20, **Con** 19, **Int** 14, **Wis** 12, **Cha** 24
Base Atk +12; **CMB** +19; **CMD** 37 (can't be tripped)
Feats Armor Proficiency, Light, Armor Proficiency, Medium, Combat Casting, Eschew Materials, Extend Spell, Great Fortitude, Improved Initiative, Iron Will, Shield Proficiency, Silent Spell, Simple Weapon Proficiency, Skill Focus (Perception), Still Spell
Skills Diplomacy +16, Disguise +25, Disguise (as cloak) +33, Fly +21, Intimidate +12, Knowledge (Arcana) +10, Knowledge (Planes) +10, Knowledge (Religion) +11, Perception +27, Sense Motive +12, Spellcraft +11, Stealth +27

PATHS LESS TRAVELED

Locations 12 and 15 offer departure points into largely uncharted territory (Ghul's Labyrinth or even further afield) with nothing to deter the players from sidetracking deeply. When leaving through these areas, the influence of the Dread fades, which should make it clear the character is no longer in Goth Gulgamel.

Some thought should be given to accommodating players keen to explore these uncharted areas. Both offer good locations to use random dungeon generators, transition into other published adventures, or hook in other plot points.

Languages Undercommon, Common, Elven
SQ cloak of darkness, dark tapestry mysteries, many forms
Gear *qaan ring*, +1 *spell storing amulet of mighty fists* (stored *inflict serious wounds*); *ring of minor fire resistance*

SPECIAL ABILITIES

Cloak of Darkness (Su) Conjure a cloak of shadowy darkness that grants a +8 armor bonus and a +6 circumstance bonus on Stealth checks. Use this cloak for 11 hours per day. The duration does not need to be consecutive, but it must be spent in 1-hour increments. (Included in the stats above.)

Engulf (Ex) A cloaker may wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whip-like tail to strike at other targets. Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Gift of Madness (Su) Cause a single living creature within 30 feet to become confused for 11 rounds. A successful Will save (DC 22) negates the effect. This is a mind-affecting compulsion effect. Use this ability 10/day.

Many Forms (Su) As a standard action, assume the form of a Small or Medium humanoid (as the *alter self* spell), animal (as *beast shape I*) or magical beast (as *beast shape III*) for 11 minutes per day. This duration does not need to be consecutive, but it must be spent in 1-minute intervals.

Moan (Ex) A cloaker can emit an infrasonic moan as a standard action, with one of four effects.

- Fear: All creatures in a 30-foot spread must save (Will negates) or become panicked for 2 rounds.
- Nausea: All creatures in a 30-foot cone must save (Fortitude negates) or fall prone and be nauseated for 1d4+1 rounds.
- Stupor: A single creature within 30 feet is affected by hold monster for 5 rounds (Will negates).
- Unnerve: Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. Those in the area for more than 6 consecutive rounds must save (Will negates) or enter a trance, helpless until the moaning stops.

Cloakers are immune to these sonic, mind-affecting attacks. A creature that successfully saves against the cloaker's fear, nausea, or unnerve moans cannot be affected by that same moan effect from that cloaker for 24 hours. All of the save DCs against a cloaker's moan are DC 20.

Shadow Shift (Su) When in dim illumination, a cloaker can manipulate shadows as a free action to create one of three effects: *blur* (lasts 1d4 rounds, self only), *mirror image* (CL 6th), or *silent image* (DC 20, CL 6th).

LOCATION 15

Since the path leading to this area winds through the extra-dimensional space of the Utterdark, it might lead *anywhere*, even somewhere far from the Spire. The passage will likely show signs of Destrachan passage, as the original text mentions the pack from location 23 hunts this location for food.

LOCATION 17

If alerted to combat occurring in location 14, the trolls in this area (and Quiral, their priest from location 18) will likely set up the hallway leading into location 14 as a chokepoint, filling it with *spike stones* and a *magic circle against law*.

FIENDISH BLOOD TROLL (7) CR 7

CE Large humanoid (giant) [Pactslave]
Init +2; **Senses** low-light, scent, Perception +8

DEFENSE

AC 24, **touch** 10, **flat-footed** 23 (+9 armor, +1 Dex, +5 natural, -1 size)
hp 88 (8d8+48); regeneration 5 (acid or fire)
Fort +12, **Ref** +4, **Will** +4 (all saves +1 vs. fear)
DR 5/good and magic ; **Resist** cold 10, fire 10; **SR** 13

OFFENSE

Speed 20'
Melee bite +12 (1d8+6)
power attack +10 (1d8+10)
Melee claw +13/+13 (1d6+6)
power attack +11/+11 (1d6+10)
Ranged longbow +9/+4 (2d6+6/x3)
Space 10'; **Reach** 10'
Special Attacks Rend (2 claws, 1d6+9), Smite Good

TACTICS

Before Combat The trolls are *blessed* by the altar (included in stat block).
During Combat Gang up on targets, attempting to back them against the altar, then push them into it. Will use bows while closing, but prefer to rend.
Morale Fanatically loyal to Quiral, Ochremeshk and each other. Will fight to the death.

STATISTICS

Str 22, **Dex** 14, **Con** 23, **Int** 10, **Wis** 10, **Cha** 6
Base Atk +6; **CMB** +13 (armor spikes, +1d6 to grapples); **CMD** 25
Feats Intimidating Prowess, Iron Will, Power Attack, Weapon Focus (Claw)
Skills Intimidate +13, Perception +8, Sense Motive +5
Languages Giant
Gear *qaan ring*; spiked full plate (large); masterwork composite longbow (Str +6)

SPECIAL ABILITIES

Regeneration (Ex) Blood trolls heal damage at 5 points per round, as with fast healing, but cannot die as long as regeneration is still functioning (although they still fall unconscious when their hit points are below 0). On the round following an acid or fire attack, blood trolls cannot heal any damage and can die normally.

Smite Good (Su) 1/day as a swift action. Add +8 damage bonus against good foes; smite persists until target is dead or the troll creature rests.

The blood trolls have been converted from the concept in the original text, based on the monster creation rules, Bestiary 290-294

THE CAPTAIN	CR 9
Male fiendish blood troll fighter 2 CE Large humanoid (giant) [Pactslave] Init +3; Senses low-light, scent, Perception +9	
DEFENSE	
AC 24, touch 10, flat-footed 23 (+9 armor, +1 Dex, +5 natural, -1 size) hp 127 (8d8+2d10+80); regeneration 5 (acid or fire) Fort +17, Ref +5, Will +3 (all saves +2 vs. fear) DR 5/good and magic; Resist cold 10, fire 10; SR 15	
OFFENSE	
Speed 20'	
Melee bite +19 (1d8+11) <i>power attack</i> +16 (1d8+17)	
Melee claw +20/+20 (1d8+11) <i>power attack</i> +17/+17 (1d8+17)	
Ranged longbow +13/+8 (2d6+9/x3)	
Space 10'; Reach 10'	
Special Attacks Rend (2 claws, 1d6+15 plus 2 Con damage), Smite Good	
TACTICS	
Before Combat Boosted by <i>bull's strength</i> and <i>entropic shield</i> from Quiral. He is <i>blessed</i> by the altar. Wearing the talisman, he will also touch the altar for a luck boost. (All included in stat block.)	
During Combat Leads the attack. Bow while closing, but prefers to rend.	
Morale Will fight to the death.	
STATISTICS	
Str 30, Dex 16, Con 27, Int 10, Wis 8, Cha 8	
Base Atk +8; CMB +19 (+21 bull rush; spikes +1d6 to grapples); CMD 32	
Feats Improved Bull Rush, Improved Natural Attack (Claw), Intimidating Prowess, Iron Will, Power Attack, Vital Strike, Weapon Focus (Claw)	
Skills Intimidate +20, Perception +9, Sense Motive +6	
Languages Giant	
Gear <i>quaan ring</i> ; <i>demonskull tailisman</i> ; spiked full plate (large); masterwork composite longbow (Str +8)	
SPECIAL ABILITIES	
Regeneration (Ex) Blood trolls heal damage at 5 points per round, as with fast healing, but cannot die as long as regeneration is still functioning (although they still fall unconscious when their hit points are below 0). On the round following an acid or fire attack, blood trolls cannot heal any damage and can die normally.	
Smite Good (Su) 1/day as a swift action. Add +8 damage bonus against good foes; smite persists until target is dead or the troll creature rests.	

LOCATION 18

In this variation, Quiral is cast as a gug savant and a Pactlord. While he considers the Pact useful, his loyalty to Ochremeshk is far deeper and more personal. Quiral is well aware of what Zavayss' *ring of solidified fire* can do and would have killed him to get it long ago if not for the Pact.

If put in a position where he can take prisoners, he will do so, at least until he can determine what they know about (in order of importance): Ochremeshk, the Utterdark, Goth Gulgamel, the Pactlords of the Quaan.

QUIRAL	CR 14
Male gug savant cleric 6 (Ochremeshk) CE Large aberration [Pactlord] Init +1; Senses darkvision 60', Perception +30 Aura aura of chaos, aura of evil	
DEFENSE	
AC 27, touch 13, flat-footed 26 (+3 deflection, +1 Dex, +14 natural, -1 size) hp 206 (21d8+105) Fort +15, Ref +10, Will +20 (+2 vs. good, +1 vs. fear) Immune disease, poison Resist fire 20	
OFFENSE	
Speed 40' climb 20'	
Melee bite +25 (1d8+10) <i>power attack</i> +21 (1d8+18)	
Melee claw +25/+25/+25/+25 (1d6+10) <i>power attack</i> +21/+21/+21/+21 (1d6+18)	
Space 10'; Reach 10'	
Special Attacks channel negative energy (3d6, DC 19, 9/day), rend (2 claws, 1d6+12 plus 2 Con damage), touch of chaos (9/day), touch of evil (9/day),	
Spell-Like Abilities CL 10th, concentration +16 1/day— <i>invisibility</i> (DC 18), <i>spike stones</i> (DC 20), <i>transmute rock to mud</i> (DC 21), <i>unholy blight</i> (DC 20, 5d8)	
Cleric Spells Prepared (CL 6th, concentration +12): 3rd— <i>cure serious wounds</i> , <i>deeper darkness</i> , <i>dispel magic</i> , <i>magic circle vs. law</i> ^P 2nd— <i>align weapon</i> (evil only) ^P , <i>bear's endurance</i> , <i>bull's strength</i> , <i>hold person</i> (DC 18), <i>shatter</i> (DC 18), <i>silence</i> 1st— <i>bless</i> , <i>command</i> (DC 17), <i>divine favor</i> , <i>entropic shield</i> , <i>protection from good</i> ^P , <i>shield of faith</i> 0 (at will)— <i>detect magic</i> , <i>guidance</i> , <i>read magic</i> , <i>resistance</i>	
D domain spell; Domains chaos, evil	
TACTICS	
Before Combat With warning: casts <i>shield of faith</i> , <i>bear's endurance</i> and <i>protection from good</i> on self (all included in stat block). He is <i>blessed</i> by the altar and, just prior to engaging, casts <i>divine favor</i> on himself (included).	
During Combat Minimal spell use, engage in melee, attempting to disrupt strong fighters with awesome blow, rend and bull rushing into altar or the Utterdark. High AC targets may be targeted by touch abilities. Almost always will power attack. If forced to engage at range, will use channeling, <i>unholy blight</i> (may wait to use the latter until <i>touch of evil</i> has made targets more vulnerable to it) and <i>dispel magic</i> .	
Morale When low on hit points or allies, may flee into the Utterdark, possibly using <i>invisibility</i> .	
STATISTICS	
Str 27, Dex 12, Con 20, Int 13, Wis 22, Cha 22	
Base Atk +15 CMB +24 (+28 bull rush) CMD 38 (40 vs. bull rush)	
Feats Awesome Blow, Blind-Fight, Combat Casting, Combat Reflexes, Greater Bull Rush, Improved Bull Rush, Lightning Reflexes, Lunge, Power Attack, Skill Focus (Perception), Vital Strike	
Skills Bluff +9, Diplomacy +12, Escape Artist +13, Intimidate +10, Knowledge (Dungeoneering) +11, Knowledge (Planes) +16, Knowledge (Religion) +13, Perception +30, Sense Motive +17, Spellcraft +6, Stealth +15, Survival +24, Use Magic Device +10	
Languages Giant, Undercommon	
SQ compression, spontaneous casting	
Gear <i>quaan ring</i> ; <i>ring of major fire energy resistance</i> ; red garnet (100gp), potions of <i>cure moderate wounds</i> (x4) and <i>cure serious wounds</i> ; scrolls of <i>divine favor</i> (x3), <i>hold person</i> and <i>resist energy</i> (x5)	

SPECIAL ABILITIES
Compression (Ex) Move through an area as small as 2.5 feet without squeezing or 1.25 feet when squeezing.
Touch of Chaos (Sp) Imbue a target with chaos as a melee touch attack, 9/day. For the next round, any time the target rolls a d20, he must roll twice and take the less favorable result.
Touch of Evil (Sp) Cause a creature to become sickened as a melee touch attack, 9/day. Creatures sickened by your touch count as good for the purposes of spells with the Evil descriptor. This ability lasts for 3 rounds.

LOCATION 19

Apart from the structural changes mentioned in the earlier chapter, this location remains largely as written. The bodaks are slightly customized to take advantage of their tortured elven history.

Among the random, chaos-altered debris accumulated under the exit of the organic tunnel (location 11c) in the ceiling is a perfect, ripe, green apple with a chaotic aura. Anyone brave enough to eat it finds it functions as a *potion of divine favor*.

BODAK (4)	CR 8
CE Medium undead (extraplanar) Init +6; Senses darkvision 60', Perception +14	
DEFENSE	
AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural) hp 89 (10d8+40) Fort +6, Ref +5, Will +8	
DR 10/cold iron ; Immune electricity, undead immunities (ability drain, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, mind-affecting effects, nonlethal damage, paralysis, poison, sleep, stunning); Resist acid 10, fire 10	
Weaknesses Vulnerability to Sunlight	
OFFENSE	
Speed 20'	
Melee slam +9/+9 (1d8+1)	
Special Attacks Death Gaze	
TACTICS	
Will attempt to surround foes, so that none may avert their gaze.	
STATISTICS	
Str 13, Dex 15, Con —, Int 6, Wis 13, Cha 16	
Base Atk +7; CMB +8; CMD 21	
Feats Ability Focus (Death Gaze), Dodge, Improved Initiative, Toughness, Weapon Focus (Slam)	
Skills Intimidate +11, Perception +14, Stealth +10	
Languages Elder Elven	
SPECIAL ABILITIES	
Death Gaze (Su) 1d4 negative levels, 30 feet; Fortitude DC 20 negates. A humanoid slain by a bodak's death gaze rises as a bodak 24 hours later. This is a death effect. Because the gaze of a bodak serves as a conduit to the horrors that spawned its transformation, the DC to resist this gaze increases by two for harrow elves and by one for other types of elves.	
Vulnerability to Sunlight (Ex) Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to direct sunlight deals 2d6 points of damage to a bodak.	

bodak, Bestiary 2 48

gaze attacks, PCR 300

LOCATION 20

An obsession with the *entropy sphere* means that Liilor doesn't take the Pact's tinkering around in the Utterdark very seriously, and he largely leaves them alone. Playing green dragonscales with Quiral has been a welcome diversion.

LIILOR	CR 12
Male common rakshasa	
LE Medium outsider (native, shapechanger)	
Init +9; Senses darkvision 60', Perception +14	
DEFENSE	
AC 35, touch 18, flat-footed 29 (+4 armor, +5 Dex, +1 dodge, +9 natural, +4 shield, +2 luck)	
hp 140 (10d10+80)	
Fort +13, Ref +14, Will +10	
DR 15/good and piercing; Resist cold 10; SR 25	
OFFENSE	
Speed 40'	
Melee staff of power +15/+10 (1d6+6)	
Melee claw +15/+15 (1d4+3)	
Melee bite +10 (1d6+1)	
Special Attacks Detect Thoughts (DC 20)	
Known Sorcerer Spells (CL 7th, concentration +12)	
3rd (5/day)— <i>haste</i> , <i>suggestion</i> (DC 18)	
2nd (7/day)— <i>acid arrow</i> , <i>bear's endurance</i> , <i>invisibility</i>	
1st (8/day)— <i>charm person</i> (DC 16), <i>mage armor</i> , <i>magic missile</i> , <i>shield</i> , <i>silent image</i> (DC 16)	
0 (at will)— <i>dancing lights</i> , <i>detect magic</i> , <i>ghost sound</i> (DC 15), <i>mage hand</i> , <i>mending</i> , <i>message</i> , <i>prestidigitation</i> (DC 15)	
TACTICS	
As written in original text; <i>mage armor</i> , <i>bear's endurance</i> and <i>shield</i> , all included in stat block. He will wait to cast <i>haste</i> until he can also target his companion marai.	
STATISTICS	
Str 16, Dex 20, Con 26, Int 13, Wis 13, Cha 21	
Base Atk +10; CMB +13; CMD 31	
Feats Combat Casting, Deceitful, Dodge, Improved Initiative, Weapon Finesse	
Skills Bluff +26, Diplomacy +18, Disguise +30, Perception +14, Perform (Sing) +18, Sense Motive +14, Stealth +18	
Languages Common, Elven, Infernal, Undercommon	
SQ change shape (any humanoid, <i>alter self</i>), darkvision,	
Gear <i>staff of power</i> (10 charges); +4 <i>headband of alluring charisma</i> ; <i>minor ring of cold resistance</i> ; potions of <i>cure serious wounds</i> , <i>displacement</i> , <i>fly</i>	
SPECIAL ABILITIES	
Change Shape (Su) Rakshasa may indefinitely assume the appearance of any large, medium or small humanoid creature, but retains most of their own physical qualities. This ability functions as an <i>alter self</i> spell, but does not adjust ability scores (although the rakshasa gains any other abilities of the creature it mimics).	
Detect Thoughts (Su) A rakshasa can detect thoughts as per the spell of the same name (CL 18th). It can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a DC 20 Will save.	

dragonscales, Ptolus 359

common rakshasa, Bestiary 231

staff of power, PCR 495

LOCATION 21

Liilor's harem are altered in this conversion to be four marai rakshasa, instead of the pair of common rakshasa in the text. Though originally enthusiastic about Liilor's research on the *entropy sphere*, they gave up on making progress centuries ago, and are bored out of their minds.

To relieve this boredom, they began meditating. In this fugue, they barely notice the passage of time; however, they slowly gain awareness of the Malignancy growing far above in Jabel Shammar. It wants more souls to feed it, so has been subconsciously planting ideas about the *entropy sphere* into their minds.

Upon waking, they will be able to advance Liilor's research on the sphere. Should they survive the PCs, they will become very interested in reaching Jabel Shammar. They may even work with the PCs to reach it.

LIILOR'S RESEARCH

Since escaping the forces who defeated Ghul, Liilor has returned to Goth Gulgamel for centuries, trying to unlock the power of the *entropy sphere* and control it the way the Dread One did. He has also searched everywhere he can think of for information about the *sphere*. At this point, he may know more about the artifact than anyone else alive.

Liilor has had several conversations with Kadavalus, though he does not visit him lightly. The rakshasa has been granted access to the *sphere* twice and, though he could tap into the sphere like any other caster, he could not harness it as the Dread One did. If compelled to, Liilor can relate the following to the party:

- The titan will awake by saying his name: Kadavalus.
- The most likely way to gain access to the *sphere* is to give the titan both respect and a powerful, preferably evil, magic item.
- Liilor believes the titan knows the secret of how the Dread One commanded the *entropy sphere*, but has not found anything the titan wants enough to reveal it.
- The *book of inverted darkness* likely holds the secrets to control the *sphere* as well.

MARAI RAKSHASA (4)	CR 8
LE Medium outsider (native, rakshasa, shapechanger)	
Init +5; Senses darkvision 60', Perception +10	
DEFENSE	
AC 25, touch 16, flat-footed 19 (+4 armor, +5 Dex, +1 dodge, +5 natural)	
hp 99 (9d10+45)	
Fort +8, Ref +11, Will +9	
DR 10/good and piercing ; SR 23	
OFFENSE	
Speed 40'	
Melee bites +11/+11/+11/+11/+11/+11/+11 (1d6+2)	
Ranged energy bolts (touch) +14/+14/+14/+14/+14/+14 (1d8)	
<i>point-blank</i> +15/+15/+15/+15/+15/+15 (1d8+1)	
Known Sorcerer Spells (CL 5th, concentration +9)	
2nd (5/day)— <i>invisibility</i> , <i>scorching ray</i>	
1st (7/day)— <i>charm person</i> (DC 15), <i>jump</i> , <i>mage armor</i> , <i>magic missile</i>	
0 (at will)— <i>bleed</i> (DC 14), <i>detect magic</i> , <i>ghost sound</i> (DC 14), <i>mage hand</i> , <i>open/close</i> (DC 14), <i>read magic</i>	
TACTICS	
Before Combat Will cast <i>mage armor</i> (included in stat block). May cast <i>invisibility</i> on self, depending on circumstances.	
During Combat Use energy bolts whenever possible. Spells at range. Attempt to flank and use bites, particularly on targets suffering conditions.	
Morale If Liilor is killed, may flee or attempt to negotiate.	
STATISTICS	
Str 14, Dex 21, Con 20, Int 11, Wis 13, Cha 18	
Base Atk +9; CMB +11; CMD 27	
Feats Dodge, Improved Natural Attack (Bite), Iron Will, Point-Blank Shot, Weapon Finesse	
Skills Acrobatics +14, Acrobatics (Jump) +18, Bluff +20, Climb +7, Disguise +16, Knowledge (Arcana) +11, Perception +10, Sense Motive +12, Spellcraft +8	
Languages Common, Elven, Infernal, Orc	
SQ change shape (any humanoid, <i>alter self</i>), confusion, energy bolts, spells	
SPECIAL ABILITIES	
Change Shape (Su) Rakshasa may indefinitely assume the appearance of any large, medium or small humanoid creature, but retains most of their own physical qualities. This ability functions as an <i>alter self</i> spell, but does not adjust ability scores (although the rakshasa gains any other abilities of the creature it mimics).	
Confusion (Su) A creature bitten by a marai's bite (from either its actual mouth or the snakes it has for hands) must succeed at a DC 19 Will save or become confused for 1 round. The save DC is Constitution-based.	
Energy Bolts (Ex) Once every 1d4 rounds as a standard action that provokes an attack of opportunity, a marai's six snake arms can each spit a bolt of energy to a maximum range of 60 feet. Each bolt deals 1d8 points of damage and has an additional effect if the target fails to resist it with a DC 19 Fortitude save, as summarized below. The save DC is Constitution-based.	
<ul style="list-style-type: none"> • Amethyst Viper: Cold damage plus sickened for 1d4 rounds. • Crimson Viper: Fire damage plus burn (1d4, DC 19). • Emerald Viper: Acid damage plus nauseated for 1 round. • Magenta Viper: Electricity damage plus staggered for 1 round. • Turquoise Viper: Sonic damage plus stunned for 1 round. • Violet Viper: Force damage plus knocked prone. 	

marai rakshasa, Bestiary 3 228

the Malignancy, Ptolus 503-505.

LOCATION 22A

Long ago, during Ghul's final battle, an *orb of utter chaos* was destroyed in location 22a. Since then, the room has transformed into a dweomersink:

DWEOMERSINK	CR 9
A successful DC 20 Spellcraft check detects a tingling in the air that heralds the presence of a nearby dweomersink. An active spell brought into a dweomersink may be dispelled, and any spell cast inside a dweomersink is subject to an immediate counterspell (both as <i>dispel magic</i> , caster level 14th). The resulting release of magical energy inflicts 1d6 points of damage per spell level in a 5-foot burst centered on the bearer of the spell entering the area or the caster of a new spell (Reflex save DC 18 for half damage). If multiple overlapping bursts hit the same target, only the most damaging applies. Once a spell effect has survived a dispel attempt, it is not affected again unless it leaves and reenters the dweomersink. A <i>dispel chaos</i> spell will permanently destroy this dweomersink.	

LOCATION 22B & 22C

This encounter works as originally written. What follows are stat blocks converting the antagonists to Pathfinder.

CTHORN BLACKGUARD (3)	CR 12
Male and female cthorn antipaladin 11 NE Medium undead Init +7; Senses darkvision 60', Perception +21 Aura aura of cowardice, aura of despair, aura of evil, aura of vengeance	
DEFENSE	
AC 28, touch 13, flat-footed 25 (+8 armor, +3 Dex, +4 natural, +3 shield) hp 157 (15 HD; 4d8+11d10+71) Fort +16, Ref +11, Will +18 Immune undead immunities (ability drain, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, mind-affecting effects, nonlethal damage, paralysis, poison, sleep, stunning)	
OFFENSE	
Speed 20' Melee greataxe +21/+16/+11 (1d12+8/19-20/x3 + 2d6 vs. good + 1 bleed) <i>power-attack</i> +17/+12/+7 (1d12+17/19-20/x3 + 2d6 vs. good + 1 bleed) Melee longsword +20 (1d8+3/19-20 + 2d6 vs. good) <i>power-attack</i> +16 (1d8+11/19-20 + 2d6 vs. good) Melee battleaxe +20 (1d8+2/x3 + 2d6 vs. good) <i>power-attack</i> +16 (1d8+10/x3 + 2d6 vs. good) Ranged masterwork javelin +18/+13/+8 (1d6+5) Special Attacks Channel Negative Energy (6d6, DC 19), Smite Good (+4 attack, +11 damage), Outflank, Touch of Corruption (5d6 + nauseated, staggered or sickened) Class Spell-Like Abilities: <i>detect good</i> (at will) Antipaladin Spells Prepared (CL 11th, concentration +15) 3rd— <i>dispel magic</i> , <i>vampiric touch</i> 2nd— <i>bull's strength</i> , <i>darkness</i> 1st— <i>cause fear</i> (DC 15), <i>doom</i> (DC 15), <i>summon monster</i> i	

TACTICS
Before Combat Activates Enhance Weapon ability, giving <i>keen wounding</i> to greataxe (included in stat block). Will attempt to flank with other blackguards, to make use of their Outflank feat. Will likely take the time to <i>detect good</i> and smite the toughest looking. Other tactics as originally written. Effects of <i>bull's strength</i> included in stats.
STATISTICS
Str 16, Dex 17, Con —, Int 14, Wis 16, Cha 18 Base Atk +14; CMB +17 (+19 sunder); CMD 30 (32 vs. sunder) Feats Cleave, Combat Reflexes, Improved Initiative, Improved Sunder, Multiweapon Fighting, Outflank, Power Attack, Weapon Focus (Greataxe) Skills Climb +11, Intimidate +22, Knowledge (Arcana) +12, Knowledge (Religion) +12, Perception +21, Ride +10, Stealth +21 Languages Cthorn, Elder Elven SQ enhance weapon, plague bringer, smite good, touch of corruption Gear +1 <i>greataxe</i> (enhanced with <i>keen wounding</i>), +1 <i>longsword</i> ; masterwork battleaxe; +1 <i>heavy steel shield</i> ; +2 <i>breastplate</i> ; masterwork javelin (x6)

SPECIAL ABILITIES
Aura of Cowardice (Su) Enemies within 10 feet to take a -4 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity while within 10 feet of you. This ability functions only while you remain conscious, not if you are unconscious or dead. Aura of Despair (Su) Enemies within 10 feet of you take a -2 penalty on all saving throws. This penalty does not stack with the penalty from aura of cowardice. This ability functions only while you remain conscious, not if you are unconscious or dead. Aura of Vengeance (Su) You can expend two uses of your Smite Good ability to grant the ability to smite good to all allies within 10 feet, using your bonuses. Allies must use this Smite Good ability by the start of your next turn, and the bonuses last for 1 minute. Using this ability is a free action. Good creatures gain no benefit from this ability. Cthorn Wickedness (Su) All melee attacks are made as if the weapon had the <i>unholy</i> quality. This does not stack with actual <i>unholy</i> weapons. Enhance Weapon 2/day. Your fiendish boon allows you to enhance your weapon with equivalent of +3 enhancement bonus as a standard action by calling upon the aid of a fiendish spirit for 11 minutes. When called, the spirit causes the weapon to shed unholy light as a torch. Smite Good (Su) As a swift action, you choose one target within sight to smite. If this target is good, bypass DR and add +4 to your attack rolls and +11 on all damage rolls made against it. If the target is an outsider with the good subtype, a good-aligned dragon, or a good creature with levels of cleric or paladin, the bonus to damage on the first successful attack increases to +22. In addition, while Smite Good is in effect, gain a +4 deflection bonus to AC against attacks made by the target. Touch of Corruption (Su) 9/day. As a touch attack, you can cause 5d6 points of damage and (choose one): target is nauseated for 3 rounds, staggered for 5 rounds or sickened for 11 rounds. Using this ability is a standard action that does not provoke attacks of opportunity. Alternatively, you can use this power to heal undead creatures, restoring 5d6 hit points.

CTHORN WIZARD (2)	CR 11
Male and female cthorn enchanter 10 NE Medium undead Init +4; Senses darkvision 60', Perception +19 DR 10/admantine (first 150 points only) Aura aura of despair, chill shield (1d6+10 cold damage to attacks, half damage from fire)	
DEFENSE	
AC 26, touch 14, flat-footed 22 (+4 armor, +4 Dex, +4 natural, +4 shield) hp 97 (14 HD; 4d8+10d6+38) Fort +6, Ref +8, Will +13 Immune undead immunities	
OFFENSE	
Speed 60', fly 60' (good) Ranged ray (touch) +12/+7 Special Attacks Dazing Touch Wizard Spells Prepared (CL 10th, concentration +14): 5th— <i>dominate person</i> (DC 21), <i>hold monster</i> (DC 21), <i>mind fog</i> (DC 21) 4th— <i>charm monster</i> (DC 20), <i>confusion</i> (DC 20), lingering lightning bolt (DC 18), <i>fire shield</i> , <i>greater invisibility</i> 3rd— <i>dispel magic</i> , <i>fireball</i> (DC 18), <i>fly</i> , <i>heroism</i> , <i>lightning bolt</i> (DC 18) 2nd— <i>cat's grace</i> , <i>command undead</i> (DC 16), <i>hideous laughter</i> (DC 18), intensified <i>shocking grasp</i> (2), heightened <i>charm person</i> (DC 18) 1st— <i>burning hands</i> (DC 16), <i>charm person</i> (DC 17), <i>expeditious retreat</i> , <i>magic missile</i> (2), <i>shield</i> 0 (at will)— <i>acid splash</i> , <i>daze</i> (DC 16), <i>detect magic</i> , <i>mage hand</i>	

TACTICS
As originally written. Stat block includes effects of <i>cat's grace</i> , <i>stoneskin</i> , <i>fire shield</i> , <i>fly</i> , <i>expeditious retreat</i> and <i>shield</i> .
STATISTICS
Str 11, Dex 19, Con —, Int 19, Wis 14, Cha 15 Base Atk +8; CMB +8; CMD 22 Feats Brew Potion, Empower Spell, Greater Spell Focus (Enchantment), Intensified Spell, Magical Aptitude, Scribe Scroll, Spell Focus (Evocation, Enchantment), Spell Penetration, Still Spell Skills Bluff +7, Craft (Alchemy) +11, Diplomacy +7, Fly +25, Intimidate +10, Knowledge (Arcana) +17, Knowledge (Geography) +17, Knowledge (History) +17, Perception +19, Spellcraft +25, Stealth +21, Use Magic Device +6 Languages Cthorn, Elder Elven SQ arcane bond, aura of despair, enchanting smile Gear amulet (arcane bond); +4 <i>bracers of armor</i> ; scroll (<i>stoneskin</i>); wand of <i>acid arrow</i> ; wand of <i>ice storm</i> ; spellbook

SPECIAL ABILITIES
Aura of Despair (Su) You can emit a 30-foot aura of despair for 10 rounds per day. Enemies within this aura take a -2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. These rounds do not need to be consecutive. This is a mind-affecting effect. Cthorn Casting (Ex) Cthorn wizards may take a full-round action to cast two spells with a casting time of a standard action or use two spell-completion or spell-trigger items (or any combination thereof). Dazing Touch (Sp) 7/day. You can cause a living creature to become dazed for 1 round as a melee touch attack. Creatures with more than 10 hit dice are unaffected. Enchanting Smile (Su) You gain a +4 enhancement bonus on Bluff, Diplomacy, and Intimidate skill checks. Enchantment School You have chosen to specialize in enchantment spells, with divination and conjuration as opposition schools.

Cthorn were created as CR3 undead, using the monster creation rules (Bestiary 290-293), then advanced with class levels, as per the monster advancement rules (Bestiary 296-297), using the published version as a guide. As the Blackguard does not (and will not) exist in Pathfinder, antipaladin levels (APG, 118-123, ignoring the alignment restriction) were used as the closest analogue.

LOCATION 23A & 23B

The ledge which looks over location 14 from here is enchanted to cast *feather fall* on any who step off of it. The denizens of this room make use of this occasionally to prowl the complex and hunt for food down location 15 (returning via the latticework on the outside of location 14).

The Utterdark around the area is likely filled with Destrachan excrement and former meals. Their current, mostly consumed, meal is a roper named Strecmunt. Yet another Pactlord of the Quaan, Strecmunt secretly entered Goth Gulgamel before any of the other Pactlords and attached itself into the latticework outside location 14. Though he

THE PALLCASTER

This red gemstone appears to be a faceted ruby of around 5,000 gp in value; however, it is actually a cursed casing, housing an intelligence which wants nothing more than to spread the reach of the Utterdark, much as Ghul did.

The gem can cast *misdirection* once per day and *magic aura* on itself at will, and will usually do so to make itself more appealing to those who find it (often by concealing its alignment and/or seeming even more powerful than it is). Anyone picking up the gem will get the feeling that the gem is activated by touching it to their own sternum. Resisting the urge to do so requires a DC 25 Will save.

If placed in this location (or an approximation of such for non-humanoids), the gem grafts itself to the bone and sends tendrils throughout the character's body over the next three rounds, dealing 1d8 damage per round. Once attached, the character gains continuous blindsight to 120 feet.

A *remove curse* (DC 25) will cause the tendrils to dissolve and the gem to fall off the character (regardless of the will of the character or the gem). The gem may also choose to detach on its own.

CE intelligent magic item

Int 17, Wis 14, Cha 16, Ego 25

Languages none (empathy)

Senses (120ft.) sight/sound, blindsense, read magic

Item Powers (at will) *magic aura* (self), *read magic* (self)
(1/day): *misdirection* (1/day), *deeper darkness* (1/day)

Dedicated Power *analyze dweomer* (at will)

Aura moderate divination; CL 11th; Slot —; Price 324,218 gp; Weight —

intended to study how this apparatus tapped into the *entropy sphere*, the inhabitants of location 23 found him instead. A thorough search of his corpse will reveal a *quaan ring* grafted to one of his teeth and a fingernail-sized red gemstone embedded below his mouth. This gem is a unique magic item known as the *pallcaster*.

DESTRACHANS (8)

CR 8

NE Large aberration

Init +5; Senses blindsight 100 ft.; Perception +27

DEFENSE

AC 19, touch 11, flat-footed 17 (+1 Dex, +1 dodge, +8 natural, -1 size)

hp 94 (12d8+36)

Fort +9, Ref +7, Will +12; +4 vs sonic attacks

Defensive Abilities protection from sonics; Immune gaze attacks, visual effects, illusions, and attacks relying on sight; Resist sonic 30

OFFENSE

Speed 30 ft.

Melee bite +12 (2d6+4)

Melee claws +12/+12 (1d8+4)

Space 10 ft.; Reach 5 ft.

Special Attacks destructive harmonics

TACTICS

As originally written.

STATISTICS

Str 18, Dex 13, Con 16, Int 13, Wis 18, Cha 13

Base Atk +9; CMB +14; CMD 26

Feats Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Vital Strike

Skills Climb +19, Perception +27, Sense Motive +16, Stealth +12, Survival +19; Racial Modifiers +8 Perception (hearing only)

Languages Common (cannot speak)

SPECIAL ABILITIES

Destructive Harmonics (Su) A destrachan can project a blast of sonic energy in a cone up to 80 feet long or in a 30-foot radius burst centered on itself as a standard action. It can adjust the harmonics of its sonic cry to generate one of two different effects on targets within the area of effect, but can only create one of these effects with each use of this ability.

- Destruction: All creatures within the area of effect of the destructive harmonics take 8d6 points of sonic damage (DC 19 Reflex save halves this damage). If the destrachan wishes, this damage can instead deal nonlethal damage rather than sonic damage. Alternatively, the destrachan can target a single crystal, metal, stone, or wooden object within 80 feet with this attack—that object takes 8d6 points of damage. This damage is not halved when applied to the object's hit points, but is reduced by the object's hardness. A magical or attended object can attempt a DC 19 Reflex save to halve the damage.
- Pain: Rather than deal damage, the destrachan can cause intense pain and overwhelming sound to affect all creatures within the area. Targets in the area must succeed on a DC 19 Fortitude save to avoid being stunned for 1 round and deafened for 1d6 rounds.

Protection from Sonics (Ex) A destrachan gains a +4 racial bonus on all saves against sonic attacks. It is immune to the effects of its own destructive harmonics. A destrachan whose sense of hearing is impaired is effectively blinded, treating all targets as if they had total concealment.

LOCATION 23C

Should the titan die, the portal to the *entropy sphere* opens and energy will reach out and consume his corpse.

KADAVALLUS

CR 22

Male thanatotic titan

CE Colossal outsider (chaotic, evil, extraplanar)

Init +4; Senses darkvision 120', true seeing; Perception +31

DEFENSE

AC 41, touch 2, flat-footed 41 (+12 armor, +24 natural, -8 size, +3 shield)

hp 476 (23d10+345)

Fort +22, Ref +15, Will +20; +8 resistance vs. mind-affecting

DR 15/lawful and epic; Immune aging, death effects, disease; Resist cold 30 SR 33

OFFENSE

Speed 40'

Melee battleaxe +37/+32/+27/+22 (6d6+22/19-20/x3)

power attack +31/+26/+21/+16 (6d6+34/19-20/x3)

Melee claws +34/+34 (2d8+19)

power attack +28/+28 (2d8+31)

Ranged rock +16/+11/+6/+1 (4d6+28)

Space 30'; Reach 30'

Special Attacks godslayer, rock throwing (100'), trample (2d8+28, DC 40), vital strike (x4 damage)

Spell-Like Abilities CL 20th; concentration +27

Constant—*air walk*, *mind blank*, *spell turning*, *true seeing*

At will—*bestow curse* (DC 21), *break enchantment*, *divination*, *greater dispel magic*, *sending*

3/day—*disintegrate* (DC 23), *greater scrying* (DC 24), *heal*, *mass suggestion* (DC 23)

1/day—*gate* (1d6+2 rhodintor), *imprisonment* (DC 26), *meteor swarm* (DC 26), *true resurrection*

TACTICS

Typically will open by summoning rhodintor, then using *meteor swarm*. Will always power attack. Will only use battleaxe if he can full attack. Casters who prove dangerous will get *disintegrated*.

STATISTICS

Str 49, Dex 10, Con 41, Int 27, Wis 20, Cha 24

Base Atk +23; CMB +50; CMD 60

Feats Awesome Blow, Bleeding Critical, Critical Focus, Greater Vital Strike, Improved Bull Rush, Improved Critical (battleaxe), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Vital Strike

Skills Bluff +33, Craft (Stonemasonry) +34, Diplomacy +30, Intimidate +33, Knowledge (arcana, history, and planes) +34, Knowledge (religion) +31, Perception +31, Perform (Oratory) +30, Ride +18, Sense Motive +31, Spellcraft +34, Stealth +5, Use Magic Device +33

Languages Abyssal, Celestial, Common; telepathy 300'

SQ change shape (any humanoid, *alter self*)

SPECIAL ABILITIES

Godslayer (Su) When a thanatotic titan damages a creature capable of casting divine spells, that creature must make a DC 28 Will save or be unable to cast any divine spells for 1d4 rounds and be shaken. If the save is successful, the creature struck is merely shaken for 1 round. A thanatotic titan's attacks are treated as epic and evil for the purposes of overcoming damage reduction.

rhodintor, Ptolus 628

Conversion done by building a CR 7 monstrous humanoid from scratch, informed by the original text. Feats changed to take advantage of teamwork and to differentiate the two paths slightly.

rhodintor staff, Ptolus 628

KRAVREN PATH RHODINTOR (IF SUMMONED)
CE Medium monstrous humanoid
Init +2; Senses darkvision 60', Perception +16
DEFENSE
AC 28, touch 12, flat-footed 26 (+4 armor, +2 Dex, +9 natural, +3 shield)
hp 64 (8d10+24)
Fort +9, Ref +12, Will +13
DR 5/magic ; Resist cold 10, electricity 10, fire 10; SR 20
OFFENSE
Speed 30 ft.
Melee battleaxe +16/+11 (1d8+6/x3) <i>power attack</i> +13/+8 (1d8+12/x3)
Melee head-butt +15/+15 (1d6+5) <i>power attack</i> +12/+12 (1d6+11)
Spell-Like Abilities CL 8th; concentration +13
At will— <i>mage armor</i> , <i>true strike</i>
2/day— <i>bull's strength</i> , <i>levitate</i> , <i>vanish</i>
1/day— <i>dispel magic</i> , <i>displacement</i> , <i>heroism</i>
TACTICS
When Summoned Will arrive with <i>mage armor</i> (included in stat block). Will try to get <i>heroism</i> and <i>bull's strength</i> up quickly (both included in stat block) and may use <i>vanish</i> to do so.
During Combat Will attempt to flank with other rhodintor when possible (to make use of Outflank). When far from opponents, may close while casting some combination of <i>dispel magic</i> , <i>vanish</i> , <i>displacement</i> and/or <i>true strike</i> .
Morale Likely to use <i>vanish</i> to cover an escape or regroup, if possible, but may be bound to fight to the death.
STATISTICS
Str 20, Dex 15, Con 16, Int 20, Wis 17, Cha 21
Base Atk +8; CMB +13 (+15 bull rush); CMD 25
Feats Cooperative Crafting, Craft Magic Arms and Armor, Improved Bull Rush, Outflank, Power Attack
Skills (gains +2 morale bonus to skill rolls) Acrobatics +14, Bluff +13, Craft (Chaositech) +14, Intimidate +15, Knowledge (Arcana) +18, Knowledge (Religion) +18, Perception +16, Sense Motive +9, Spellcraft +15, Stealth +13, Survival +12
Languages Common
Gear +1 battleaxe; +1 heavy steel shield
SPECIAL ABILITIES
Arcane Aura (Sp) Rhodintor have <i>mage armor</i> active at all times. This effect can be dispelled, but they can simply renew it as a standard action.
Hard Charger (Ex) The goat-like head of a kraven path rhodintor makes a formidable ram. Kraven rhodintor gain Improved Bull Rush as a bonus feat.

SARYCAL PATH RHODINTOR (IF SUMMONED)
CE Medium monstrous humanoid
Init +2; Senses darkvision 60', Perception +16
DEFENSE
AC 28, touch 15, flat-footed 23 (+4 armor, +2 Dex, +9 natural, [+3 dodge])
hp 64 (8d10+24)
Fort +7, Ref +10, Will +11
DR 5/magic ; Resist cold 10, electricity 10, fire 10; SR 20
OFFENSE
Speed 30 ft.
Melee staff +12/+7 (1d6+5+1d6 fire) <i>combat expertise</i> +9/+4 (1d8+12/x3)
Spell-Like Abilities CL 8th; concentration +13
At will— <i>mage armor</i> , <i>magic missile</i>
2/day— <i>hold person</i> (DC 18), <i>levitate</i> , <i>ray of enfeeblement</i> (DC 16)
1/day— <i>dispel magic</i> , <i>lightning bolt</i> (DC 18), <i>slow</i> (DC 18)
TACTICS

When Summoned Will arrive with *mage armor* (included in stat block).

During Combat Will attempt to flank with other rhodintor when necessary (to make use of Outflank), but prefers to stay at range. Will look to target groups of enemies with *slow* or *lightning bolt* or, sacrificing *dispel magic*, the *cone of fire* from the staff. Will try to use the *fire shield of wall of fire* from the staff as soon as possible, based on the situation. Will use *magic missile* and other spells as situation allows. Will almost always use combat expertise (included in stats).

Morale If defeat appears imminent, will flee if possible, using other rhodintor as cover or attempt to negotiate; however, may be bound to fight to the death.

STATISTICS
Str 20, Dex 15, Con 16, Int 20, Wis 17, Cha 21
Base Atk +8; CMB +13; CMD 25
Feats Combat Casting, Combat Expertise, Cooperative Crafting, Craft Magic Arms and Armor, Outflank
Skills Acrobatics +14, Bluff +13, Craft (Chaositech) +14, Intimidate +15, Knowledge (Arcana) +18, Knowledge (Religion) +18, Perception +16, Sense Motive +9, Spellcraft +15, Stealth +13, Survival +12
Languages Common
Gear <i>rhodintor staff</i>

SPECIAL ABILITIES

Arcane Aura (Sp) Rhodintor have *mage armor* active at all times. This effect can be dispelled, but they can simply renew it as a standard action.

Combat Caster (Ex) Rhodintor following the sarycal path bring a natural ferocity to their spellcasting. Sarycal path rhodintor gain Combat Casting as a bonus feat.

LOCATION 24

This encounter occurs as written, with Baenarum's stats converted like so:

BAENARUM	CR 18
Male elf fighter 8 / sorcerer 6 / eldritch knight 5	
LN Medium humanoid (elf)	
Init +3; Senses low-light, Perception +13	
DEFENSE	
AC 34, touch 14, flat-footed 30 (+14 armor, +3 Dex, +1 dodge, +2 natural, +4 shield)	
hp 119 (13d10+6d6+19)	
Fort +12, Ref +11, Will +12, +2 Will vs. fear, +2 vs. enchantments	
Resist acid 5, cold 5	
OFFENSE	
Speed 30'	
Melee +1 axiomatic greatsword +24/+19/+14/+9 (2d6+10/19-20) <i>power attack</i> +19/+14/+9/+4 (2d6+25/19-20)	
Ranged +1 heavy crossbow +20/+15/+10/+5 (1d10+1/19-20)	
Special Attacks Heavenly Fire (1d4+3, 9/day)	
Known Sorcerer Spells (CL 10th, concentration +16):	
5th (4/day)— <i>cone of cold</i> (DC 21)	
4th (6/day)— <i>stoneskin</i> , <i>wall of fire</i>	
3rd (7/day)— <i>fly</i> , <i>lightning bolt</i> (DC 19), <i>suggestion</i> (DC 19)	
2nd (8/day)— <i>bull's strength</i> , <i>detect thoughts</i> (DC 18), <i>mirror image</i> , <i>see invisibility</i> , <i>summon monster ii</i> , <i>resist energy</i>	
1st (8/day)— <i>endure elements</i> , <i>identify</i> , <i>magic missile</i> , <i>protection from chaos</i> , <i>shield</i> , <i>true strike</i> , <i>bles</i>	
0 (at will)— <i>dancing lights</i> , <i>detect magic</i> , <i>disrupt undead</i> , <i>flare</i> (DC 16), <i>light</i> , <i>mage hand</i> , <i>open/close</i> (DC 16), <i>read magic</i> , <i>touch of fatigue</i> (DC 16)	
TACTICS	
Before Combat Will cast <i>shield</i> (included in stat block), <i>see invisibility</i> and <i>detect thoughts</i> .	
STATISTICS	
Str 19, Dex 17, Con 12, Int 12, Wis 13, Cha 23	
Base Atk +16; CMB +20; CMD 34	
Feats Blind-Fight, Combat Casting, Dodge, Eschew Materials, Extended Spell, Greater Weapon Focus (Greatsword), Improved Vital Strike, Iron Will, Lightning Reflexes, Maximize Spell, Power Attack, Rapid Reload (Heavy Crossbow), Scribe Scroll, Silent Spell, Spell Penetration, Vital Strike, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)	
Skills Acrobatics +6, Appraise +5, Bluff +10, Climb +11, Fly +7, Handle Animal +10, Heal +5, Intimidate +13, Knowledge (Arcana) +10, Knowledge (Dungeoneering) +5, Knowledge (Engineering) +5, Knowledge (Nobility) +5, Knowledge (Planes) +4, Perception +13, Ride +7, Sense Motive +14, Spellcraft +14, Spellcraft (Identify magic item) +16, Survival +8, Swim +8, Use Magic Device +10	
Languages Common, Elven, Orc	
SQ celestial bloodline, diverse training, elven immunities, elven magic, weapon training (heavy blades +1)	
Gear +5 <i>urthon aedar full plate</i> ; +2 <i>amulet of natural armor</i> ; +4 <i>headband of alluring charisma</i> ; +1 <i>axiomatic greatsword</i> ; +1 <i>heavy crossbow</i> ; +1 <i>crossbow bolts</i> (10)	

SPECIAL ABILITIES

Bloodline Arcana Whenever you cast a spell of the summoning subschool, the creature summoned gain DR 3/evil. This does not stack with any DR the creature might have.

Elven Magic (Ex) Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance.

Baenarum has been converted to his Pathfinder equivalent; however, the class mix in the original text is not legal in Pathfinder (need sorcerer 6 to cast spells of high enough level to qualify for Eldritch Knight).

torture chambers,
Ptolus 52

LEGACY OF THE HARROWING

Based on what the *Ptolus* book tells us about the history of Goth Gulgamel, it's easy to imagine that one of the reasons Ghul tortured elves would have been to extract information about the elves still opposing him, their location, plans and so on. At least some must have cracked under torture and betrayed their people and, statistically, some of those who succumbed would have been female. And that combination of torture, betrayal, race and gender leads to one thing: banshee. It's possible that Ghul even went out of his way to create banshee in the hopes of bolstering his forces (or, at least, sowing chaos).

So, consider that there may be one or more banshee attached to Goth Gulgamel in some way. Perhaps they retreated into the Utterdark, but one has been attracted by recent activity. Whatever the case, a banshee can be used as a wild card, to help or hinder the party as required. If the party is on the losing end of a fight, for example, maybe one shows up and makes their opponents scatter.

banshee, Bestiary 2 41

A banshee might be of the run of the mill type, but here is an example of one who retained some of her power from life:

PENDATHA	CR 15
Female Banshee	
CE Medium undead (incorporeal)	
Init +15; Senses darkvision 60', blindsight; Perception +33	
DEFENSE	
AC 26, touch 26, flat-footed 14 (+11 Dex, +4 deflection, +1 dodge)	
hp 181 (20d8+84+20+10 temporary)	
Fort +13, Ref +20, Will +22	
Defensive Abilities incorporeal, sudden shift, wind stance; Immune cold, undead immunities (ability drain, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, mind-affecting effects, nonlethal damage, paralysis, poison, sleep, stunning); Resist electricity 20; SR 22	
Weakness sunlight powerlessness	
OFFENSE	
Speed fly 60 ft. (perfect)	
Melee incorporeal touch +31/+31 (14d6 negative energy + terror)	
Special Attacks aura of forgetfulness, wail	
Cleric Spells Prepared (CL 10th; concentration +15):	
5th— <i>scrying</i> (DC 20), <i>spell-resistance</i> , <i>summon monster</i> v (summons 1d3 shadows) [D], <i>unhallow</i>	
4th— <i>confusion</i> (DC 19) [D], <i>divination</i> , <i>divine-power</i> , <i>divine power</i> , <i>spell immunity</i>	
3rd— <i>animate dead</i> , <i>deeper darkness</i> , <i>deeper darkness</i> [D], <i>dispel magic</i> , <i>dispel magic</i>	
2nd— <i>augury</i> , <i>deseccrate</i> , <i>desecrate</i> , <i>mirror-image</i> [D], <i>resist energy</i> , <i>shatter</i> (DC 17)	

Pendatha is a standard banshee with two additional hit dice, increased intelligence (and, therefore, skills) and a few abilities of a 10th level cleric (spellcasting, some domain powers).

1st—*command* (DC 16), *curse water* (DC 16), *detect good*, *disguise self* [D], *obscuring mist*, *obscuring mist*, *sanctuary* (DC 16)
0 (at will)—*detect magic*, *guidance*, *read magic*, *resistance* [D] Domain spell; **Domains** Deception, Loss

STATISTICS

Str —, **Dex** 32, **Con** —, **Int** 15, **Wis** 20, **Cha** 18

Base Atk +15; **CMB** +30+; **CMD** 41

Feats Alertness, Blind-Fight, Combat Casting, Combat Reflexes (12 AoO/round), Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Step Up, Weapon Focus (touch), Wind Stance

Skills Bluff +28, Climb +12, Disguise +28, Fly +19, Knowledge (planes) +15, Knowledge (religion) +15, Perception +33, Sense Motive +33, Spellcraft +26, Swim +12

Languages Abyssal, Common, Elder Elven, Infernal

TACTICS

Will most likely have cast *resist energy* (electricity) and *spell resistance* on herself and *desecrate* on the immediate area (included in stat block). Will attempt to cast *divine power* prior to engaging in combat (included in stat block). If possible, will also have cast *mirror image*, then *spell resistance* (to *halt undead* and *searing light*). If found in a place used as a lair or base, the location is likely to have previously been *unhallowed*. May have summoned shadows to fight with her.

SPECIAL ABILITIES

Aura of Forgetfulness (Su) (10 rounds/day) Pendatha can emit a 30-foot aura of forgetfulness. Creatures she targets in this area must make a Will save (DC 20) or have no memory of any time spent inside the area. In addition, spellcasters in the area lose one prepared spell or available spell slot per round spent in the area, starting with 1st-level spells and going up through higher-level spells. Spellcasters are allowed a save each round to negate this loss (this save is separate from the memory loss save). These rounds do not need to be consecutive.

Divine Magic A cleric in life, Pednatha casts spells as a 10th-level cleric and, in her undead state, now has access to the Deception and Loss domains.

Hear Heartbeat (Ex) A banshee can sense the beating hearts of living creatures within 60 feet, as if it had the blindsight ability.

Intelligent (Ex) Though a banshee, Pendatha retains some degree of intelligence.

Sudden Shift (Su) (8/day) As an immediate action after being missed by a melee attack, *teleport* up to 10' away, within the reach of the attacker.

Terror (Su) A creature damaged by the banshee's incorporeal touch attack takes 14d6 negative energy damage and must make a DC 24 Will save. Failure means that the victim cowers in fear for 1d3 rounds (this is a mind-affecting fear effect). If a target is protected against fear by a dispellable effect, the banshee's touch attempts to dispel once such effect with *greater dispel magic* (CL 14th). Negative energy damage caused by a banshee's touch can only harm the living; it cannot heal the undead.

Wail (Su) Once per minute, a banshee may wail as a full-round action. The wail lasts until the beginning of her next turn. All creatures within 40 feet of the banshee when she begins her wail, as well as all creatures that end their turn within that radius, must make a DC 24 Fortitude save (required only once per wail). Creatures suffering from a fear effect take a -4 penalty on this save. Creatures who make their save are sickened for 1d6 rounds. Those who fail take 140 points of damage (as if effected by a CL 14 *wail of the banshee*). If Pendatha is damaged during a wail, she must make a Will save (DC 15 + damage taken) to maintain the wail; otherwise it ends. This is a sonic death effect. Banshee wails are supernaturally powerful, and penetrate the effect of any spell of 3rd level or lower that creates silence.

FROM ONE CAMPAIGN TO ANOTHER: HARROW ELVES

What was Ghul really trying to accomplish with torturing the elves? The reason mentioned to the left makes some sense, but can't be the complete reason. In describing the harrow elves, *Ptolus* suggests pure evil or ego as reasons. This sidebar provides another (and how you can use it), but takes a bit of explanation...

Throughout the *Ptolus* book, references to elves often go hand-in-hand with some reference to dreams. Much of this revolves around the Dreaming City plotline but also suggests that dreams were culturally important to the elder elves, and perhaps a key to their power.

In the campaign in which this hack was playtested, the various *Ptolus* races were created using race creation rules following some ideas in a forum post by Nicolas Quimby, particularly some related to dreaming. In this variation, most elves sleep, but harrow elves cannot.

One of the PCs in this campaign was a harrow elf interested in finding a way to undo the damage done to his race and somehow return them to being elder elves again. This character often asked the question at the top of this sidebar.

Its hard to find a better place to feed some answers to that question to the player than in Location 8 of Goth Gulgamel. Given the interest of the character, something had to happen in that room to move that part of his story along.

So, with the use of some visions, clues and other tricks, the PC discovered that the primary purpose of all that torture was to sever the connection between elder elves and dreaming, one elf at a time. Do that do enough of them, over nearly a century, and it broke the connection for the race as a whole. Disconnecting the race from dreams in this way eventually allowed Ghul to breach the defenses of Theridae, homeland of the elder elves, and destroy them all. It is also why harrow elves don't sleep.

This (unofficial) reasoning can provide a great hook into the Dreta Phantas plotline, and suggests an alternate ending to it as well, where harrow elves become whole again.

Dreta Phantas, Ptolus
458

race builder,
Advanced Race
Guide 210

results of this conversion (and links to their inspiration) can be found at <http://tinyurl.com/nfj2lzt>

timeline, Ptolus 31

EXPLORING THE UTTERDARK

Once the PCs figure out what the passages into the Utterdark throughout Goth Gulgamel are, count on them looking for ways to use these passages to their advantage. Some parties may be content just to use the passages as shortcuts, staying close to Goth Gulgamel (likely tethered with rope and so on). Others may launch full expeditions into the Utterdark in search of lost treasure. This section provides a set of tables to randomly generate adventures in the Utterdark.

HOOKS

With a little preparation, you can dangle hooks into your campaign that the players might grab, perhaps providing the reason to come to Goth Gulgamel in the first place. The vast majority of what was once Goth Gulgamel at its peak has been disconnected and released, tumbling in the darkness for almost eight centuries. This opens the door to any number of variations of “things lost into the Utterdark” revealed by lore discovered by the PCs, sage research, mysterious patrons and so on. For example, a hook in *Ptolus* suggests that the *staff of the magi* may have been lost in the Utterdark and is easily mutated into any McGuffin of interest to your campaign.

Another possibility might be the need to rescue or locate someone being concealed in the Utterdark. Perhaps a party member was *plane shifted* there by the party’s enemies. Or, for example, in the campaign in which this hack was play-tested, the lich Aggah-Shan became important and the party entered the Utterdark to find and destroy his phylactery.

THE COLD

The first hazard presented by the Utterdark is a freezing environment. The presence of Goth Gulgamel warms the immediately surrounding areas (within about 250 feet of some part of the complex). The cold in these areas is still severe, however.

Deeper in, the cold becomes more extreme, cold enough that *endure elements* no longer protects against it. Lethal damage from the Utterdark is explicitly cold damage (the environment rules don’t specify type), so cold resistance/immunity would protect against this damage, as long as it is maintained.

THE DARK

The darkness in the Utterdark is total. No light short of that produced by a deity or a 9th-level magical effect sheds any illumination in the Utterdark. Darkvision and even *true seeing* do not help. Unless characters find some way around this, they gain the blinded condition while in the Utterdark. Some options include:

- The blindsense extraordinary ability functions normally.
- The blindsight extraordinary ability functions normally.
- The *lenses of the utterdark* (location 16) allow their wearer to see in the Utterdark, but not in light.
- Drinking *tenebrous oil* (see sidebar) temporarily allows sight in the Utterdark, but not in light.
- The *pallcaster* (location 23a) grants its user blindsight.
- Spells which directly grant blindsight: *echolocation*
- Spells which indirectly grant blindsight or blindsense by transforming the caster into a creature with such abilities: *beast shape iii* or *iv*, *divine vessel* (anarchic), *form of the dragon iii*, *monstrous physique iii* or *iv*, *undead anatomy iii* or *iv*
- A successful application of *magic jar* on a creature with blindsense or blindsight. (The table on the following page contains a number of creatures with both blindsense and resistance to cold.)
- A *wish* or *miracle* could create an item which permanently casts light capable of penetrating the Utterdark. This illumination is centered on the item, and ends abruptly at the edge of the effect. Within the area, other spells that alter illumination levels may do so. If the item is taken out of the Utterdark, or put under a lightproof covering, its effect is suppressed. The item can illuminate as per one of the following (chosen at casting):
 - a 30' zone of bright light
 - a 60' zone of normal light
 - a 90' zone of dim light
 - a 120' zone of darkness
 - a 240' zone of supernatural darkness
- Very lucky parties might have come across an item previously created by a *wish* or *miracle* as detailed above, perhaps when the world was covered by the Utterdark. Groups doing research on the Utterdark may be able to find references to such items and track them down. Maybe they have one and don’t even know it.

TENEBOUS OIL

Through a complex alchemical process, a viscous black oil can be extracted from a particular metal mined from veins tainted by the Shadow Plane. Anyone who drinks this oil can see in absolutely any darkness up to sixty feet, including magical darkness and even the Utterdark; however, while under the effect, they cannot see in any kind of light, becoming blind in anything but total darkness. This effect lasts for six hours, and cannot be terminated prematurely.

Though the oil fetched astronomical prices during the two centuries when the Utterdark covered the lands conquered by Ghul, few remain who know how to make it. Assuming the recipe can be found, and a source of the tainted metal acquired, a dose of tenebrous oil can be created with a successful craft (alchemy) check (DC 30).

THE WEIGHTLESSNESS

The Utterdark has no gravity, making all objects within it weightless. For simplicity, assume the following when dealing with movement in the Utterdark:

- All forms of flight work normally.
- Limited methods of vertical motion, such as *levitate*, become more flexible, allowing the user to decide what “up” means at any given moment. Treat as flight, with poor maneuverability.
- Those without access to flying magic may push off from a surface, effectively gaining a fly speed of up to twice their Strength score in feet. Whatever rate and direction the character chooses when launching remains fixed each round unless the character can change his or her speed or direction. Such characters automatically fail flight maneuverability checks.

RECONNECTION TO GOTH GULGAMEL

Though jutting out into the Utterdark, the Goth Gulgamel complex boasts normal gravity, thanks to its connection to the Spire, the apparatus encasing location 14 and various enchantments. Reconnecting lost rooms to Goth Gulgamel (or building new ones) extends this gravity to the room as soon as the connection is complete; however, the connection needs to be binding and seamless as, for example, might be provided by a *mending* or *wall of stone* spell.

Shadow Plane, GMG 188

flight, PCR 96

blinded, PCR 565

blindsense and blindsight, PCR 560

scenario, Ptolus 500

Aggah-Shan, Ptolus 335

severe cold, PCR 443

extreme cold, PCR 443

NAVIGATING THE UTTERDARK

Exploring the Utterdark is guided by the tables that follow. Rolling randomly can generate an adventure, but don't be afraid to just select choices that sound right or make the game better.

When anyone casts out into the Utterdark, there are 1d3 rooms floating near them, each d100 feet away. Rooms may be oriented differently compared to a universal frame of reference. Roll a d6; the room is oriented as the d6 is, where the 1 face is the floor. For each room, roll on the Contents and Occupants table, and set the dimensions of the room using the results as a guide.

CONTENTS TABLE

d100	Contents
1	connection to Material Plane
2-41	nothing of consequence
42-63	trap, CR=(3d3+9)
64-73	information
74-83	1d3 minor random magic items
84-88	1 medium random magic item
89	Pit of Insanity
90-00	Vault. Roll on Lock, Protection and Rewards tables

THE UTTERDARK

The Utterdark is coterminous to both the Material Plane and the Shadow Plane, and may connect to others; however, the demiplane still exists entirely within the prison created by Praemus, so offers no escape route to those trapped in Praemal. The demiplane has the following traits:

- No gravity
- Normal time
- Finite, but quite large, roughly spherical, centered around the *entropy sphere* about a thousand miles in every direction.
- Alterable morphic; however, air within the demiplane moves at the chaotic whims of the *entropy sphere*. A given area might be suddenly afflicted by a sudden *gust of wind*, for example, which stops as soon as it starts.
- No elemental or energy traits
- Strongly chaotic, mildly evil
- Limited magic: spells with the light descriptor automatically fail.

Praemal as a prison plane, Ptolus 61

planar traits, GMG 184

OCCUPANTS TABLE

d100	Occupant	# of creatures needed to provide EL...						
		11	12	13	14	15	16	17
01-55	unoccupied							
56-57	banshee			1				
58	carnivorous crystal	1	2	3	4	6	8	
59	carnivorous blob		1					
60-63	chaos beast (advanced utterdark)	2	3	4	6			
64	dragon, umbral	j	ya	a	m	o		
65-66	dybbuk					1		
67	frost worm		1					
68	giant, frost	2	3	4	6	8	12	
69	ghorazagh (shadow)				1	2	3	
70	golem, bone	3	4					
71	golem, brass			1	2			
72	golem, iron			1	2	3	4	
73	golem, stone	1	2	3	4			
74	mi-go	6	8	12	16			
75-76	moon-beast	1	2	3	4	6		
77-78	nightgaunt (advanced)	8	12	16				
79-80	nightskitter	1	2	3	4	6		
81-82	nightwalker					1		
83-84	nightwing		1	2	3	4		
85	protean, imentesh	2	3	4	6	8		
86	protean, keketar							1
87	protean, naunets	4	6	8	12			
88	protean, naunets, with one imentesh	1	3	5	9	13		
89	protean, naunets, with two imentesh		2	6	10			
90	retriever (utterdark)		1					
91-92	shadow mastiff (advanced)	6	8	12				
93	shadows, led by one greater shadow	10	13					
94-95	shadows, distorted, led by one greater shadow	4	9	14				
96	shadows, greater (advanced)	2	3	4	6	8		
97-98	spectres	4	6	8	12			
99	winterwight						1	
00	wraith, dread		1	2	3	4		

VAULT LOCK TABLE

d100	Lock
1-10	Single good lock, DC 30
20-50	Single average lock, <i>arcane locked</i> (CL 14+1d6), DC 35
51-65	Two average locks, <i>arcane locked</i> (CL 14+1d6), DC 35
66-75	Single good lock, <i>arcane locked</i> (CL 14+1d6), DC 40. Add 5 to the roll determining the vault's rewards.
76-79	Two good locks, <i>arcane locked</i> (CL 14+1d6), DC 40. Add 5 to the roll determining the vault's rewards.

80-85	Single superior lock, DC 40. Add 5 to the roll determining the vault's rewards.
86-89	Two superior locks, DC 40. Add 5 to the roll determining the vault's rewards.
90-95	Single superior lock, <i>arcane locked</i> (CL 14+1d6), DC 50. Add 10 to the roll determining the vault's rewards.
96-98	No door; vault entirely sealed by <i>wall of stone</i> , 10 inches thick. Add 10 to the roll determining the vault's rewards.
99-00	The inside of the vault is protected by an effect similar to a solid-wall <i>forcecage</i> (CL 16+1d4). The door is also locked (roll again to determine how; if this result is rolled again, one forcecage is nested in the other, etc.). Add 10 to the roll determining the vault's rewards.

VAULT PROTECTION TABLE

d100	Protection
1-5	No traps
6-10	Concealment. The entire vault door is obscured (behind a secret door, rubble, illusion, etc.).
11-15	A wyvern poison needle (or other CR 5) trap.
16-20	An acid fog (or other CR 7) trap.
21-30	An eternal glyphs (or other CR 9) trap.
31-45	A pit trap arrangement similar to the one seen in location 16, or other CR 11 trap.
46-60	A necromantic deathtrap (or other CR 13 trap).
61-75	A harm (or other CR 14) trap. Add 3 to the roll determining the vault's rewards.
76-85	A chain lightning (or other CR 15) trap. Add 6 to the roll determining the vault's rewards.
85-95	A disintegration (or other CR 16) trap. Add 9 to the roll determining the vault's rewards.
96-99	A lightning gallery (or other CR 17) trap. Add 12 to the roll determining the vault's rewards.
00	A deadly spear (or other CR 18) trap. Add 15 to the roll determining the vault's rewards.

VAULT REWARDS TABLE

d100	number of...			artifacts or goals	
	minor	medium	major	lesser	major
1-5	1d3				
6-10	1d3	1			
11-20		1d3			
21-40	1d4	1d3+1			
41-60	1d6	1d4			
61-80	1d4	1d3	1		
81-90			1d3		
91-100		1d4	1d3		
101-110	1d6	1d4	1d3		
111-115				1	
116-119		1d4	1	1	
120+					1

shadow creature, Bestiary 4 238

The Utterdark template functions identically to the Shadow Creature template, but provides blindsense instead of darkvision and does not impart resistance to electricity.

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