



A 3.5/OGL ADVENTURE FOR LEVEL 10

S1

Clash of the Kingslayers™



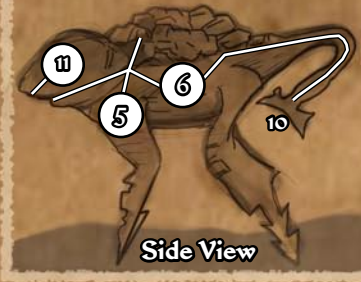
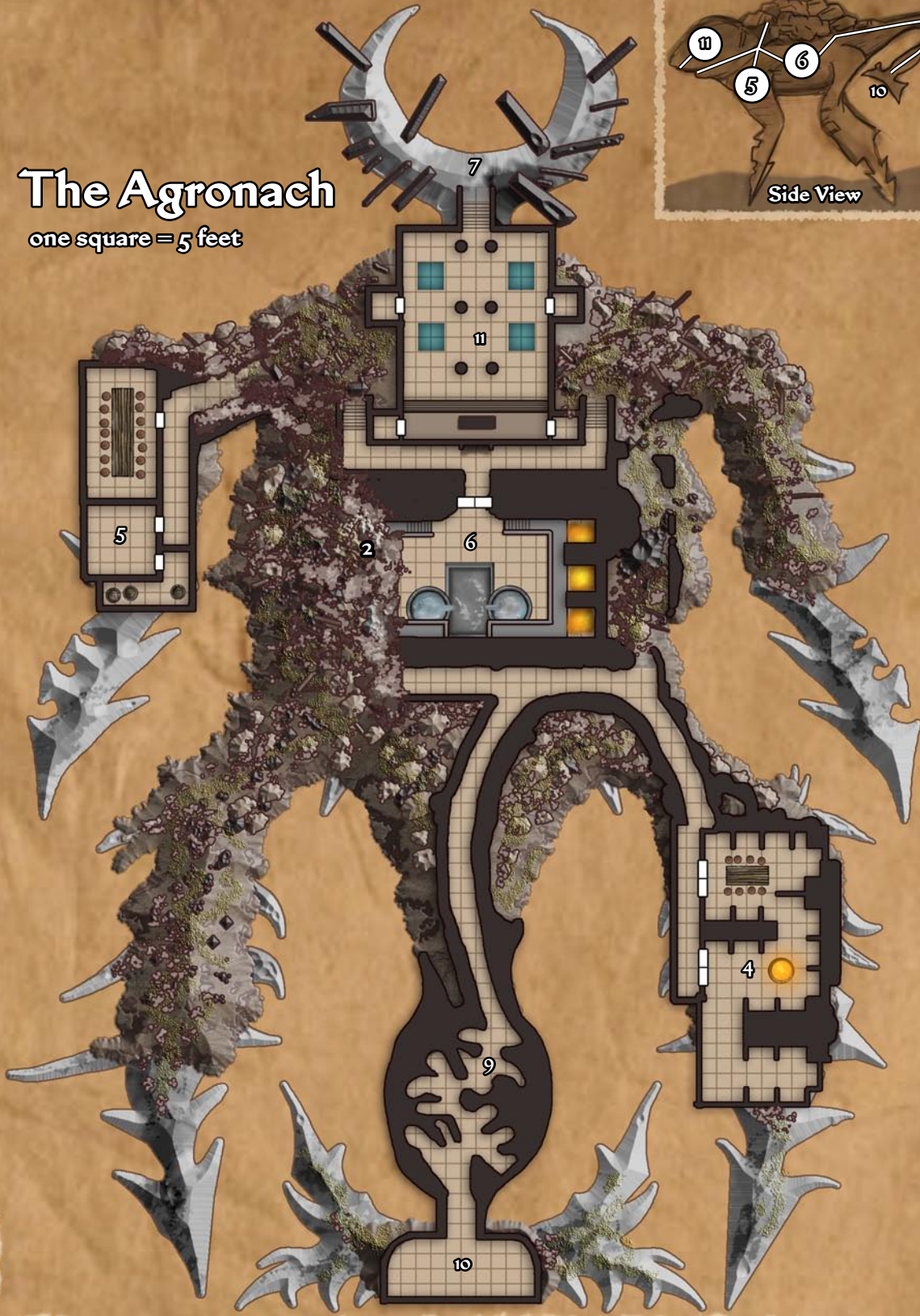
PATHFINDER™

MODULE

BY LEANDRA CHRISTINE SCHNEIDER

The Agronach

one square = 5 feet



Side View



CLASH OF THE KINGSLAYERS™

PATHFINDER MODULE S1

A CITY & DUNGEON ADVENTURE

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S1: Clash of the Kingslayers is a Pathfinder Module designed for four 10th-level characters. By the end of this module, characters should reach 11th level. This module is designed for play in the Pathfinder Chronicles campaign setting, but can easily be adapted for use with any world. This module is compliant with the Open Game License (OGL) and is suitable for use with the 3.5 edition of the world's most popular fantasy roleplaying game.

The OGL can be found on page 29 of this product.

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CLASH OF THE KINGSLAYERS

Two wrongs rarely make a right. Yet when the crimes are heinous enough, even benevolent deities can get carried away in the desire for righteous punishment. In the dwarven tower fortress of Glimmerhold, an ancient wrong has festered for generations, corrupting the nobility and oppressing the lower classes, and now at last the twisted vengeance of a priestess scorned is coming home to roost.

And when she's finished, Glimmerhold's walls will be home to nothing at all.

ADVENTURE BACKGROUND

More than a century ago, Ezelgar, prince of Glimmerhold and heir to the throne, faced grave peril. Dwarven tradition compelled him to challenge Angrammora, a voracious black dragon and thief of the prized dwarven heirloom known as the *Bloodflame Ring*, in order to assume his new role as king.

Inexperienced and alone, Ezelgar was doomed, but instead of death, he was offered a bargain. A group of dwarves known as the Mistbreather Clan, exiled from Glimmerhold three generations ago for turning to the worship of Lamashtu, found Ezelgar near the dragon's lair and offered to defeat Angrammora in exchange for the right to live within the halls of Glimmerhold once more. The prince accepted and the dragon was slain, but Ezelgar's wounds were grievous. Mad with pain and on the verge of death, he was brought to the nearby monastery of Sigreir's Pledge. There, Forge-Priestess Helrún, who loved the prince as much as she loved her faith, tended his injuries but was aghast at the pact he struck with those she recognized as heretics and outcasts.

Her concerns proved true. Without Ezelgar's knowledge, the Mistbreather Clan had planned to raze the monastery. When they struck, the prince found himself caught between the lines. Fearing death at the hands of the outcasts, he

joined in the clan's atrocities as they murdered all but one of Sigreir's followers. Unwilling to take Helrún's life, but afraid of her oath of vengeance, Ezelgar used a *stone shape* spell to imprison her in the building's walls.

Returning to Glimmerhold with a treasure hoard and a dragon's head, Ezelgar spun a tale of a mighty battle against Angrammora, of the monster's attack on Sigreir's Pledge, and of how the outcasts of the Mistbreather Clan redeemed themselves by helping him defend the monastery.

Now, many years later, King Ezelgar rules a kingdom that is home to sadistic aristocrats and rich traders, all descendants of the Mistbreather Clan. Slavery and oppression fester beyond a veil of prosperity, but great change is about to come. Despite years of being sealed into a wall, Helrún has survived on the power of her faith, and through prayer and utter devotion she has reached out to her god for help.

Torag, father of all dwarves, has been shamed and humiliated by the sinful deeds of his people. In disgust, the god has turned his back on Glimmerhold and decided to grant faithful Helrún her grim revenge. Descending deep into his domain, he reached the prison caves of Myrkos, where the guiltgorger giants—creations of Rovagug—are shackled to a frozen slab of their creator's blood. With his axe, Torag chiseled away a tiny piece of this substance and used it to infuse Helrún with the rage of an imprisoned god and the power to command the earth, turning her into Torag's instrument of sinful Glimmerhold's destruction.

ADVENTURE SUMMARY

After saving innocents from the winged terror of the doomguides in a surprise battle at the gates of Glimmerhold, the PCs are invited to dine with Ezelgar, king of the beleaguered city. At a feast full of treason, the rigors of courtship, and unleashed divine punishment, the heroes learn that the ruined monastery of Sigreir's Pledge is presumed to be the source of the crisis.

After escaping a monstrous draconic creature besieging Glimmerhold, the heroes travel through the apocalyptic landscape of the Mindspin Mountains to reach the ancient monastery. Here, they learn the truth about King Ezelgar and witness the awakening of the Agronach, a colossal divine monstrosity fuelled by the essence of Rovagug and Forge-Priestess Helrún. Aware that this creature can be stopped only by defeating the priestess, and empowered by the faith of Glimmerhold's people, the PCs challenge the creature to a final gigantic battle at the gates of Glimmerhold.

Fearing open rebellion, King Ezelgar waits to see if the PCs can defeat the living dungeon. Suspecting they are aware of his true nature and his involvement in the destruction of the monastery, he decides to kill the PCs after they eliminate the threats against his city.

RESPECT POINTS

During the course of this adventure, the PCs gain or lose Respect Points depending on the actions they take. Besides having certain consequences during the adventure, the number of Respect Points collected before the final confrontation with the Agronach will determine how much faith Glimmerhold's population puts into their new heroes; if the PCs prove to be shining beacons of hope for the people, this faith will empower them during their last battle. It is possible for the PCs to end up with a negative number of Respect Points; this means the PCs have to work harder to earn the respect of the residents. Normally you should be able to track the party's total as a group, but if some PCs take actions contrary to the rest, track individual Respect Point scores for each PC.

PART ONE : CITY OF WEALTH AND WOE

Towering at the center of an artificial lake, Glimmerhold is an astounding construction, proof of the unparalleled dwarven craftsmanship of ages past. Hewn into a colossal pentagonal basalt pillar, the many-layered settlement is accessible via four massive steel bridges spanning the roughly circular basin that is bordered by the dammed-up Gjurn River. The surface of the pillar is completely smooth and polished, mirroring the sky, lake, and landscape. Tales say that the midsummer sun's reflection blinds those travelers who are unable to avert their eyes from the building's majestic beauty.

GLIMMERHOLD

Small City conventional (King Ezelgar); **AL LE**

GP Limit 15,000 gp; **Assets** 4,650,000 gp

DEMOGRAPHICS

Population 6,200

Type isolated (dwarves 90% [half from the Mistbreather Clan], human 5%, other 5%)

AUTHORITY FIGURES

King Ezelgar, LE male dwarf fighter 1/rogue 11 (King of Glimmerhold); **Alxant Rokyr**, NE male dwarf aristocrat 2/wizard 7 (High Advisor); **Sograt "Grim" Urwen**, LE male dwarf aristocrat 1/warrior 6 (Guard Captain); **Sigrum Gjorsen**, NG male dwarf cleric 3 (Rebel Leader)

NOTES

Layout The city's topmost levels are dedicated to forge work and restricted to inhabitants of Glimmerhold. The exhaust from hundreds of ever-hot workshops is vented through chimneys at the pillar's top, crowning the building with a halo of whirling smoke. Dwellings are on the stories below the lake's water level, while the

ADVENTURE HOOKS

The adventure starts with the PCs arriving at the city (see the Raging Sky encounter). The PCs could have traveled to this city for a variety of reasons:

- King Ezelgar, who has heard of the PCs' prowess, wants to ally with them. (In this case, the dinner invitation during the first evening also happens for this reason.)
- The PCs are in need of high-quality dwarven equipment, a commodity for which Glimmerhold is famous (especially adamantine and silver items).
- The PCs were secretly contacted by Sigrum Gjorsen, a dwarven NPC cleric and affiliate of the city's rebels (see Authority Figures in the Glimmerhold stat block).

middle of the city is dedicated to trade, guests, and official institutions including the king's halls. The different levels of Glimmerhold are accessible via winding stairways and an intricate elevator system.

Location Glimmerhold is located at the rim of the Mindspin Mountains, trading its smithwork with Janderhoff in exchange for raw ore (Glimmerhold's exhausted strip mine now serves as the lake's basin).

History During the dwarves' legendary Quest for Sky, the race's push to the surface led to the discovery of many unexploited riches. One of the most profitable, the strip mine of Korem Gjurn, lured many dwarves with its abundant silver and the occasional vein of precious adamantine. The fervent mining of so many people soon established a permanent settlement underground, at the center of the ever-growing basin. Within 20 years, the hands of thousands of dwarves constantly embellishing their home created the city of Glimmerhold.

When the mine finally stopped bleeding its riches, the dwarves built a dam to retain the nearby Gjurn River, finalizing the appearance Glimmerhold bears to this day. Even though its looks have not changed in 50 centuries, the city's culture was subject to a major upheaval merely 100 years ago when King Ezelgar forged a pact with the Mistbreather Clan. Today, accursed Ezelgar reigns over Glimmerhold with an iron fist, acquiring rich profit from the bloody sweat of the oppressed dwarven master smiths and the dwindling population.

Life and People Whereas the dwarves of the Mistbreather Clan mercilessly abuse their supreme social position, the poor people of Glimmerhold are law-abiding, frightened, and either collaborating with the rulers or doomed to slavery. This social injustice is hidden from the eyes of casual visitors but obvious to anyone probing deeply. The lack of clergy within the city is evident, as are the closed and locked doors of Abadar's several temples.

Raging Sky EL 11

Like the table at a grand banquet, the massive, ancient bridge is laden with carts and wagons creaking with supplies, exotic goods, and ore for the remote city of Glimmerhold. Merchants and travelers, horses and cargo are all part of a broad, chattering, and endless queue, dragging all too slowly into the shadowy shelter of the one partially open city gate.

Suddenly, the roar of thunder echoes through the mountains as the sky above Glimmerhold is torn asunder. As if heaven suffered a bleeding wound, torrents of rain crash down, instantly drenching everyone. From a spiraling vortex of red clouds, a horde of flying creatures dives towards the city.

The flying creatures are doomguides (see page 26). Six of them begin battle scattered around the bridge. Place them about 30 feet above or to the sides of the merchants, and avoid clustering them in groups. Unless the PCs have declared their positions (such as by flying over the crowd), place them on the bridge about 30 feet from the city gates.

The Crowd: Every other part of the 30-foot-wide bridge is filled with NPCs, pack animals, carts, and wagons (rather than filling these spaces with miniatures or tokens on a map, just assume that every square is filled). As soon as the battle starts, these NPCs start pressing toward the city gate, hoping to escape the flying doomguides.

The mass of bodies has three effects on the battle. First, the mass counts as difficult terrain (spend 10 feet of movement to move 5 feet through the crowd). Second, all creatures on the bridge have cover from other creatures on the bridge that are at least 5 feet away. Third, due to the throng shoving and pushing, at the end of every round the panicked crowd deals 1d6 points of nonlethal damage to everyone who isn't moving along with it; this counts as continuous damage, and casters must make Concentration checks each round they try to cast a spell. PCs on top of carts or wagons, or not on the bridge (whether flying or in the water) are not subject to these crowd effects.

The PCs may make a DC 25 Diplomacy or Intimidate check as a full-round action to convince the crowd to take cover beneath the carts and wagons. If successful, the doomguides do not target the NPCs for the remainder of this battle.

The City Gate: The guards of Glimmerhold are trying to close the gate to protect the city from the impending attack, without regard for the lives of the people outside. Only the collective strength of the crowd has kept the guards from completing their task (a heavily crowded 10-foot gap is still open) and both sides are equally matched. A PC can make a DC 25 Strength check as a standard action to push the gate all the way open, or a DC 20 Diplomacy or Intimidate check as a full-round

action to convince the guards to let everyone into the city. Conversely, Diplomacy or Intimidate can make the crowd stop pushing at the gate, allowing the guards to seal the doors. If the gates are fully opened, the crowd leaves the battlefield within 4 combat rounds.

Other Difficulties: In addition to the challenges provided in the encounter, you might want a few additional difficulties to accentuate the chaotic and overwhelming nature of the battle, such as:

- Several merchants escape the doomguides by jumping into the lake. Unfortunately, a few aren't able to swim and need rescuing. The PCs' solutions may include lowering ropes tied to the bridge or creating makeshift floats from wooden carts.
- A lone child stands screaming atop a wagon, and it is only a matter of seconds until it draws the attention of a doomguide.
- Damage from the frightened crowd breaks the wheel of a cart laden with heavy ore, collapsing it on top of two miners hiding underneath it. A DC 25 Strength check lifts the cart enough that another PC can pull out a trapped person; a DC 30 check safely tips it over, freeing the miners.
- A panic-stricken horse rampages across the bridge, trampling everything in its wake. A Handle Animal (DC 20) or wild empathy (DC 15) check is needed to calm the animal.

DOOMGUIDES (6)

CR 6

hp 44 each; see page 26

TACTICS

During Combat The doomguides attack the merchants and travelers first, but instantly focus on claiming the more powerful souls of the PCs as soon as they notice them. Besides attacking with their deadly charge abilities, they might also use their steeds to try to push a PC (preferably one in heavy armor) off the bridge. To accomplish this, several doomguides use bull rush attacks during a single round to move the PC as far as possible. If a doomguide is badly wounded, she spends a round slaying an NPC (which heals her 5 hp from her harvest the doomed ability).

Treasure: Award one Respect Point to the group if they showed combat prowess in this battle, and one additional point if they tried to protect the crowd (for example, by convincing the guards to open the gate, directing people to take cover, and so on).

After prevailing in this battle, the PCs are free to discover the wonders of Glimmerhold and learn about its population. Many people are frightened by the sudden events, but the hardened dwarves continue to do their business during the day. Eventually, a messenger of the king contacts the PCs to invite them to an evening feast in the king's throne room, held in honor of their deeds.

Dine with the Devil (EL 9)

Glimmerhold's enormous throne room shimmers merrily with the glow of more than a hundred candles held by wrought iron candelabras lining the walls. Meat from a dire boar roasts on a spit over the room's central fireplace, and its spicy smell suffuses the air. About a dozen dwarves clad in rich clothing and armor languorously enjoy the feast while being attended by a countless number of servants. Above all is the throne of King Ezelgar; behind his silvered seat an enormous opaque crystal lens gives a breathtaking view of the rain-disturbed lake, barely reflecting the menacing sky outside.

The omnipresent chattering, loud boasting, and smacking of lips suddenly fall silent as a herald boisterously announces the PCs. This banquet provides three linked social challenges that give PCs the opportunity to collect a significant number of Respect Points. First, the PCs meet Ezelgar and the dwarven aristocracy for the first time, potentially earning Respect Points by resisting their influence. Second, the feast itself enables them to learn more about the king by listening to his version of the Angrammora tale, as well as earning even more respect with their own storytelling abilities. Finally, as the evening closes, divine curses strike the city and the PCs are asked or ordered to help the city in this crisis.

Introducing the King: After the PCs are introduced, the herald directs them to the throne so the king can greet and thank them. Have every PC roll a Spot check (DC 10) and a Sense Motive check (DC 25); those making the Spot check notice that all the guests are armed. Those who made the Sense Motive check realize that despite his joyous behavior, the king is terribly afraid of something. After the introductions are over, Ezelgar lifts his himself from the throne to honor the city's new heroes in person. Smiling broadly beneath his golden beard, his deep baritone soon silences every other sound.

"I welcome you to my hall, heroes of this dreadful day. Accept this feast as a token of my gratitude and as a gift from all the people you have inspired with your deeds. But before we wash the cries of battle from our throats, there is a proposal I must make." The king pauses, seemingly waiting for his words to have an effect on the crowd. Most dwarves lower their heads in a gesture of respect as Ezelgar continues. "Long has it been since the people have seen such bravery as yours; therefore I have chosen to bestow the honor of fealty upon you. Kneel down now and swear your oath to me, to arise again as an honorary knight of the city."

This is a precarious situation for the heroes, as it's likely neither swearing an oath to Ezelgar nor shaming the dwarves by refusing the offer seems to be a pleasant option. Ezelgar coldly calculated this and hopes that his fast move will give him an advantage in dealing with the group.

GATHER INFORMATION: AT GLIMMERHOLD

If the players ask about the city, have them make Gather Information checks.

Result	Information Gained
5	Glimmerhold has no churches or temples, and no clergy reside within its walls. (True)
10	The city is ruled with a firm grip. King Ezelgar and a select group of wealthy aristocrats utilize a large contingent of armed troops to enforce laws that benefit the powerful and abuse the poor. (True)
15	Traditionally there is no official religion within the city in order to encourage trade by making people of every faith feel welcome. (False. Under the pressure of the Mistbreather Clan, Ezelgar prohibited the formation of groups of interest, which explicitly included churches.)
20	A gigantic kraken slumbers in the depths of the city's lake. (Partially true. An abominable half-dragon hydra created by the Mistbreather Clan lies subdued at the lake's bottom).
25	This result is only available once the PCs enter the city. Instead of picking up a rumor, the PCs get the sense that much of the populace hopes that things will change with their arrival, and that the residents believe the PCs will defend the city. The reigning group fears such powerful individuals as much as the current crisis.

If the heroes indeed swear fealty to the king, they lose 1 Respect Point (word gets out from the servants about the oath, and many people in Glimmerhold are disappointed that their would-be saviors now serve the tyrant). Backed by the king's power and their status as knights, those who swear the oath gain a +2 circumstance bonus on all Bluff, Diplomacy, Intimidate, Perform and Sense Motive checks when dealing with anyone in Glimmerhold.

If the PCs refuse to swear the oath, the hope of Glimmerhold's population grows and they earn 1 Respect Point. However, this snub to the king offends him and the nobles, and the PCs take a -4 penalty on all Bluff, Diplomacy, Intimidate, Perform, and Sense Motive checks to influence them.

It is possible for the PCs to talk themselves out of this situation and to negate the penalty after refusing, but this requires a Bluff or Diplomacy check (DC 30). Mentioning the king's fear in any way adds a +4 circumstance bonus to the check.

The King's Tale: Regardless of how the initial scene plays out, the feast to the heroes' honor commences. During the rich meal accompanied by strong drink,

Glimmerhold's aristocracy tries to get a feel for the perceived threat the PCs pose to them (either because they are now part of the city's elite, or because of the PCs' rebellious nature). The sheer amount of bickering, silent insults, and idle threats directed at the heroes during the following conversations is difficult to navigate without losing face in the process. Have every PC make opposed Diplomacy checks against one or more dwarven nobles (each noble's Diplomacy bonus ranges from +4 to +8) and award the group 1 Respect Point if at least half the checks are successful.

Soon the time for conversation comes to an end and Ezelgar raises his voice again. He proclaims his eagerness to tell the heroes about the source of the city's troubles, which is related to his battle against the dragon Angrammora nearly a hundred years ago. To inform the PCs, and to indulge himself, he then starts to recount his version of the dragon battle with a carefully measured amount of freely imagined details. In his version of the tale, Angrammora devastated the monastery and killed Helrún, the priestess he loved. With the help of the pilgrims from the Mistbreather Clan, the dragon was struck dead, but only after the scaled beast cursed the ground it died upon; the dwarven heroes barely managed to flee its mighty death throes.

Ezelgar is practiced in deceiving others, but make a secret Sense Motive check for the PCs opposed by the king's Bluff check (+15 bonus). If they succeed, they realize that his tale isn't entirely true. After he finishes his performance, all the dwarves cheer loudly and bash their drinking mugs against the tables. Moments thereafter, one of the aristocrats (preferably one the heroes dislike) loudly asks the PCs if they can match the king's deeds with one of their tales.

If the heroes refuse, they immediately lose 2 Respect Points. If they accept, have them tell a tale and make three separate Perform checks opposed by King Ezelgar's Perform skill. These checks can benefit from the aid another action, including the use of related skills such as Bluff, Diplomacy, Intimidate, or even Jump or Tumble to reinforce the truthfulness of certain deeds. Consider awarding additional circumstance bonuses for good acting, the presentation of items relating to the tale, using illusions to add to the story, and so on. The group gains 1 Respect Point for each successful opposed Perform check made and loses 1 for every unsuccessful opposed Perform check.

The King's Curse: The crowd's reaction to the PCs' tale is interrupted in its infancy as, at that moment, Torag's divine curses assails Glimmerhold.

Suddenly a feeling of doom grips the hall, as laughter is replaced with the gurgling sounds of choking dwarves, many pale and some downright nauseated. It takes only moments until several

[[CLASH OF THE KINGSLAYERS]]

voices shout. "Poison! The mead has turned to poison!" As panic rises, another wave of emotion washes over the crowd. With it, the gleam of gold vanishes from the hall's decorations and the guests' clothing. Every golden coin or trinket carried by the king, the nobles, and the servants takes on a grayish hue as it transforms into worthless lead.

Silence reigns in the hall. Fear fills the air, and even regal Ezelgar needs to lean on his throne for support. In this awed stillness, the emerging low-pitched growls and slight tremors shaking the city seem like a thundering earthquake. Waves crash mercilessly against the panoramic window, nearly drowning the few hushed whispers. "The beast!" one voice shouts at last. "It cannot be! Angrammora!"

The curses laid upon the city are threefold. First, every alcoholic beverage turns to poison in order to chasten the sinful dwarves. Second, all gold within the city becomes lead, making trade suddenly impossible and breaking the unjust border between rich and poor. Third, Angrammora's offspring wakes from its slumber at the lake's bottom, punishing the dwarves for venerating Lamashtu instead of Torag.

Ezelgar breaks the tension built up by this series of events. He realizes that the matter is more urgent than he initially thought and fears what he believes to be Helrún's wrath. He acts immediately to try to utilize the heroes, with his approach depending on the PCs' previous actions. If the PCs have sworn his allegiance, he attempts to enforce their oath:

"Knights of Glimmerhold! Our people are in need of your protection and your liege demands a service."

If the PCs previously refused the oath, he instead calls for a bribe:

"Gems! Bring me gems and our most precious stones! The matter is urgent and we must pay these warriors for a service."

The king wants the PCs to investigate the ruins of the monastery of Sigreir's Pledge, telling them that the source of the evil is Angrammora's dying curse. He expects the PCs to slay everything within the monastery's walls and hopes that his dark deeds will remain buried in the past. To that end, he offers a reward of gems worth 2,000 gp per PC, but a successful Appraise check (DC 20) allows the

heroes to pick a choice selection, increasing the reward to 3,000 gp per PC.

KING EZELGAR

CR 12

hp 75; see page 27

Bluff +15, Diplomacy +12, Intimidate +17, Perform (oratory) +8, Sense Motive +12

If the PCs earned at least 1 Respect Point during the evening, award experience points as if they had overcome a CR 8 opponent; if they earned 3 or more Respect Points, award experience points for a CR 10 opponent.

PART TWO: TO THE MONASTERY

The PCs have time to rest and recuperate, but Ezelgar and the panicked population urge them to depart as soon as possible. Leaving Glimmerhold is a daunting task: nearly a dozen doomguides still circle in the rain-choked sky while Legangrammor, the warped spawn of the dragon, prowls the lake, effectively laying siege on the settlement.

KING EZELGAR



Even if they are able to avoid an encounter with the dragonspawn this time, the creature will return at the end of the adventure.

Siege of the Sorrowborn (EL 12)

The PCs have several possible ways to leave Glimmerhold. A few of them are detailed below.

Sneaking: Although the heavy rain reduces visibility to half of the normal distances, sneaking out of the city is perilous as Legangrammor is very perceptive (Listen +11, Spot +11, scent) and the flying doomguides are alert as well (Listen +7, Spot +7). Even though the doomguides flee the immediate vicinity of the draconic beast (it is hostile to them), they are eager to watch it attack others and try to goad it into doing so as often as possible.

Diversion: It is possible to persuade a group of dwarves to distract the beast for 1d6 rounds (this requires either a Diplomacy check of DC 20 or sworn fealty to Ezelgar). Employing this strategy is not especially heroic and causes the group to lose 1 Respect Point. Diverting the attention of the beast with an illusion is likely successful and bears no drawback.

Magic: Spells like *teleport* or *fly* grant easy success if the whole party is able to benefit from them, while *invisibility* or other spells of the illusion school enhance the sneak and diversion strategies. Flying creatures leaving the settlement are attacked and pursued by 2d3 doomguides.

Battle: The most heroic and foolish solution is to challenge the mighty creature in combat, but successfully employing this strategy earns the group additional Respect Points.

DOOMGUIDES (2D3)

CR 6

hp 44; see page 26

TACTICS

During Combat The doomguides employ similar tactics as in the Raging Sky encounter (see page 4).

Morale The doomguides break the fight if the dragonspawn arrives, possibly pursuing the PCs later.

LEGANGRAMMOR

CR 11

hp 189; see page 28

TACTICS

Before Combat If alerted, Legangrammor arrives in 1d3 rounds.

During Combat The creature is strong enough to destroy Glimmerhold's bridges with ease. During each round of battle with a bridge in reach, there is a 30% chance that the creature tears a gap in the bridge that is 1d4×5 feet long. The bridge collapses if it has three or more gaps.

Morale Legangrammor does not pursue PCs beyond the boundaries of the lake, and flees underwater if reduced below 50 hit points.

Treasure: If the PCs manage to escape the siege situation without sacrificing dwarven lives, they receive 1 Respect Point and experience points for a CR 10 challenge. If they battle and slay Legangrammor, they gain 3 additional Respect Points.

Journey through the Dark

The monastery of Sigreir's Pledge lies 12 miles north of Glimmerhold, a route conveniently laid out by the winding Gjurn River that spans the whole distance from the lake around the city to Ogmorn Ridge, where the monastery is located.

The bleak, dusty land with craggy peaks and poor soil features only a few green islands of vegetation where settlers have built occasional runty farms huddled against the riverside. Aside from the Gjurn, good water is scarce this deep in the Mindspin Mountains; the constant crashing rain has turned the region into an unnatural muddy field that is arduous to traverse (overland movement rates are reduced by half). To make matters worse, the sudden downpour and hazy darkness caused by the mystical weather has awoken some of the terrible beasts slumbering in the undisturbed crevasses of this region. Paired with the threat of Guiltgorger Giants roaming the land and flocks of soul-seeking doomguides darting through the murky sky, the heroes face a perilous journey.

While traveling between Glimmerhold and the base of Ogmorn Ridge, the heroes might have to face threats stemming from the curses unleashed upon the land. Each time they make this trip, or if they rest overnight, there is a 50% chance of a random encounter. If an encounter is called for, roll 1d20 and consult the Mindspin Mountains Encounters listing below.

Mindspin Mountains Encounters

1–4: Fumes from Below (EL —) The PCs find a rocky field of nearly a dozen pustules marring the ground. When Torag took a chip of Rovagug's frozen blood, it allowed some of the imprisoned guiltgorger giants to enter Golarion, erupting from the ground and leaving these festering pustules of molten rock and brimstone behind. Poisonous gas occasionally leaks from these blemishes. If they investigate, the characters are subject to burnt other fumes (Fort DC 18, 1 Con drain/3d6 Con damage). A Survival or Knowledge (the planes) check (DC 15) allows a creature to realize the danger before exposure, as does the scent ability. Guiltgorger giant tracks lead in every direction from the pustules.

5–8: Much Like Vultures (EL 8) The PCs are tailed by a flock of three doomguides that follow them for hours but stay out of reach and flee if attacked. As soon as the heroes let down their guard to rest, scale mountain cliffs, or heal themselves, the doomguides attack.

[CLASH OF THE KINGSLAYERS]

9–13: Giants' Feast (EL 10) Two guiltgorger giants indulge themselves in an opulent feast. They stumbled upon a small farm at the riverside and spent the last hours devouring the cattle. Now, with the herd nearly gone, they have turned to the small, thatched farmhouse and the panicked dwarven family hiding inside.

14–16: Voice of Thunder (EL 9) Driven from its flooded lair, a young yrthak flies aimlessly through the storm. Nearly mad from the loud thunder and constant movement of rain blurring its unusual senses, it immediately attacks the PCs upon noticing them.

17–19: Surge Spirit (EL 9) In the slow, nearly unmoving depths of the Gjurn River, a primordial sentience reveled in dreamless stupor. Born eons ago out of the first splashes of water to hit the riverbed, a water elemental fell into a long slumber when the once fast-flowing river was blocked by the dwarven dam. Torrents of rain and flows of mud woke the spirit and it has started to destroy anything unnatural within its reach in pointless, inhuman rage. If the heroes travel on the river or at its side, it attacks them without warning, surging out of the river. If the PCs move through the air, they witness the spirit rampaging downstream, endangering everyone living at the shore.

20: Storm of Vengeance (EL —) An unnatural, enormous black storm cloud manifests itself above the PCs (or around them, if they are flying) and unleashes divine punishment. An area with a 360-foot radius centered on the characters is affected by a *storm of vengeance* spell (CL 17). The center of the effect pursues the PCs with a speed of 30 feet and lasts 10 rounds if it is not dispelled.

Instead of violent rain in the last 5 rounds of the spell, the clouds and mist form an enormous, angry, dwarven face. A DC 20 Knowledge (religion) check confirms that the face is Torag, chief god of the dwarves.

DOOMGUIDES (3) **CR 6**
hp 44; see page 26

GUILTGORGER GIANTS (2) **CR 8**
hp 133; see page 30

TACTICS

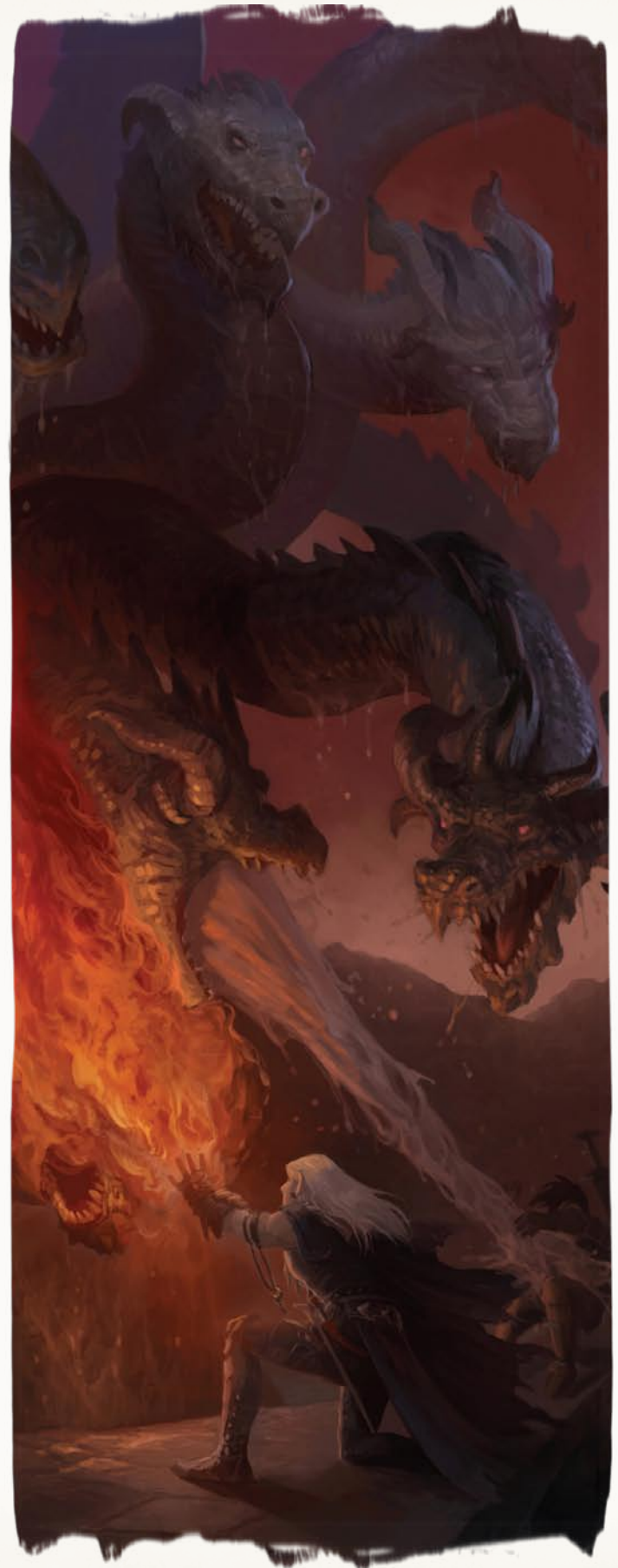
During Combat The giants use their baleful disgorge ability, tearing the roof from the building and snatching at the two farmers (LN, male and female dwarf commoner 4) inside.

YRTHAK **CR 9**
hp 102; MM 262

TACTICS

Morale The monster flees if brought below 50 hp.

GREATER WATER ELEMENTAL **CR 9**
hp 199; MM 100



PART THREE : SIGREIR'S PLEDGE

In the days when the first dwarven settlers started driving their pickaxes into the stones that would become Glimmerhold, the majestic monastery of Sigreir's Pledge already crowned a high peak of the Mindspin Mountains. Founded by the mythic war-priest Sigreir, who was among the first in the region to come forth proclaiming peace and reinstating order after the end of the Quest for Sky, the structure was an achievement of masonry, architecture, and dwarven high culture, built as a vault of knowledge, a stronghold of tradition, and a monument to the warfare of ages past.

Carved high into the mountainside, the only signs initially betraying its existence were its massive stone gate, an arched bridge spanning the Gjurn, and the monumental stairway marking the granite rock all the way down to the base of the mountain. The dwarves hollowed out the peaks inside, causing heat from the monastery's furnaces to warm the stone and melt the snow covering the mountain. The biting cold winds dancing around the peak then froze the water anew and covered the entire mountaintop in sheets of clear ice, transforming it into a giant facsimile of a gemstone.

Long gone is this beauty. After Ezelgar's heinous betrayal of the priestess who loved him, the Mistbreather Clan sealed the monastery's gate and collapsed the ancient stairway, turning the secluded bastion of faith into an unapproachable, decaying monument of legend buried under masses of snow.

Recently, as a result of Torag's intervention, the monastery's forge has been rekindled, and while the structure is slowly recovering from its slumber to take on its god-intended form of pure vengeance, some of the changes to come are already visible. Most of the snow covering the mountain has started to melt and a glimpse of the old glory of Sigreir's Pledge reveals itself to those daring enough to scale the cliffs of Ogmorn Ridge.

Cresting Ogmorn Ridge (EL 7)

The mountain that is home to the monastery rises nearly 10,000 feet above sea level, and although the heroes are already at a height of 3,000 feet when reaching the steep cliffs, they still have to climb another mile before reaching the monastery's gate.

The mountain's cliffs and rubble-choked stairs are difficult to climb (Climb DC 25). The stairs are treacherous and the party must succeed on a Survival check (DC 25) or cause an avalanche (EL 7, see DMG) that moves them down the staircase, though there is no chance that it buries them.

Characters not acclimated to these heights must make a Fortitude save each hour (DC 15 +1 per previous check) or be fatigued until they descend to an elevation below 5,000 feet. The temperature at this height is freezing,

which might also pose a problem if the characters are not sufficiently prepared for the cold.

Reward: Award XP for a CR 7 encounter if the PCs reach the monastery's entrance.

Awakening the Agronach (EL 8)

During the heroes' exploration of the monastery, Helrún finishes her meditation, and Torag's power transforms the building into an 80-foot-high bull-like behemoth supporting itself on tunnels that used to be rooted in stone. From that point onward, the colossus steadily travels towards Glimmerhold in order to annihilate the city.

Exactly when this transformation occurs is the GM's decision, but the PCs should not reach the Spirit Hall (area 11) prior to this event. Even before the final awakening takes place, a few features of this dungeon are already seemingly alive, as described in the overview. Every area description for the monastery has a section detailing how it changes during the transformation process and how this affects the PCs. If not noted otherwise, the rooms regain their general vertical orientation, although their size and shape may change. In addition to these effects, the initial violent movement and restructuring knocks everyone prone unless they make a DC 20 Balance check, and a subsequent Balance check (DC 10) is required to avoid falling prone again.

The monastery has the following general features.

Doors: If not stated otherwise, all doors within the monastery are made of stone (hardness 8, 60 hp, break DC 28), but are usually not fitted with a lock.

Walls: The whole structure is made of hewn stone walls (hardness 8, 540 hp, break DC 50), but all walls within the small peak containing areas 9 and 10 are reinforced with steel and divine blessings (hardness 16, 1080 hp, break DC 70).

Rooms and Corridors: Small rooms and corridors have a height of 10 feet, while the height of the large halls varies from 30 feet to as much as 80 feet in case of the Grand Hall. All these halls have vaulted ceilings, resulting in different heights depending on the position within the hall.

Temperature: The inside of the monastery is slightly above freezing with the exceptions of areas 1, 2, 8, 9 and 10, which are freezing. The Aqueduct (area 7) is as warm as a spring day and the Forgeheart (area 6) counts as having severe heat (see Heat Dangers in the DMG).

1. The Grand Hall

The monastery's steely main entrance to the south was welded shut by magic a century ago, rendering the intricate lever and counterweight system that once operated it useless. A strength check (DC 35) opens it (there is enough room for up to 8 medium-sized creatures to aid the attempt), or the PCs can smash through steel and stone (hardness 10, 160 hp) to force the portal open.

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Beyond the entrance lies a hall wider than an open field and mostly devoid of illumination. The chill reigning outside has claimed this room through an open portal to the east. Through this opening, light falls on what appears to be a gigantic pit in the hall's center.

Water seeps through cracks in the vaulted ceiling of the gigantic, roughly hewn hall, dropping into a massive pit located in the center (see area 2). Frost and slush covers many surfaces in this room, as the warmth from the heating and water system hasn't fully thawed the ice that formed here from a hundred years of seepage.

To the north and east, a few steps lead to small landings that open onto hallways leading deeper into the monastery. A chilly wind hails from the east landing, which is covered in ice and snow. A large window in the north wall, 25 feet above the ground, connects this room with the Refectory (area 5).

In the chamber's western portion, a third landing ends in front of a massive stone wall. A search check (DC 30) confirms that there might have been a pathway once, and a Spellcraft check (DC 28) reveals that several *stone shape* spells have altered the wall. Near the landing, four earthy pustules have broken the ground, hinting at the presence

of guiltgorger giants within the monastery to characters making a DC 15 Knowledge (the planes) check.

Development: During the monastery's transformation into the Agronach, the floor of this chamber becomes the back of the colossus and is covered by siege engines from area 2. Creatures in the hall suffer the effect of the avalanche of ancient malefaction trap in area 2.

2. Warsmith's Rest (EL 10)

This monumental square pit is breathtaking, measuring nearly a hundred feet on each side and filled to the brim with massive contraptions of steel, stone, and wood, all of them discarded and decaying. These age-old remnants bespeak a grisly past. Rams, siege towers, catapults, and other martial legacies lie in absolute chaos, permeating the air with a metallic smell so strong its tang can be tasted.

What might first appear an odd junkyard amidst this gigantic hall was once one of the most artistic monuments in dwarven history. Erected long ago after the final victory against the orcs and goblins, this cenotaph marked the start of an age of peace and dwarven high culture. Many pilgrims visited Warsmith's Rest and offered their

prayers to Torag while striding among the slowly rusting remainders of a bygone age.

Uncared for in the past century, and suffering heavily from water leaking down from the aqueduct (area 7), the monument has turned into treacherous ground, bound to impale or bury those courageous enough to enter it. The entire area inside the pit is difficult terrain, with several levels of elevation as marked on the map.

Two ever-hungry guiltgorger giants are in the process of searching the pit for a tasty morsel.

GUILTGORGER GIANTS (2) CR 8

hp 133; see page 30

TACTICS

Before Combat If the giants detect the PCs (automatic if the heroes smash open the entrance to the monastery), they hide (Hide +2) beneath a large pile of rubble and in an old siege tower (the two locations marked “H” on the map). They attempt to lure party members to the pit by producing creaking noises (Bluff +7), surprising the PCs as soon as they enter the pit.

During Combat In battle, the guiltgorger giants are powerful enough to set off the avalanche of ancient malefaction (see Trap) and take turns doing so.

Trap: The whole battleground inside the pit is extremely unstable and prone to localized collapses.

AVALANCHE OF ANCIENT MALEFACTION CR 5

Type mechanical; Search DC 10

EFFECTS

Trigger Anyone in the pit may make a Strength check (DC 26, with a circumstance bonus of +4 per size category above Medium due to better leverage) as a standard action to cause an avalanche.

Effect Creatures within a 5-foot burst centered on an intersection within reach of the instigator must make a Reflex save (DC 18, half) or take 4d6 points of damage and risk contracting cackle fever (incubation 1 day, DC 16, 1d6 Wis). This damage applies to the instigator as well if they are within its range. The squares targeted by the burst automatically sink 1d4×5 feet, creating small pits (Climb DC 15 to get out).

Development: The pit is 800 feet deep, though it is nearly filled with debris. During the transformation, the pit folds out and widens to encompass all of the back of the Agronach. Creatures within the pit at the time of transformation suffer the effect of this trap 1d3 times. Once the transformation is complete, further battles on the back of the creature do not feature this hazard; instead, Large or smaller creatures falling prone within 10 ft. of the Agronach’s edge must succeed on a Reflex save (DC 10) or be swept from the creature’s back by the shifting material.

The tiny fire elementals from area 6 move to this area after the awakening, but pose no direct threat to the PCs.

Treasure: Many ancient and conflict-oriented magic items are still buried in the pit. Every successful Search check (which takes 1 minute) unearths a random minor magic weapon or piece of armor. The initial DC for the Search check is 25 and increases by 5 for every successful check made. Up to three items can be found this way.

3. Hallways

These hallways are adorned with artfully crafted carvings chiseled into the stone by generations of dwarven craftsmen. A Knowledge (history) check (DC 20) or a Decipher Script check (DC 15) recounts the monastery’s early history and notable events in later centuries, concluding with Helrún’s elevation to forge-priestess.

The stairs connecting the building’s levels are solid stonework. Stairways at the western end of the hall connect the main level with the aqueduct suspended above, as well as with storage and sanitary installations below. The western stairs also once led deep into the earth to additional storage rooms, tunnels, and ancient dwarven dwellings below. Although these connections were severed many years ago, the awakening could reopen these routes to offer further adventure possibilities.

Development: The transformed hallways of the Agronach connect the monastery’s rooms and bear a striking similarity to massive veins. Navigating the twisting, vertical shafts is difficult in the “leg” parts of the creature and requires a DC 20 Climb check. If the PCs experience the awakening while in a corridor, they must make a Reflex save (DC 25) or take 6d6 points of bludgeoning damage.

4. Dormitory

This room reeks of moldy cloth and seems to have served as a dormitory. Dwarf-sized indentations partially covered by curtains dominate the walls, and old stone tables and chairs occupy the floor. In the center of the room is an ornate iron brazier with a flickering, smoking flame; a paneled wooden screen has been smashed and left in pieces around the brazier.

The stone walls of this dusty, undisturbed room are lined with dozens of niches that served as sleeping spaces for the monks. The niches are separated by small cabinets embedded into the walls, and heavy, mold-infested curtains still hang in front of them. Icy, withered, corpses of dwarves occupy about half of the spaces; bloodstains and wounds frozen open clearly show they died by violence. With the awakening of the Forgeheart they are starting to thaw and will soon begin to smell.

The brazier’s light comes from a *continual flame* and requires no fuel; the inhabitants used the wooden screen

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to diminish the light in the room when it was time to sleep (the Mistbreather dwarves broke the screen during their attack). The smoke is not from the magical flame, but rather an evil elemental formed of the aggregate souls of the dwarves murdered in this room. This creature, a belker, formed when the dungeon began to awaken, and assumed its smoke form just before the PCs arrived here.

ZEPHYSTUS

CR 8

Advanced belker (MM 27)

Huge elemental (air, extraplanar)

hp 127 (15d8+60)

Init +9; Senses darkvision, Listen +11, Spot +13

DEFENSE

AC 23, touch 12, flat-footed 19

(-2 size, +4 Dex, +11 natural)

Fort +8, Ref +13, Will +7

OFFENSE

Spd 30 ft., fly 50 ft. (perfect)

Melee 2 wings +14 melee (1d8+6) and

bite +9 melee (1d6+3) and

2 claws +9 melee (1d4+3)

Space 15 ft.; Reach 15 ft.

Special Attacks smoke claws (Large or smaller, 3d6, DC 21)

TACTICS

Before Combat The belker can remain in smoke form for up to 20 rounds. It waits until one of the PCs is alone before it starts attacking. If that opportunity doesn't happen, it waits until the PCs leave the room and tries to pick off the last to exit.

During Combat Against a lone opponent it uses its smoke claws, but if faced with multiple enemies the belker uses wing, bite, and claw attacks.

Morale If reduced below 50 hit points, the belker flees, perhaps to a smoky room such as area 6 where it can hide and prepare another ambush.

STATISTICS

Str 22, Dex 19, Con 19, Int 6, Wis 11, Cha 11

Base Atk +11; Grp +21

Feats Alertness, Combat Reflexes, Improved Initiative, Iron Will, Multiattack, Weapon Finesse

Skills Move Silently +9

Development: During the awakening of the dungeon, this room changes orientation, turning sideways, with its doors opening onto the vertical corridors of one of the Agronach's legs. If the PCs are here when the room's orientation shifts, they take falling damage. The belker can fly, so the shift isn't dangerous to it.

Treasure: Alongside many piles of rotting clothing, a pair of *gloves of dexterity* +2 is stashed in one of the cabinets (Search DC 20). These gloves belonged to the Manyfaced

One, a ghost lurking in the Stonescribe Library (see area 9); if the PCs take the gloves, the ghost loses their ghostly counterparts.

5. Refectory and Kitchen (EL 9)

Despite its panoramic view down into the grand hall, this room seems dead and abandoned. Its only furniture is a long stone table and several hewn seating boulders bearing an unsettling likeness to ancient tombstones.

The most prominent feature of the large and chilly refectory is a panoramic view into the Grand Hall (area 1) through an opaque crystalline window. A large stone table and 20 cubic stone chairs form a simple dining hall.

The attached kitchen and storage rooms are likewise functional and without special features, with the exception of the now-broken plumbing system that provided fresh water. While it no longer functions, the plumbing here still



speaks of the marvelous level of technology the dwarves had achieved.

Development: The room changes orientation when the Agronach transforms, becoming upright like area 4. When this occurs, water begins to leak into this room from the reservoir, filling it at a rate of 5 vertical feet per round and drowning anyone who remains too long. The transformation awakens the souls of two dwarves murdered in this room, which attack anything they can see and pursue their prey from the room.

SPECTRES (2)

CR 7

hp 45; MM 232

6. The Forgeheart (EL 11)

The entire room is ablaze with fiery light as five large smelting furnaces spew sparks into the chamber from 20 feet above the floor. Steel stairways connect to walkways that provide easy access to the forges. On the far end of the room, two enormous smelting pots hang from chains. Extending into the chamber's middle, a long waist-high stone dais with several indentations served in the production of thousands of ingots.

The iron door to this room is large, and when closed creates an airtight seal. This soot-stained chamber is home to six gigantic smelting furnaces that once served to purify ore mined near Glimmerhold and turn it into metal of exceptional quality, blessed by priests of Torag. This forge remained active even after the city had depleted its strip mine, receiving its ore from afar to be turned into blessed ingots for holy weapons and other important devices of the church.

Many monks were working here at the time the attack struck the monastery. Overwhelmed by the Mistbreather dwarves, they were captured and thrown into the smelting furnaces. Although their bodies were immolated, their souls still seek vengeance. When Torag reinstated Helrún's blessings, the furnaces' flames kindled these seething spirits as tiny fire elementals eager for the rest of the monastery to awaken and carry them into battle. Anyone entering the already pulsing heart of the dungeon is exposed to the primal rage of the creatures. Most of the dwarven spirits exist as candle-sized flickering flames, but some have grouped together to form three huge fire elementals.

TINY ELEMENTAL SWARMS (4)

CR —

hp 20

TACTICS

Before Combat The fire elementals are in the massive smelting pots and move to battle the PCs.

During Combat These creatures do not directly attack the PCs, but they run all around the room, and their presence and activity is distracting. Any living creature

on the ground or the metal walkways must succeed on a DC 11 Fortitude save or be nauseated for 1 round; creatures immune to fire are immune to this effect. Like a swarm, they are too small to be attacked individually, though tactics for dealing with swarms are effective. The elementals are immune to fire.

HUGE FIRE ELEMENTALS (3)

CR 7

hp 136; MM 99

TACTICS

Before Combat The fire elementals begin in the massive smelting pots and move to battle the PCs.

During Combat The elementals use their Spring Attack feat while moving unhindered amidst their tiny kindred.

Trap: If the heroes enter this room, the partially living building stirs. The sliding iron doors (installed to prevent leaks of poisonous gas that could possibly emerge from the alchemical treatment of the ingots) suddenly slam shut and trap them in the room.

SUFFOCATION ROOM

CR 6

Type mechanical; Search DC 25, Disable Device DC 30

EFFECTS

Trigger Entering the room; **Reset** automatic

Effect With the doors closed, the Forgeheart is sealed off from the rest of the monastery. Very little air is able to reach the room through venting shafts and chimneys. If the furnaces are blazing, a single Medium humanoid can survive 2 hours before starting to suffocate (divide this time by the number of breathing beings if necessary). Opening the door again either requires an Open Lock check (DC 35) or smashing it (hardness 10, 80 hp, break DC 30).

Development: Already alive and blazing, this room experiences very little change during the transformation aside from its shift to the center of the Agronach. In contrast, the elementals born from this chamber are filled with vigor and battle hunger. All the elemental swarms leave this chamber and move to the back of the living dungeon (area 2); any swarms killed reform 1d10 minutes later in this room and travel to area 2.

Treasure: There are still several alchemically treated adamantine ingots remaining (enough to create one weapon; value 3000 gp).

Experience: The elemental swarms are not worth any experience points due to their low CR. The EL of this encounter is increased from 10 to 11 to reflect their interference in the battle with the huge elementals.

7. Aqueduct (EL 10)

The air in this room is damp and surprisingly warm. Mist wafts through the azure-illuminated hall and coils around arched pillars

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supporting gurgling aqueduct channels. The channels appear out of the mosaic-tiled walls, crisscross the room, and end above a massive pool at the room's south end, sustaining it with several gushing waterfalls. The entire room is lit by a flickering light coming from the pool, creating a dancing pattern of ripples on the walls and ceiling.

This chamber is situated above area 1 and is the center of an intricate life support system that once sustained the monastery's residents. When it was properly maintained, the large pool took up most of this room's space, acting as a water reservoir. The source of the water is the ice and snow accumulating at the mountaintop. A complicated system of tubes above the Forgeheart (see area 6) collected the ice and snow, which the warmth of the Forgeheart melted, and the resulting water flowed to this reservoir, which magically purified it and supplied the entire monastery with clean water. The circulating water helped maintain the monastery's temperature at a slightly chilly but habitable level. The pool also held a school of blind cave fish which fed on Darklands mushrooms growing around and in the pool; these fish

and fungi helped supplement the food stores of the monastery.

The light in the pool is a *continual flame* cast near the bottom, which provides shadowy illumination.

Without maintenance and the heat of the forges, this system has succumbed to the tooth of time, and while there is still a slow influx of fresh water from seasonal melting, the stone pipes have cracked, and the pool leaks into the Grand Hall (area 1). When the water level in the pool dropped, most of the animals died, leaving a few stragglers to inbreed and mutate as they scavenge mushrooms and each others' corpses.

Two guiltgorger giants have found this room and are busy catching the mutated creatures living in the water.

GUILTGORGER GIANTS (2)

CR 8

hp 133; see page 30

TACTICS

During Combat Many fragile columns from the aqueduct system that once served the monastery provide cover in this room. A missed melee attack by a giant against a creature enjoying the cover bonus hits the column and

destroys it, sending pieces of stone and gushes of water surging through the battlefield.

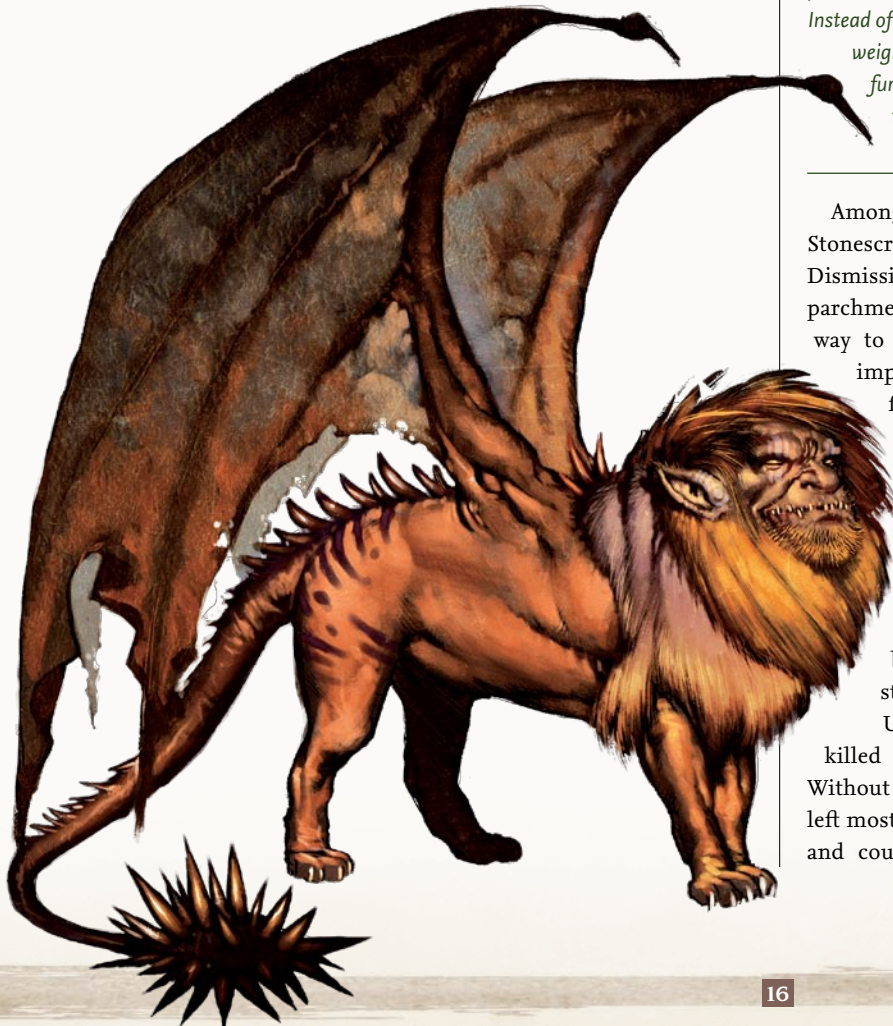
Development: This room is subject to one of the most drastic changes during the awakening of the monastery. In the process of becoming the gigantic “mouth” of the Agronach, the chamber is tilted sideways (PCs may fall up to 40 feet); it then splits in half as the pool opens up to the outside.

The broken pipes and channels form the creature’s moving “teeth,” and the pool’s water turns into toxic alchemical “saliva” which endlessly leaks through the opening.

8. The Bridge (EL 8)

The biting wind’s high-pitched shrieks constantly howl through the Gjurn River’s meandering canyon. There was once a bridge spanning the crevasse between the monastery’s two peaks, but it has collapsed, leaving only a few ice-covered stone pillars behind.

Glutted with crystalline icicles, the few broken remainders of the bridge are difficult terrain and open to wind, weather, and the unnatural forces recently unleashed. Crossing the gap requires magic or some very clever use of ropes and grapples.



If the PCs dawdle in this area, they attract the attention of the Ironfangs, three young manticores who have been circling nearby. Already looking for a place to get out of the storm, the idea of a quick adventurer snack is appealing enough to them that they swoop down and attack.

MANTICORES (3)

CR 5

hp 57; MM 179

Development: The bridge transforms into a corridor during the awakening process and forms the massive tail of the Agronach, growing a crystalline roof and walls. Creatures on the bridge during the transformation must make a Reflex save (DC 15) to avoid being trapped in crystal. Trapped PCs are entangled and rooted to the spot, suffering 2d6 points of damage every round from the pressure until the crystal is smashed (hardness 5, 60 hp). Creatures may free themselves by spending a full-round action to make a DC 15 Strength or Escape Artist check. If the transformation occurs while the Ironfangs are here, they fly away, not wanting to risk getting trapped.

9. Stonescribe Library (EL 11)

The walls of this chilly stone chamber are doused in variegated magical light and lined with several alcoves, four of them bearing peculiar rune-inscribed columns of multicolored opaque stone. Instead of being anchored to the floor and the low ceiling, the heavy weight of each column rests on a pointed steel end and is further supported by a similar pointed protrusion extending to the ceiling. The floor of the entire room is marked by narrow, straight indentations that connect the alcoves.

Among the many wonders of this monastery, the Stonescribe Library might be the most intricate. Dismissing short-lived transcriptions on paper and parchment, the monks of old developed a complicated way to record their knowledge. By scribbling runes, imprinting signs, and carving light-breaking features into semi-transparent stone columns, they created massive spinning tops that turned seemingly random features into volumes of readable script, depending on how fast they were spun, from which angle they were viewed, and the color of the light that touched them. In need of greater capacity, even interactions between various columns were created, but before this technique could be refined, tragedy struck this house of faith.

Upon seizing the monastery, the Mistbreathers killed all monks that knew how to use the library. Without further interest in this now-useless facility, they left most of its features unmolested and intact. The gears and counterweight machinery capable of moving the

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weighty stones can still be operated by pulling various chains on the wall in the southern corner, but without understanding its subtleties this vault divulges secrets only by chance or through the lone spirit still haunting this place.

Creature: Denying themselves the peace of death, the spirits of the slaughtered monks converged and formed the entity of the Manyfaced One, a ghost sworn to protect the library and the treasure vault behind it. He attacks the PCs as soon as his attitude turns hostile or the monastery awakens.

THE MANYFACED ONE

CR 9

Male ghost dwarf monk 7

N Medium undead (incorporeal)

Init +7; **Senses** darkvision; Listen +8, Spot +8

DEFENSE

AC 19, touch 19, flat-footed 17

(+3 deflection, +2 Dex, +4 monk)

hp 45 (7d12)

Fort +5, **Ref** +7, **Will** +7; +2 bonus against spells

Defensive Abilities evasion, stability, still mind, slow fall 30 ft., turn resistance +4, *brooch of shielding*

OFFENSE

Spd 40 ft., fly 50 ft. (perfect)

Melee draining touch +7 (1d4 ability damage); +1 against orcs and goblinoids

Special Attacks draining touch, flurry of blows, horrific appearance, manifestation, stunning fist 8/day, telekinesis

TACTICS

Before Combat The Manyfaced One uses his *telekinesis* ability to activate the room's trap.

During Combat The Manyfaced One relies on his Flyby Attack feat, as it allows him to retreat into the walls and floor and gain total cover on the same round he uses his draining touch or *telekinesis* ability.

Morale The ghost defends this room until he is destroyed or all four stone columns have been smashed. (See the Rejuvenation ability.)

Base Statistics Without the *gloves of dexterity* +2, his statistics change to Initiative +6, AC 18, touch AC 18, Ref +6. Without the *monk's belt*, his statistics change to AC 18, touch 18, flat-footed AC 16, and he can stun 7 times per day. Without the gloves and the belt, his statistics change to Initiative +6, AC 17, touch AC 17, flat-footed AC 16, and he can only stun 7 times per day.

STATISTICS

Str 10, **Dex** 15, **Con** —, **Int** 13, **Wis** 15, **Cha** 16

Base Atk +5; **Grp** +5

Feats Deflect Arrows, Dodge, Mobility, Flyby Attack, Improved Disarm, Stunning Fist

Skills Appraise +1, Balance +9, Craft +1, Diplomacy +7, Escape Artist +12, Hide +10, Jump +7, Knowledge (religion) +5, Listen

+10, Search +9, Sense Motive +10, Spot +10, Tumble +10

Languages Common, Dwarven, Giant

SQ fast movement +20 ft., ki strike, manifestation, purity of body, rejuvenation, stonecunning, weapon familiarity, wholeness of body

Combat Gear *brooch of shielding* (25 charges), *gloves of dexterity* +2, *monk's belt*; all three of these items are ghostly representations of real items and vanish if the Manyfaced One is slain. Their real counterparts are located in areas 9, 4, and 7 respectively.

SPECIAL ABILITIES

Draining Touch (Su) If the Manyfaced One hits a living target with his incorporeal touch attack, he drains 1d4 points from any one ability score he selects. On each such successful attack, the ghost heals 5 points of damage to himself. Against ethereal opponents, he adds his Strength modifier to attack rolls only. Against non-ethereal opponents, he adds his Dexterity modifier to attack rolls only.

Horrific Appearance (Su) Any living creature within 60 feet that views the Manyfaced One in his hostile form must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect is immune to his horrific appearance for 24 hours.



Rejuvenation (Su) It is difficult to destroy the Manyfaced One through simple combat, as he rejuvenates himself in 2d4 days. The only way to get rid of this ghost is to destroy the place he has sworn to guard. As soon as the four pillars bearing the ancient dwarven knowledge are broken, he will shatter as if he himself had been a pillar, cursing everyone who took part in this sacrilege.

Telekinesis (Su) The Manyfaced One can use *telekinesis* as a standard action (caster level 12th). Once he uses this power, he must wait 1d4 rounds before using it again.

Trap: Upon being activated by the Manyfaced One or the awakening of the monastery, the knowledge-bearing stone columns spin through the room in a deadly pattern.

SPINNING COLUMNS (4) CR 5

Type mechanical; **Search** automatic; **Disable Device** DC 20 or 25 (special)

EFFECTS

Trigger activated manually; **Reset** automatic

Effect At the beginning of the next combat round after its activation, each stone column moves to a random empty alcove (roll 1d8 to determine which) using the shortest available path. Every corporeal creature in this path is subject to an attack (melee +15, 2d6 bludgeoning damage). The trap can be disabled either with a Disable Device check (DC 25) on the chains in the southern corner of the room or by smashing the columns (hardness 8, 70 hp). In addition, a character can jam the gears in the floor's indentations (Disable Device check DC 20) as a move action, which makes all adjacent spaces to the character impassable terrain for the columns for one round.

Development: If the dungeon has not transformed, the ghost's initial attitude is indifferent, and he appears as a young dwarven acolyte who is cautious but curious about the intruders. If his attitude is changed to friendly, he narrates the monastery's history and the circumstances of its downfall, but refuses to give any information about how to operate the library and warns the PCs not to enter the vault chamber (area 10), as it is forbidden to all strangers.

If his attitude is changed to helpful, the ghost's form changes to an older, long-bearded dwarf in a blacksmith's apron who allows the characters to enter the vault, but warns them that access comes with a trial that only those who understand the library can solve.

If unfriendly, the acolyte orders the characters to leave immediately; upon refusal, the Manyfaced One's attitude worsens to hostile. Trying to enter the vault without permission also results in a hostile attitude.

If hostile, the Manyfaced One's form changes to something hideous and terrifying (if the Agronach has transformed,

the ghost takes this shape) and attacks immediately. For this appearance, read the following text.

Glowing with diffuse ethereal light, the transparent figure of a mangled dwarf floats above the ground. What first appears as his long, red beard reveals itself to be a nauseating mass of ghostly innards dangling from deep slashes in the creature's disemboweled body. These entrails squirm and lash out, trailing a dark wave of negative energy behind.

Development: As soon as the monastery awakens, the room's trap activates and the Manyfaced One is filled with the same anger and rage that caused the stones to waken. His attitude changes to hostile and he viciously attacks anyone daring to enter the room. Due to the room's new layout, there is less space to avoid the room's trap.

Treasure: In the corner of the room lies a *brooch of shielding* with 25 charges (Search check DC 0 or Spot check DC 20). Removing it from its place causes the Manyfaced One to lose the ghostly representation of the item.

Experience: If this battle takes place after the transformation of the Agronach, increase the EL of the encounter by +1.

10. Vault of Mercy

The entire opposite wall of this barren and somewhat serene hall seems to be composed of opaque ice. Beyond this barrier lies the inviolable treasure of a glorious age: silver, gold, and unidentifiable objects lie only a few feet out of reach, their magnificent gleam blurred and dispersed.

At the center of the wall, carved into the ice, Dwarven runes spell out a message.

The Vault of Mercy earned its name because of its unique role in the initiation process of new monks joining the order of Sigreir. After going through rigorous physical training and spending nearly 10 years studying the intricacies of the Stonescribe Library, a new acolyte was led to this very room and asked to bring a gold coin back from behind the strange sheet of ice. Once he accomplished this, his training was complete.

This was no easy task; the icy barrier is a planar portal—a DC 20 Knowledge (arcana) check reveals this information—and assaulting it with physical force only reveals a cold stone wall beneath (the ice reforms a few seconds after it has been cleared away). To activate the portal into the pocket dimension, someone standing in the room has to use a turning attempt or utter a heartfelt prayer to a god.

The runes etched in the ice spell out the words “the obstacle thaws to your faith,” a clue that the riddle is fashioned to test the acolytes' understanding of the Stonescribe Library. After the Mistbreather Clan

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attacked the monastery, they tried to take the treasure for themselves; they assaulted the portal with pickaxes but were unable to solve the riddle and enter the vault.

As soon as the portal is opened, the ice melts into a sheet of clear water that can be passed by stepping through. The treasure vault beyond exists outside normal time, and anyone inside can see that movement outside the vault slows down gradually over the next few seconds until it comes to a halt. Air pressure in here is normal (rather than the thin air of the mountaintop), giving PCs a chance to recover from the fatiguing shortness of breath.

Unfortunately, the magic keeping the vault removed from time has weakened, and accommodating the heroes weakens it further. The extradimensional pocket lasts for 10 hours of inhabitation until it breaks down and spills everything, treasure and visitor alike, back into the front chamber. A DC 20 Knowledge (the planes) check or a DC 25 Knowledge (arcana) check allows a character to recognize the degrading nature of the magic in the vault. This period of short timelessness might allow the heroes to rest and heal in spite of the time constraints they face.

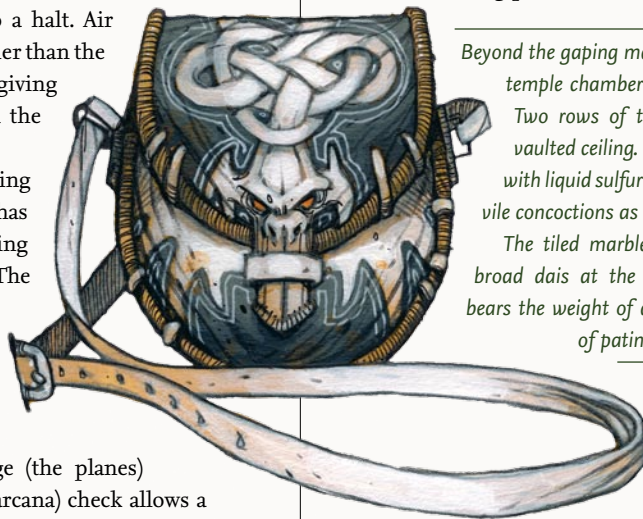
Development: While the small chamber outside the vault is subject to the awakening process, the vault behind exists outside of Golarion and is unaffected.

The transformation in this room is especially violent. Every round there is a 5% chance that the characters take 5d6 points of bludgeoning damage from the shifting room and tumbling pickaxes.

Treasure: The valuables here are a *ring of force shield*, a gemstone-encrusted *lesser silent metamagic rod*, five hair-thin brass sheets (spell scrolls with *enervation*, *freedom of movement*, *silence*, *slow*, and *tongues*), a *wand of acid arrow* (45 charges) made from the finger bone of a green dragon, a *chime of opening* (10 charges), a *white staff of healing* (5 charges) with an ivory hammer on top, a *bag of holding* (type I), a *bottle of air* (open, providing fresh air to the room), and a leather potion belt holding *potions of resist energy* (acid) 10, *resist energy* (cold) 10, *resist energy* (electricity) 10, *resist energy* (fire) 10, *cure moderate wounds* (3), *levitate*, and *fly*. An open iron-banded chest holds 300 gp, 700 sp, and 50 pp. If the PCs return to the city openly bearing the legendary treasure of the Vault of Mercy, they receive 1 Respect Point.

11. Spirit Hall (EL 12 or 14)

This text assumes the Agronach has awakened. A *dimensional lock* spell prevents planar travel to this area (including teleportation magic). If the PCs somehow reach here before the dungeon awakens, it awakens now. The Agronach's movement is more violent in this room, requiring a DC 20 Balance check every round to avoid falling prone.



Beyond the gaping maw of the entrance portal lies a temple chamber glowing with angry red light.

Two rows of three columns each support a vaulted ceiling. Between them, four pools filled with liquid sulfur and other substances spill their vile concoctions as the chamber violently stirs.

The tiled marble floor rises all the way to a broad dais at the hall's far end. This platform bears the weight of a bronze altar dulled by layers of patina.

Access to this innermost chamber of the monastery is barred by tons of rock.

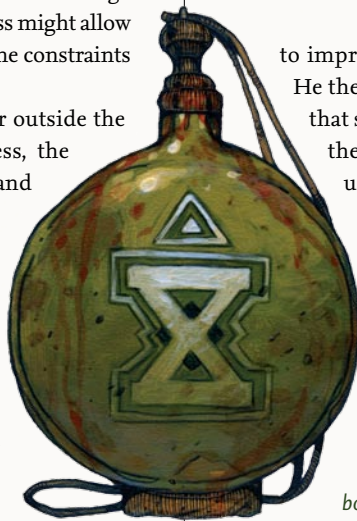
More than a hundred years ago, Ezelgar used a *wand of stone shape* to imprison Helrún in the walls of this sanctuary. He then proceeded to seal the entrance, believing that she would die in her confines but be spared the violence the Mistbreather Clan inflicted upon every other dwarven monk.

As the Agronach awakens, the chamber is unsealed, rising to become the head of the creature. Before Ezelgar's betrayal, Helrún was able to slay one of the Mistbreather leaders, and this creature's corpse has arisen as an undead thing called Fleshbreather.

Suspended above an aeruginous bronze altar, the body of the aged dwarven forge-priestess bears the marks of a gruesome fate. Only her armored upper body protrudes from the cold walls, while the remainder is plunged deep into the stone's immutable embrace. Her long white hair touches the ground; beneath this veil, bright eyes gleam with fierce determination. Atop her brow, a glowing reddish point emits a halo of sickening light that distorts the regal features of her face.

Helrún's entrapment in this room has lasted a century. She barely avoided madness through her fervent prayers, but her mind and body were left scarred by the experience.

Unable to free herself with the few arcane spells she had prepared, and not being granted any kind of divine spell other than the occasional *create food and water*, at long last



her wait is over and she is prepared to avenge herself and her fallen allies upon the evil dwarves of Glimmerhold. After being infused with a piece of Rovagug's power, the regret, rage, and the thirst for vengeance she felt was amplified a hundredfold, leaving her consciousness struggling for control, determined to raze the traitor-infested city.

Emaciated, almost skeletal, Fleshdrinker's humanoid bones are clearly visible beneath its moldy green skin, its ribs taut against thin flesh. The thing's long, spindly arms end in bony claws more than a foot long, which scrape against the ground as it walks. Its grotesque and rounded head bears only an oversized mouth full of broken, pointed teeth.

HELRÚN, FORGE-PRIESTESS **CR 12**

Female dwarf cleric 3/wizard 3/mystic theurge 6
LN Medium humanoid

Init -3; **Senses** darkvision; Listen +5, Spot +5

DEFENSE

AC 27, touch 18, flat-footed 27

(+4 armor, +8 cover, +3 deflection, -3 Dex, +1 natural, +4 shield)

hp 84 (3d8+9d4+48)

Fort +10, **Ref** +1, **Will** +18; +2 racial bonus against poison, spells and spell-like effects

Defensive Abilities stability, stonebound; **DR** 10/adamantine;

Immune electricity (108 points)

OFFENSE

Spd 20 ft. (immobilized)

Melee unarmed strike +4 (1d3); +1 against orcs and goblinoids

Special Attacks turn undead

Wizard Spells Prepared (CL 9th):

5th—*ice storm*

4th—*enervation* (2)

3rd—*haste*, *major image* (DC 17), *slow* (DC 19), *vampiric touch*

2nd—*glitterdust** (DC 18), *scorching ray* (2)

1st—*grease** (DC 17), *ray of enfeeblement*, *shield* (2)

o—*mage hand* (2), *touch of fatigue* (2)

Cleric Spells Prepared (CL 9th):

5th—*wall of stone**

4th—*order's wrath*^D (DC 19), *summon monster IV*

3rd—*create food and water*, *dispel magic*, *magic circle against chaos*^D,

2nd—*calm emotions*^D, *hold person* (2, DC 17)

1st—*animate rope*^D, *command* (DC 16), *comprehend languages*, *sanctuary*, *shield of faith*

o—*detect magic* (2), *detect poison* (2), *light* (2)

D domain spell; **Domains** Artifice, Law; * conjuration (creation) spell (+1 caster level from Artifice domain)

TACTICS

Before Combat When the dungeon transforms into the Agronach, Helrún casts *divination* to learn when enemies will reach her in the Spirithall. With this information, she

knows when to cast her long-duration spells: *magic circle against chaos*, *protection from energy* (on herself and the totemmaske), and *stoneskin*. As the time approaches for her enemies' arrival, she casts *shield*, *shield of faith*, *bear's endurance*, *fox's cunning*, *owl's wisdom*, and *dispel chaos** on herself, in that order, in time for the battle. The effects of these spells are included in her stat block.

During Combat Helrún begins combat by casting *major image* to create several illusory versions of Fleshdrinker, then using her *scroll of blade barrier* to create a barricade between herself and the PCs. She then proceeds by casting a *command* ("approach") on melee characters. Against spellcasters, she uses *enervation*, repeated *magic missile*, and *dispel magic*. If things start to get complicated, she uses her *wall of stone* to separate the party and give her time to heal herself. In melee, she might use her *gauntlet of rust* against her foe's weapon.

Morale Helrún fights zealously to the death.

Base Statistics Con 15, Int 18, Wis 16, no damage reduction or energy immunity, AC 24 (touch 15, flat-footed 24)

STATISTICS

Str 10, **Dex** 4, **Con** 19, **Int** 22, **Wis** 20, **Cha** 10

Base Atk +6; **Grp** +6

Feats Combat Casting, Craft Magic Arms and Armor, Iron Will, Negotiator, Scribe Scroll, Skill Focus (Diplomacy)

Skills Appraise +6 (+8 if related to stone or metal), Concentration +19, Craft +18 (+20 if related to stone or metal), Diplomacy +7, Knowledge (arcana) +18, Knowledge (religion) +18, Sense Motive +19, Spellcraft +18

Languages Common, Celestial, Dwarven, Giant

SQ aura, domains (Artifice, Law), spontaneous casting (*cure*), stonecunning, weapon familiarity

Combat Gear *gauntlet of rust*, *scroll of blade barrier*;

Other Gear *amulet of natural armor* +1, *bracers of armor* +4, *headband of intellect* +2, *scroll of raise dead*, spell component pouch

SPECIAL ABILITIES

Stonebound (Ex) Anchored to the wall, Helrún is affected by several conditions. She is entangled and rooted to the spot (suffering a -4 penalty to dexterity, a -2 penalty on attack rolls, and the need to make Concentration checks DC 15 + spell level to cast her spells). She also benefits from improved cover, granting her a +8 cover bonus to AC, a +4 cover bonus to reflex saves, and improved evasion against any attack to which the Reflex save bonus applies. She cannot be tripped, knocked prone, or pinned (though she can be grappled).

FLESHBREATHER **CR 7**

Totemmaske (*Pathfinder* #3 82)

NE Medium undead

Init +12; **Senses** darkvision 60 ft.; Listen +17, Spot +17

DEFENSE

AC 23, touch 18, flat-footed 15

[CLASH OF THE KINGSLAYERS]



(+8 Dexterity, +5 natural)

hp 78 (12d12)

Fort +4, **Ref** +14, **Will** +10

Defensive Abilities undead traits; **Resist** cold 20

OFFENSE

Spd 50 ft., burrow 10 ft.

Melee 2 claws +14 (1d6+3) and
bite +9 (2d8+1 plus devour memories)

Special Attacks death mask, devour memories, fleshdrinking,
shape flesh

TACTICS

Before Combat The totenmaske hides behind one of the pillars near Helrún and waits until it is spotted or an enemy is in reach before it attacks.

During Combat The totenmaske is quite intelligent and knows the best way to use its shape flesh ability to disable an enemy, such as by sealing the eyes of a fighter or the mouth of a spellcaster.

Morale Totenmasks are cowards by nature. If reduced to fewer than half its hit points, it flees. If it used its fleshdrinking power on a PC, it may return later disguised

as that PC to confuse the group and murder others.

STATISTICS

Str 16, **Dex** 26, **Con** 10, **Int** 16, **Wis** 14, **Cha** 20

Base Atk +6; **Grp** +9

Feats Combat Expertise, Combat Reflexes, Improved Initiative, Lightning Reflexes, Weapon Finesse

Skills Disguise +20, Hide +23, Jump +28, Listen +17, Move Silently +23, Spot +17, Tumble +25

Languages Abyssal, Celestial, Common, Infernal

SPECIAL ABILITIES

Death Mask (Su) As a standard action, a totenmaske can take the shape and appearance of the last creature against which it used its fleshdrinking power. The totenmaske can shake off the disguised flesh as a free action, but then cannot resume the form until it drinks flesh from that creature again. The totenmaske's disguise is temporary and grows more and more unstable as days pass. At first, a totenmaske gains a +10 on Disguise checks to impersonate the subject, but every day this bonus is reduced by 2 as its flesh begins to droop and strange inconsistencies develop (one eye might bulge,

the right side of its mouth might droop, or a sliver of bone could protrude from the side of its hand). Unless the totenmaske drinks the flesh of the subject again, its mask rots off entirely when the Disguise bonus granted by this ability reaches +0 after 5 days.

Devour Memories (Su) A totenmaske can eat the memories and dreams of a creature it bites. The target must make a DC 21 Will save or have his thoughts drained, taking 1d4 points of Charisma drain. A totenmaske gains a +4 bonus on Disguise checks made to impersonate a victim whose memories it has drained at any point in the past. The save DC is Charisma-based.

Fleshdrinking (Su) If a creature is hit by both of a totenmaske's claw attacks, the victim's flesh is partially drained away by the totenmaske's hollow claws. This attack deals 1d4 points of Constitution damage and leaves the victim sickened for 1d4 rounds. On each use of this ability, a totenmaske gains 5 temporary hit points.

Shape Flesh (Su) By spending a minute in contact with a helpless creature, a totenmaske can reshape its victim's face, causing flesh to cover vital features. The target must make a DC 21 Fortitude save or have his face physically altered. A totenmaske can use this ability on one of four different features per use: ears (target is deaf), eyes (target is blind), mouth (target cannot speak or eat), or nose (target cannot breathe through its nose, smell, or use scent). This ability functions only on living creatures whose bodies are composed mostly of flesh. A totenmaske can use this ability multiple times on the same creature; reshaping multiple features can lead to more deadly results, such as suffocation if the nose and mouth are covered. The effects of this ability are permanent, but can be reversed with a *heal* or *restoration* spell. Alternatively, someone can surgically reopen the sealed features with a successful DC 25 Heal check. The attempt deals 1d6 points of damage whether or not it is successful. The save DC is Charisma-based.

Development: If the monastery has not reached Glimmerhold and Helrún is not immediately attacked, she is anxious to talk with the PCs. Although she listens to the heroes, she soon turns the conversation into a feverish speech about divine justice and tries to sway them to her cause, revealing the entire adventure background if needed (maddened by the power of Rovagug and her long imprisonment, the heroes cannot turn her from her cause with mere words). During her self-indulgent oration, it becomes clear that the magic animating the dungeon stems from her. Especially zealous or ignorant groups might aid her in her attempts to destroy the city (see Part Four), while others likely choose to oppose and attack her.

If Helrún is attacked, she removes the PCs from her sanctuary by smashing the Agronach's head against the

mountainside, obliterating its head and mouth and leaving her embedded in the wall at the end of the dungeon's "neck." This scatters the PCs across the rocky terrain, dealing 6d6 points of falling damage unless they can fly or fall safely. The head and mouth reform from the rubble in 1d6+4 rounds. (A DC 30 Reflex save is enough to grab onto the neck and hang there until the head reforms, remaining inside the reconstructed chamber.) Helrún does not use this tactic if the Agronach is near Glimmerhold, as it leaves her too vulnerable to attacks from the city. If this tactic doesn't get rid of the PCs or she can't use it due to her proximity to the city, she uses all of her magic and the assistance of the totenmaske to stop the PCs from interrupting her vengeance.

As soon as Helrún dies, life fades from the monastery (see *Concluding the Adventure*).

As long as it occurs sometime after the Agronach begins its approach of the city, King Ezelgar secretly scales the Agronach himself and watches the battle between the PCs and Helrún. Immediately after the victor is determined, he attacks whoever is left in the hope of removing any threats to his rule forever.

KING EZELGAR

CR 12

hp 75; see page 27

Traps: The hall and the small accompanying chambers are warded by a *dimensional lock* spell (CL 15) that prevents planar travel to or from this area.

Additionally, the four alchemical pools in the chamber seethe and blister with a rapidly changing, volatile composition of liquids.

ALCHEMICAL POOLS (4)

CR 5

Type mechanical; **Search** automatic; **Disable Device** —

EFFECTS

Trigger location; **Reset** automatic

EFFECT

A character falling prone in a space adjacent to a pool must succeed on a Reflex save (DC 20) to avoid falling into the 5-foot-deep pit. A creature who enters the pit takes 4d6 points of acid, fire, or cold (type chosen at random) damage immediately, and a like amount once per round on his turn. Once a character leaves the pool he takes 2d6 points of ongoing damage of the same type for 1d4 rounds. Anyone adjacent to an alchemical pool at the beginning of his turn suffers 1d6 hit points of damage due to liquid splashing from the pools.

PART THREE : THE MARCH TO GLIMMERHOLD

If the PCs are swept from the colossus via Helrún's head-smashing trick, they witness the swath of destruction it cuts through the landscape. Although it is probably faster

than the heroes, the creature pauses along the way to destroy any homes, farms, or other buildings associated with Glimmerhold, giving all but the most slothful groups enough time to catch up with it or reach the city before the creature does.

The situation in Glimmerhold is chaotic, and the arrival of the heroes sabotages the last hint of order the authorities tried to establish. The people are aware of the impending danger (the Agronach being easily visible miles away) but are unable to adequately defend themselves, as the city's structure is ill-designed for this unusual siege situation.

When the PCs finally arrive, the number of Respect Points they earned determines how the dwarves treat them:

Fewer than 2: The city gates are closed, and the guards will not open them. The authorities want to avoid complicating their situation by letting the PCs enter and the common folk do not trust the heroes enough to risk their lives in order to help them.

2–5: Although the authorities are still in control, the arrival of their heroes inspires spontaneous action among the dwarves. A small band slips through the security and opens the gates. The authorities avoid confrontation with the PCs if possible, but still try to maintain law and order.

6 or more: Upon the heroes' arrival, most of the city's dwarves are swept away in near-religious euphoria. Order is impossible to maintain and the authorities withdraw in fear as soon as the PCs enter the city.

The Agronach's arrival at the border of the city's lake marks the end of the PC's last chance to recuperate prior to the final confrontation.

PART FOUR : CLASH OF THE KINGSLAYERS

After the Agronach's arrival, events move rapidly. The creature is determined to fulfill its purpose to raze the city and kill the king, and it follows set actions in order to realize its goal. Each action takes approximately 15 minutes, but feel free to adjust the exact timing in order to increase drama.

Drain the Lake: After circling the city once and sowing panic in the populace, the Agronach slams its massive tail into the dam that holds the artificial lake. After a few earth-shattering strikes, the wood and stone groans and bursts, sending the water crashing into the dry riverbed. One minute later, the lake is gone, leaving only a field of mud behind. Disheartened and filled with utter terror, the people of Glimmerhold have only the PCs to turn to. Consult the Pray for our Saviors! sidebar and apply the bonuses as soon as the heroes go to battle.

Legangrammor's Uproar: If Legangrammor is still alive, the draconic creature is sent into fits of rage by the destruction of his home. As soon as the Agronach descends into the empty lake's basin in order to reach the

city, the dragon throws itself at the colossus, engaging it in a short but vicious fight. During their struggle, the Agronach is much easier to climb (DC 15 Climb check), but the two titans smash each other into the basin's walls and against the spire, increasing the chance of the thrashing effect to 20%.

In the end, Legangrammor stands no chance against the invincibility, size, and force of the colossus, and after several minutes of fighting, the hydra retreats. To reflect the outcome of this battle, apply 8 points of Strength and Dexterity damage to Legangrammor and increase the number of its heads to 16.

Ascending: Starting at the lake's basin, the colossus begins to drive its crystalline legs into the city walls in order to scale the massive monolith. During the long climb, the Agronach is much weaker and more vulnerable. Its crushing strike ability suffers a –6 penalty to attack rolls, and creatures coming near it are not subject to the thrashing effect. This climb takes 10 minutes.

Breaking Walls: After arriving at Glimmerhold's top, the Agronach uses its gigantic tail and pointed legs to break the city's roof, destroying the city's top four stories. This attack takes 5 minutes. A few meek attempts to stop the creature with an array of grappling hooks and a barrage of spells launched from the chimneys fail miserably.

Bringing Fire: With Glimmerhold's defenses breached, the Agronach is able to direct its wrath against the people of Glimmerhold. To this end, a swarm of tiny fire elementals spawns from the creature's back and drowns the city in flames, setting fire to buildings, driving the residents out of the city, and even attacking evil residents directly. The corrupt and evil citizens (especially the Mistbreather Clan) fall victim to the doomguides, and even the non-evil citizens might be eaten by guiltgorger giants or other monsters once they leave the city. During this phase, the helpful spells granted by the prayers of the city-dwellers for the PCs vanish.

Endless Destruction: Every 15 minutes, the Agronach obliterates another four stories of the city, completely leveling the structure in 7 hours. Once the city is destroyed and Ezelgar is killed, the beast sinks into the rubble that was once Glimmerhold and becomes inert. The monsters inhabiting the dungeon die or are destroyed immediately by this, as is Helrún.

King Ezelgar's Actions: Ezelgar knows that his time as king is coming to an end, but he will do everything in his power to prevent it, as his life depends on it. After witnessing the Agronach and the arrival of the heroes, his plan to have them work against each other changes.

As noted previously, as soon as the PCs attack the colossus, Ezelgar uses his stealth and skill to scale the Agronach and trail them. He bides his time until either they die or Helrún is defeated, then attacks mercilessly in an attempt to finish off any survivors.



Against the Agronach (EL 10)

Towering more than 300 feet above the battlefield, this colossus of stone supports its ponderous, archaic body on four crystal-spiked appendages. Its massive scything tail leaves nothing but dust wherever it strikes. The creature's broad back is encrusted with the burning remnants of age-old war machines and occupied by flaming silhouettes. From its maw, a dark abyss flanked by a set of oversized mandibles, a waterfall of strange liquid crashes to the ground, poisoning the destruction it leaves in its wake.

Even if the heroes suspect that the only weakness of the nigh-invincible colossus is Helrún herself, they face a major challenge in scaling the ambulatory dungeon to reach her. Fortunately, the creature is focused on one task—obliterating Glimmerhold—and pays only limited attention to any foe smaller than gargantuan size. This small advantage makes it possible for the PCs to reach the Spirit Hall again and face the forge-priestess. Outlined below are several strategies the heroes might use, as well as difficulties they might encounter in the process.

Breaching the Hull: PCs can try to break holes in the Agronach's surface to reach an inner chamber (hardness 8, 540 hp, break DC 50). If attacked with this intent, the Agronach doesn't lose hit points, and eventually the heroes can make a temporary opening to one of the interior rooms. This opening closes over the course of 1 minute as the dungeon heals itself. As the dungeon's "feet" are solid rock with no tunnels inside, these attacks must be directed at upper areas, requiring the PCs to fly or cling to the moving colossus (see below).

Climbing the Beast: It is possible for the PCs to climb the monastery's appendages to reach the two entry points located on its back, especially with the creature focused on destroying Glimmerhold. After approaching the beast (see "Thrashing") a PC may make a Climb check (DC 20) to latch onto a moving leg or tail and begin climbing the 300 feet to its back. Merely clinging to the creature requires a climb check DC 15. If the PC uses a rope to help climb (Use Rope DC 20), a failed Climb check means that, rather than falling, they make no progress.

Crushing Strike: Although it ignores the puny beings climbing its appendages, the Agronach may accidentally

harm them when it uses its legs or tail against the dam, the city wall, or Legangrammor. Every round that it attacks one of these things, there is a 25% chance that the extremity used is the same one a PC is climbing. Roll an attack against everyone on that extremity (attack bonus +16, 3d12 bludgeoning damage).

Doomguides: A squadron of 2d3 doomguides notices the PCs and swoops in to attack.

DOOMGUIDES (2D3)

CR 6

hp 44; see page 26

TACTICS

Morale If the battle is within shooting range of the city, and the heroes have more than 4 Respect Points, 1d3 rounds later a small party of dwarves on an exposed rooftop or street drives away the doomguides with crossbow fire.

Elemental Swarm: A horde of tiny fire elementals converges on the PCs. The elementals do not attack directly, but their distraction can slow down the PCs and they can try to burn ropes.

Falling: A falling character takes normal falling damage if he lands on a hard surface. If the PC falls into the lake (assuming the colossus hasn't drained it yet), he takes no damage for the first 20 feet of falling, 1d3 nonlethal damage for the next 20 feet of falling, and normal damage for the remaining distance. If the PC falls into the muddy bottom of the drained lake, he takes no damage for the first 10 feet of falling, 1d3 nonlethal damage for the next 10 feet of falling, and normal damage for the remaining distance.

Fly: Approaching the creature's entry points with flight is a risky maneuver because flying creatures catch the attention of the Agronach. During their approach, the PCs are subject to two crushing strikes that deal 4d12+20 damage because of the creature's heightened accuracy.

Giants: If the two guiltgorger giants from area 2 are still alive, they ride on the Agronach's back and attack PCs with their baleful disgorge ability (utilizing debris and small fire elementals as ammunition) as soon as they notice them.

Jump and Catch: It is possible to jump from the top of Glimmerhold down onto the creature while it climbs the city's outer wall. This maneuver requires a Jump check (DC 20) followed by a Climb check (DC 25) and places the character 1d6×10 feet from one of the creature's entry points. Failure means the character falls (see above).

Mud: The bed of the drained lake is anywhere from 5 to 10 feet deep. See the *transmute rock to mud* spell for the effect of maneuvering in mud. Creatures in the mud attract the attention of the Legangrammor, if it hasn't been driven away by the colossus.

Teleport: Teleporting into or onto the fast-moving magical creature is treacherous. Always use the "viewed once" entry in the teleport table to determine success (even

PRAY FOR OUR SAVIORS!

As the PCs return to Glimmerhold, the population's faith in the heroes is strong enough to cause miraculous effects, even calling the gods to attention.

Respect

Points	Benefit
2–3	Faint chants reverberating through the city and a glimmer of hope grant each PC the benefit of an <i>aid</i> spell (CL 3)
4–5	Prayers and united, rhythmic chanting grant each PC the benefit of <i>aid</i> (CL 3) and <i>heroism</i> (CL 5) spells.
6+	Each PC gains the benefit of a <i>greater heroism</i> spell (CL equal to twice the PC's number of Respect Points) instead of <i>heroism</i> and <i>aid</i> . As soon as the PCs venture out to battle the Agronach, a cleft in the dark sky appears, bathing them in rays of light. These spells last until the Bringing Fire phase of Part Four.

if using a spell that is normally accurate, such as *dimension door*). The caster of the spell is aware of this danger.

Thrashing: Anyone approaching within 40 feet of the Agronach is subject to the monster's wild thrashing and uncoordinated stomps, as well as falling alchemical saliva and shards of old war machines.

Characters in front of or under the walking dungeon must make a DC 20 Reflex save or take 3d12 points of damage; there is a 50% chance that this damage is bludgeoning damage and 50% that it is acid or fire from the thing's alchemical saliva. Anyone climbing the creature has a 10% chance per round of suffering bludgeoning damage from this hazard, either as it brushes against a cliffside or as parts of its body crush against each other.

Experience: Increase the encounter level for all monsters defeated while climbing the Agronach by +1. As soon as the PCs manage to enter the beast, award experience points for a CR 10 encounter.

CONCLUDING THE ADVENTURE

If the heroes are able to defeat Helrún during the attack on Glimmerhold, the Agronach instantly sinks back into the ground, partially reforming the monastery as it was before its awakening (ironically forcing a house of faith upon the faithless city), and leaving the possibility of further exploration open.

If Glimmerhold is still inhabitable, many dwarves return to seek shelter and rebuild it, but they are still in danger from the doomguides and prowling giants. If the heroes accumulated more than 7 Respect Points,

the survivors might even ask them to take positions as stewards of the impoverished city.

Doomguide

Soaring high above the ground, this dwarven battle maiden is mounted on an umbral, dragonwinged ram. Armed with shield and lance, she is the pristine incarnation of bloodshed, and with a hate-filled battle cry, she swoops down to claim the lives of her foes.

The doomguides are a dark order of female dwarven knights, recruited from the ranks of widows, orphans, and ill-favored women with low status in dwarven society. Several chapters of this order exist on Golarion, rarely spoken of by decent dwarven folk, a shameful secret they'd rather forget. Enlisted during times of hopelessness, the young girls fanatically swear fealty to the order's unnamed and mysterious infernal mistresses and benefit from unspeakable blessings. They appear as harbingers of war, famine, and disease, and when they leave, they take the souls of the slain with them to nourish their malign leaders. They



are easily recognizable by their devil-tainted features and their dragon-winged rams.

DOOMGUIDE

CR 6

Female half-fiend dwarf commoner 1/fighter 4
LE Medium outsider (augmented humanoid, native)
Init +0; **Senses** darkvision 60 ft.; Listen +7, Spot +7

DEFENSE

AC 22, touch 11, flat-footed 21
(+8 armor, +1 Dex, +1 natural, +2 shield)
hp 44 (4d10+1d4+20)
Fort +8, **Ref** +3, **Will** +4; +2 racial bonus against spells and spell-like effects
Defensive Abilities harvest the doomed (60 ft.), stability;
Resist acid 10, cold 10, electricity 10, fire 10; **Immune** poison

OFFENSE

Spd 20 ft. (mount fly 50 ft., good)
Melee mwk lance +11 (1d8+5/×3); +1 against orcs and goblinoids
Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)
Special Attacks terrifying charge, smite good

TACTICS

Before Combat The doomguide moves into a position from where a charge is possible, utilizing her mount's fly speed.
During Combat A doomguide's most powerful ability is a spirited charge combined with the terrifying charge special ability. She tries to employ it as often as possible (dealing 3d8+15 damage) adding her smite attack if able (for a total of 3d8+30 damage). Also, her mount is capable of making attacks and even shoving opponents around the battlefield via its Improved Bull Rush feat (Bull Rush +12 or +14 on a charge).
Morale If reduced to below 15 hit points, the doomguide tries to use the Ride-By Attack feat until she is able to kill an opponent and gain hit points via her harvest the doomed ability.

STATISTICS

Str 20, **Dex** 14, **Con** 18, **Int** 16, **Wis** 13, **Cha** 8
Base Atk +4; **Grp** +9
Feats Iron Will, Mounted Combat, Ride-By Attack, Spirited Charge, Weapon Focus (lance)
Skills Appraise +3 (+5 if related to stone or metal), Craft +3 (+5 if related to stone or metal), Handle Animal +7, Intimidate +3, Listen +7, Ride +12, Spot +7, and Swim -3.

Languages Common, Dwarven, Giant, Orc, Terran
SQ stonemasonry, weapon familiarity

SPECIAL ABILITIES

Harvest the Doomed (Su) A doomguide is constantly surrounded by an invisible vortex that draws fragments of souls into Hell. Anytime a living creature within 60 feet of a doomguide dies, this vortex severs a piece of the creature's soul and sends it to the doomguide's patron. If

the dead creature was intelligent and had at least 1 HD, the nearest injured doomguide heals 5 hit points per HD of the dead creature.

Smite Good (Su) Once per day, a doomguide can make a normal melee attack to deal 5 extra points of damage against a good foe.

Terrifying Charge (Su) When charging into the fray, a doomguide is fueled by divine wrath that strikes terror into the hearts of her enemies. The target of her first attack during a charge must make a Will save (DC equal to her attack roll) or be panicked for 1 round. This is a mind-affecting fear effect.

Doomguide Blessing In exchange for their immortal souls, the doomguides gain a modified fiendish template. Instead of wings, natural attacks, and spell-like abilities they gain the harvest the doomed and terrifying charge abilities and can call an ebon steed to serve as a mount.

Ebon Steed The flying rams have the statistics of heavy warhorses, fly speeds of 50 feet (good), the extraplanar subtype, and the Power Attack and Improved Bull Rush feats instead of Endurance and Run.

Ezelgar, Son of Lorgar, King of Glimmerhold

If it weren't for the crown resting askew on his head, it would be hard to recognize this light-armored figure as King Ezelgar. Although his unnaturally accurate movements give testament to great skill, his entire form seems to be overwhelmed by emotions. Beneath his dark gray beard the king's face boils with red-hot anger. He tends to bare his teeth, and the glare from his eyes is baleful enough to boil water.

Ezelgar never fit into the role he was destined to play by dwarven tradition. Curious, self-centered, and charismatic, he troubled his regal family from the beginning. Heavy discipline and years in the militia didn't hammer him into the idealized dwarven leader; instead they made him loathe the dwarven tradition and even his future as king. When he first met Helrún, this changed, and for the first time in his life he cared for another person. Even then, his ancestry worked against him, as law required Ezelgar to be crowned before being allowed to marry. Far too young to reign, he demanded to be tested by the council of elders. Using their laws against the council, he was finally allowed to set out and slay the dragon Angrammora to prove his ability to lead, with disastrous results.

KING EZELGAR

CR 12

Male dwarf fighter 1/rogue 11

NE Medium humanoid (fire)

Init +8; **Senses** darkvision; Listen +9, Spot +9

DEFENSE

AC 24, touch 14, flat-footed 20

WHAT IS THE AGRONACH?

Basically, the massive creature is just an exciting flavor for the common dungeon, mixed with a story element that gives the PCs a time limit for success, encouraging action and preventing too much rest.

In game terms, the Agronach is a colossal animated object with the paragon creature template (see the epic level rules). During the course of the adventure, it never attacks the heroes directly and is likely invulnerable to any attack on their part (hp 784, AC 42, SR 50, fast healing 20). As such, no stat block of the creature is included in the adventure; defeating it should be accomplished by slaying Helrún or Ezelgar.

(+6 mithral breastplate, +4 Dex, +4 shield)

hp 68 (1d10+11d6+24)

Fort +8, **Ref** +12, **Will** +3; +2 vs. poison and spells

Defensive Abilities evasion, improved uncanny dodge, *bloodflame ring*, trap sense +3, stability

OFFENSE

Spd 20 ft.

Melee +3 dwarven urgrosh +16/+11 (1d8+7, ×3); +1 against orcs and goblinoids

Special Attacks crippling strike, sneak attack +6d6

TACTICS

Before Combat Prior to a dangerous combat, Ezelgar spends 5 rounds casting spells from his items in the following order: *wand of greater magic weapon*, *wand of cat's grace*, *scroll of shield*, *wand of improved invisibility*, and *scroll of divine power* (requires two Use Magic Device checks, DC 27 and DC 29). The effects of these spells (except for the invisibility) are included in this stat block. During less dangerous fights, Ezelgar casts only *improved invisibility*.

During Combat Invisible, Ezelgar uses his *wand of scorching ray* or *acid arrow* to deal sneak attack damage enhanced by his crippling strike ability. If pressed by spellcasters, he uses his *scroll of silence* and readied attacks.

Morale The king fights to survive, and if the battle goes badly he tries to escape.

Base Statistics Init +6, AC 18, touch 12, flat-footed 16, hp 80, Ref +9, Str 10, Dex 14, Base Attack +9, Grp +9, Melee masterwork dwarven urgrosh +14/+9 (1d8/×3), Balance +3, Hide +11, Jump +1, Move Silently +11, Tumble +11

STATISTICS

Str 16, **Dex** 18, **Con** 14, **Int** 13, **Wis** 8, **Cha** 14

Base Atk +9; **Grp** +12

Feats Improved Initiative, Magical Aptitude, Point Blank Shot, Precise Shot, Quick Draw, Skill Focus (Use Magic Device)

Skills Appraise +1 (+3 if related to stone or metal), Balance +12, Bluff +15, Craft +1 (+3 if related to stone or metal), Climb +15, Diplomacy +12, Disguise +2 (+4 to act in

AGAINST GLIMMERHOLD!

If the heroes allied themselves with Helrún, the final battle works a little differently. Legangrammor lands a critical blow during its struggle with the Agronach, tearing the upper half of the Spirit Hall away, killing the totemmaske, and leaving the Priestess's defense against the half-dragon to the PCs. Later, during the Bringing Fire phase of the siege, Ezelgar appears and attacks the forge-priestess, likely slaying her in 1 round before engaging the heroes in a final battle.

character), Hide +10, Intimidate +17, Jump +10, Listen +11, Move Silently +10, Perform (oratory) +8, Sense Motive +12, Spellcraft +4 (+2 to decipher written spells), Spot +11, Tumble +15, Use Magic Device +22

Languages Common, Dwarven, Undercommon

SPECIAL ABILITIES

SQ stonecunning, weapon familiarity

Combat Gear *scroll of air walk*, *scroll of divine power**, *scroll of glibness*, *scroll of heal*, *scroll of true seeing*, *scroll of shield (2)**, *scroll of silence*, *wand of acid arrow (20 charges)*, *wand of cat's grace (7 charges)**, *wand of enervation (4 charges)*, *wand of improved invisibility (6 charges)**, *wand of greater magic weapon (CL 12, 5 charges)**, *wand of scorching ray (CL 11, 25 charges)*; **Other Gear** *bloodflame ring*, *cloak of resistance +1*, *mithral breastplate +1*, masterwork dwarven urgrosh. The charges for these items do not include charges he uses on himself before or during combat.

Legangrammor

The nine horned heads of this towering reptilian beast constantly writhe like a nest of gigantic onyx snakes. Grotesquely it slashes forward, choking the air with an overpowering, acrid smell wafting from its maws, all of which constantly snap at each other in anticipation. The ground trembles as it stirs and the noise of broad scales grinding against each other threatens to drown out its many-voiced howls.

After their sole victory over the dragon Angrammora, the dwarves of the Mistbreather Clan were jealous of the large treasure hoard they had to submit to Ezelgar in order to keep up their guise. These feelings were soothed when they discovered a clutch of dragon eggs hidden in golden webbing beneath the water. Eager to practice their vile flesh-warping experiments in Lamashtu's name, they secretly brought the eggs with them to Glimmerhold. In an attempt to create mighty beasts of war, they infused the unborn dragons with essences of other creatures. Their attempts were futile and all but one of the misbegotten creatures died in its infancy. The lone survivor, a writhing,

dragon-scaled beast they named Legangrammor, was massive, cunning, and impossible to control with mere force. To protect themselves from their creation, the dwarves cast a *feblemind* spell on the creature, maiming its free will. Subjugated by the power of magic and fed on the vanquished foes of the Mistbreather Clan, it has lived in the lake ever since, guarding the shining city out of its primal, draconic urges.

LEGRAMMOR

CR 12

Advanced wingless black nine-headed half-dragon hydra
CE huge dragon

Init +1; **Senses** darkvision, low-light vision, scent; **Listen** +11, **Spot** +11

DEFENSE

AC 23, touch 9, flat-footed 21

(+1 Dex, +14 natural, -2 size)

hp 187 (15d12+90); fast healing 19

Fort +15, **Ref** +12, **Will** +7

Immune acid, magic sleep, paralysis

OFFENSE

Spd 20 ft., swim 20 ft.

Melee 2 claws +23 (1d8+9) and
9 bites +21 (2d6+4)

Space 15 ft.; **Reach** 10 ft.

Special Attacks breath weapon

TACTICS

Before Combat This creature reacts sluggishly and never acts during a surprise round.

During Combat Legangrammor is an extremely inexperienced but brutal combatant, and its fogged mind adjusts slowly to the rigors of melee. Against creatures at least two size categories smaller than itself, it employs the Snatch feat, spending a standard action to fling the opponent the next round while forfeiting full-attack actions. If its foes are persistent and able to wound it, the beast changes its tactic to make full attack actions, using the Power Attack feat ineffectively by taking its whole Base Attack Bonus as a penalty. If the battle lasts, Legangrammor slowly reduces the Power Attack penalty until it is able to hit consistently. Instinctively, it reserves its breath weapon for opponents it is unable to reach and even then prefers to have snatched at least one other enemy before expending its use.

Morale As long as it is under the influence of the *feblemind* spell, Legangrammor fights until it is severely wounded (fewer than 30 hit points). If the spell is lifted, it is unable to comprehend its new surroundings and retreats to its cavern immediately to try to figure out what happened to it.

Base Statistics If the *feblemind* effect is removed, the creature's stats are Int 4, Cha 11.

STATISTICS

Str 29, **Dex** 12, **Con** 22, **Int** 2, **Wis** 10, **Cha** 9

CLASH OF THE KINGSLAYERS

Base Atk +15; Grp +35

Feats Blind-Fight, Combat Reflexes⁹, Iron Will, Lightning Reflexes, Multiattack, Toughness, Weapon Focus (bite)

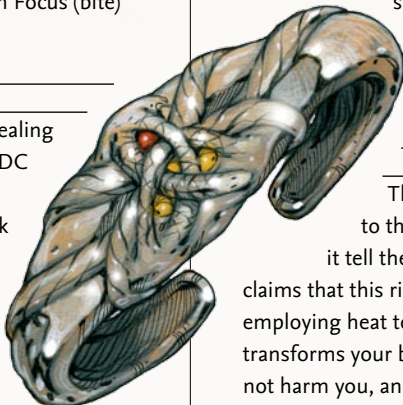
Skills Swim +13

SQ hydra qualities

SPECIAL ABILITIES

Breath Weapon (Su) A 60-foot line of acid dealing 6d8 damage; Reflex DC 20 half. The save DC is Constitution-based.

Hydra Qualities Legangrammor can attack with all its heads at no penalty, even if it moves or charges during the round. This creature can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. Each of a hydra's heads has 16 hit points, and losing a head deals 8 points of damage to the body. Each time a head is severed, two new heads spring from the stump in 1d4 rounds. Legangrammor can never have more than 18 heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into two heads, at least 5 points of fire damage must be dealt to the stump (a touch attack to hit) before the new heads appear.



Legangrammor does not die from losing its heads until all its heads have been cut off and the stumps are seared by fire.

THE BLOODFLAME RING

Aura strong transmutation; **CL** 15th
Slot ring, **Price** 26,000 gp

DESCRIPTION

This beautiful adamantine ring is warm to the touch. Artful pictures etched inside it tell the tale of its creation; the imagery claims that this ring was one of the first items crafted by employing heat to coerce metal into shape. When worn, it transforms your blood into pure molten iron, which does not harm you, and provides certain benefits: You gain the fire subtype. Any creature striking you with its body or a handheld weapon deals normal damage, but at the same time the attacker takes 1d6 points of fire damage. Creatures that drain blood (such as stirges and vampires) take the standard fire damage for attacking you and you do not suffer any effects of their blood drain special ability. You count as a ferrous creature for the purpose of *rusting grasp* and similar effects.

CONSTRUCTION

Requirements Forge Ring, *fire shield*, *iron body*; **Cost** 13,000 gp, 1,040 XP

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Guiltgorger Giant

This creature is a towering, perversely thin, ebon-skinned humanoid. Its arms are disproportionately long and its oversized seven-fingered hands nearly touch the ground. As it moves, dry black skin constantly rustles like cracking parchment strapped too tightly onto the famished frame of a giant's skeleton. Sizzling lightless energy drools from its toothless maw and the stench of half-digested flesh fills the air. Broken brass shackles fitted around its wrists, neck, and ankles thrum menacingly as it strides toward its prey.

Guiltgorger giants are creatures of eternal and insatiable hunger. In ages primordial, they roamed freely upon the earth, bearing the likeness of their giant kin, but their gluttonous nature brought godly wrath upon the race.

Imprisoned long ago, the few that have been freed either, of their own accord or by the deeds of heroes, gods, or devils, are insane and focused only on sating their endless, gruesome appetite.

A guiltgorger giant stands nearly 25 feet tall but is extremely lean, its heavy-boned skeleton showing clearly beneath its blackened skin.

GUILTGORGER GIANT

CR 8

Usually NE Huge giant (extraplanar)

Init +1; **Senses** low-light vision; Listen +2, Spot +2

DEFENSE

AC 20, touch 10, flat-footed 20

(+11 natural, +1 Dex, -2 size)

hp 133 (14d8+70); fast healing (special)

Fort +15, **Ref** +5, **Will** +6

Immune negative energy, ability drain, and energy drain

OFFENSE

Spd 40 ft.

Melee 2 slams +16/+16 (1d6+9)

Space 10 ft.; **Reach** 10 ft.

Special Attacks baleful disgorge, improved grab, swallow whole

TACTICS

Before Combat If there is a digestible creature within reach, the giant swallows it to prepare its baleful disgorge ability and heal oncoming damage.

During Combat Against smaller opponents, guiltgorger giants use their improved grab and swallow whole special abilities in conjunction with the Cleave feat.

When using the baleful disgorge ability, they try to target as many foes as possible, knowing that other guiltgorger giants are immune to the negative energy damage.

Morale Otherworldly, ageless, and in constant terrible pain, guiltgorger giants are difficult to rout and flee only if they take more than 60 points of damage from a single attack.

STATISTICS

Str 27, **Dex** 13, **Con** 20, **Int** 6, **Wis** 10, **Cha** 5

Base Atk +10; **Grp** +25

Feats Ability Focus (baleful disgorge), Cleave, Combat Reflexes, Iron Will, Power Attack

Skills Climb +10, Hide +2, Jump +13, Listen +2, Move Silently +2, Spot +2

Languages Common, Giant

SPECIAL ABILITIES

Improved Grab (Ex) To use this ability, a guiltgorger giant must hit a creature of Large or smaller size with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent in the following round.

Swallow Whole (Ex) A guiltgorger giant can try to swallow a grabbed Large or smaller opponent by making a

[[GUILTGORGER GIANT]]

successful grapple check. A guiltgorger giant that swallows an opponent can use its Cleave feat to slam and grab another opponent. A swallowed creature takes 2d8 points of negative energy damage per round from the giant's gizzard. It cannot cut its way out, but a *plane shift* spell or other way to change planes instantly frees it. A guiltgorger giant's extraplanar gizzard can hold an infinite amount of creatures. While digesting still-living creatures, a guiltgorger giant gains fast healing with a value equal to the total HD of living creatures within it.

Baleful Disgorge (Ex) A guiltgorger giant can disgorge the negative energy accumulating in its otherworldly gizzard in a 60-foot cone, dealing 8d6 points of negative energy damage (Reflex save DC 24, half). This attack can only be used within 1 minute of the giant swallowing a Medium or larger creature. This expels all swallowed creatures, and the giant cannot use this attack again until it swallows another. If a swallowed creature within the giant's gizzard uses an ability that harnesses positive energy (including *cure* spells), on the giant's next action it must use this ability to disgorge the contents of its gizzard.

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

Alignment usually neutral evil

Advancement by character class

Level Adjustment —

Ecology

At the dawn of the gods, these creatures emerged from the blood Rovagug spilled while battling his enemies. Some myths say that these insatiable creatures nearly destroyed the dwarven race long ago, and others hold these creatures as the reason dwarves prefer to make their homes heavily fortified. Witnessing the gluttony of the giants, the good gods decided there was no place for them among their creations. The giants were captured and brought to the underworld where they were shackled to a slab of Rovagug's frozen blood in the prison caves of Myrkos. Doomed to hunger forevermore, many lost their sanity, and only a few were able to conserve their fearsome power.

Although many of the giants are still imprisoned, the gods have occasionally been known to free these scourges and set them against those that have raised their ire. Tainted by its ages-long existence in the netherworld, the race's physique has changed and what once was the maw of an inhuman beast is now a portal into a pocket dimension of negative energy. Constantly leaking painful darkness out of their mouths, the giants can only soothe their discomfort by swallowing living creatures, which absorb the dark energy for a brief stretch of time.

GUILTGORGER KNOWLEDGE CHECKS

A Knowledge (the planes) check can reveal information about these creatures.

DC	Result
20	Guiltgorger giants were created by Rovagug before his imprisonment.
25	These gluttonous monsters were imprisoned beneath the earth and doomed to hunger. When freed from their confines they gorge themselves on the living. They can snatch an enemy and gobble them down with one bite.
30	The gizzards of these giants lead to the netherworld, and deadly negative energy leaks from them, which the giants can vomit forth as a ranged weapon.

Habitat & Society

With their race imprisoned in the netherworld, doomed and unable to procreate, the guiltgorger giants nearly faded away into legend. Yet musty tomes and mold-ridden scrolls penned by mentally deranged followers of Rovagug still detail how to call these creatures and bind them through the power of magic. If discovered, they allow the summoning one guiltgorger giant with a *summon monster VIII* spell.

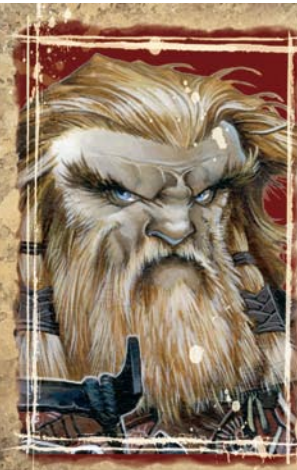
Inextricably bound to the place of their confinement, the exact nature of the guiltgorger giant's gizzard is subject to wild speculation. One story in particular is the dwarven drama of Kandror and Myrne, which puzzles sages and scholars. In it, Kandror, a nigh-invincible soldier, travels to the underworld to free the soul of the sorceress Myrne by allowing himself to be swallowed by a guiltgorger giant and keeping himself alive in its gizzard for a night and a day.

Guiltgorger Giants with Class Levels

Guiltgorger giants usually advance as barbarians (their favored class), though a rare few pursue the path of the fighter. These usually wear heavy armor and learn discipline after serving a powerful spellcaster.

Worldgorger Giants

The oldest of the guiltgorger giants are the greatest examples of their kind. Being physical representations of divine hunger, they didn't hesitate to feast on their weaker brethren, and the imprisonment didn't leave its terrible mark on their bodies and minds. A worldgorger giant is a gargantuan guiltgorger giant with CR 14, 20 HD, Int 12, Wis 16, baleful disgorge 14d6, and fast healing 20. Its favored class is cleric of Rovagug.



Harsk
MALE DWARF RANGER 10 OF TORAG
ALIGN LN INIT +4 SPEED 20 ft.

ABILITIES

14	STR
18	DEX
16	CON
10	INT
12	WIS
6	CHA

DEFENSE

HP 78
AC 22 (+4 against giants) touch 16, flat-footed 18
Fort +10, Ref +11, Will +4 +2 against poison and spells; evasion
Animal Companion Biter (badger, MM 268)

OFFENSE

Melee +2 *greataxe* +14/+9 (1d12+5/x3)
Ranged +1 *flaming burst heavy crossbow*
+15/+10 (1d10+1 plus 1d6 fire/17–20)
Base Atk +10; Grp +12
Special Attacks favored enemy (giants
+6, undead +4, dragons +2), +1 on
attack rolls vs. orcs and goblinoids
Spells Prepared (CL 5th):
2nd—*bear's endurance*
1st—*entangle* (DC 12), *resist energy*
Special Qualities darkvision 60 ft., stability,
stonecunning, swift tracker, woodland stride

SKILLS

Heal	+14
Hide	+22
Listen	+14
Move Silently	+17
Spot	+14
Survival	+14
Wild Empathy	+8

FEATS

Combat Mastery, Endurance, Imp.
Crit. (h. crossbow), Point Blank
Shot, Precise Shot, Rapid Reload
(h. crossbow), Rapid Shot, Track



Combat Gear *potion of cure moderate wounds* (2), 30 bolts, *screaming bolt* (3); Other Gear +2 *studded leather armor*, *mwk silver dagger*, *amulet of natural armor* +2, *gloves of Dexterity* +2, *ring of protection* +2, *cloak of elvenkind*, *backpack*, *rations* (4), *signal whistle*, *tea pot*, *40 gp*



Seltyiel
MALE HALF-ELF FIGHTER 1/EVOKER 5/ELDRITCH KNIGHT 4
ALIGN LE INIT +3 SPEED 30 ft.

ABILITIES

12	STR
17	DEX
16	CON
15	INT
8	WIS
10	CHA

DEFENSE

HP 66
AC 20 touch 16, flat-footed 17
Fort +10, Ref +5, Will +4; +2 against enchantment; immune to sleep effects
Special Qualities low-light vision Familiar Dargenti (bat)

OFFENSE

Melee +2 *spell storing longsword* +11/+6
(1d8+3/19–20)
Ranged +1 *comp. longbow* +11/+6 (1d8+2/x3)
Base Atk +7; Grp +8
Spells Prepared (CL 8th, +10 ranged touch, 10%
spell failure):
4th—*dimension door*, *fire shield*, *still lightning
bolt* (DC 17)
3rd—*fireball* (2, DC 17), *fly*, *still scorching ray*
2nd—*bull's strength*, *glitterdust* (DC 14), *still
magic missile* (2), *mirror image*
1st—*enlarge person*, *burning hands* (DC 15),
magic missile (3), *shield*
0—*flare* (DC 14), *light*, *mage hand*, *ray of frost*,
prestidigitation
Prohibited Schools *enchantment*, *necromancy*

SKILLS

Concentration	+13
Craft (alchemy)	+13
Diplomacy	+2
Gather Information	+2
Intimidate	+4
Knowledge (arcana)	+13
Listen	+0
Search	+3
Spellcraft	+13
Spot	+0

FEATS

Combat Expertise, Dodge, Greater
Spell Focus (evocation), Mobility, Scribe
Scroll, Spell Focus (evocation), Still Spell,
Weapon Focus (longsword)



Combat Gear *potion of barkskin* +4 (2); Other Gear +3 *leather armor*, +2 *spell storing longsword* (contains *vampiric touch*), *dagger*, +1 *composite longbow* (+1 Str), *arrows* (20), *human slaying arrow*, *amulet of health* +2, *gloves of Dexterity* +2, *ring of protection* +2, *flask of fine absinthe*, *gold holy symbol of Asmodeus*, *spellbook*, 8 gp



Amiri
FEMALE HUMAN BARBARIAN 10 OF GORUM
ALIGN CN INIT +1 SPEED 30 ft.

ABILITIES

21	STR
13	DEX
18	CON
10	INT
12	WIS
8	CHA

DEFENSE

HP 110
AC 17 touch 12, flat-footed 16
Fort +11, Ref +4, Will +4 SQ fast movement, illiteracy
Special Defenses trap sense +3, improved uncanny dodge; DR 2/—

OFFENSE

Melee Large +2 *bastard sword* +16/+11
(2d8+9, 17–20)
Ranged +2 *comp. longbow* (+5 Str) +12/+7
(1d8+7/x3)
Base Atk +10; Grp +15
Special Attacks *rage* 3/day

BARBARIAN RAGE

HP 130; AC 15, touch 10, flat-footed 14
Fort +13, Will +6; Str 25, Con 22
Melee Large +2 *bastard sword* +18/+13
(2d8+12/17–20)

SKILLS

Climb	+16
Intimidate	+12
Jump	+16
Listen	+14
Spot	+3
Survival	+14

FEATS

Exotic Weapon Proficiency
(*bastard sword*), Improved Bull
Rush, Improved Critical (*bastard
sword*), Power Attack, Weapon
Focus (*bastard sword*)



Combat Gear *potion of barkskin* +3 (2), *potion of fly*; Other Gear +2 *hide armor*, *javelins* (2), *throwing axe*, *belt of giant strength* +4, *amulet of health* +4, *ring of protection* +2, 20 gp



Lini
FEMALE GNOME DRUID 10 OF THE GREEN FAITH
ALIGN N INIT +1 SPEED 20 ft.

ABILITIES

6	STR
12	DEX
16	CON
10	INT
19	WIS
13	CHA

DEFENSE

HP 78
AC 18, touch 14, flat-footed 17 (+4 bonus against giants)
Fort +6, Ref +13, Will +8 +2 against illusions
Special Abilities immune to poison, low- light vision, nature sense, woodland stride

OFFENSE

Melee *sickle* +6 (1d4-2)
Ranged +1 *sling* +10 (1d3-2)
Base Atk +7; Grp +1
Spells Prepared (CL 10th)
5th—*cure critical wounds*, *wall of thorns*
4th—*air walk*, *flame strike* (2, DC 18),
freedom of movement
3rd—*call lightning* (2, DC 17), *greater
magic fang*, *quench*
2nd—*barkskin* (2), *cat's grace*, *lesser
restoration*, *resist energy*
1st—*cure light wounds* (2), *longstrider*,
produce flame (2)
0—*cure minor wounds* (3), *guidance*, *light*,
mending

SKILLS

Concentration	+16
Craft (alchemy)	+2
Handle Animal	+14
Knowledge (nature)	+15
Listen	+6
Ride	+14
Survival	+6
Wild Empathy	+11

FEATS

Augment Summoning, Mounted
Combat, Natural Spell, Spell Focus
(*conjuration*)

ANIMAL COMPANION

Droogami (snow leopard; MM 274)



Combat Gear *wand of flame blade* (50 charges); *wand of cure moderate wounds* (50 charges); Other Gear +2 *wild leather armor*, *sickle*, +1 *sling*, *sling bullets* (10), *cloak of resistance* +1, *ring of protection* +2, *periapt of wisdom* +2, *belt pouch*, *mistletoe*, *rations* (2), *spell component pouch*, *collection of de-barked sticks*, 5 gp



Monastery of Sigreir's Pledge

one square = 5 feet



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A CITY UNDER SIEGE

Pathfinder Module

S1: Clash of the Kingslayers

Glimmerhold is a prosperous dwarven city, a hub for caravans and known for its quality smithing. But inside this bastion of trade and wealth lies a dark secret, something that makes the common folk nervous and the decadent nobles speak in harsh whispers about things best left forgotten. Now supernatural forces batter the city, and an abandoned dwarven monastery may hold the key to the city's salvation—or its complete destruction. Can the PCs stop these old betrayals from shattering the walls of Glimmerhold? Or will the sins of the past bring an end to the city?

Clash of the Kingslayers is a city and dungeon adventure for 10th-level characters, compatible with the 3.5 edition of the world's most popular roleplaying game. Within its pages, you'll find an introduction to the magnificent tower city of Glimmerhold, a detailed overview of a haunted dwarven ruin, a vengeful walking dungeon, and gluttonous supernatural monsters from the dawn of the world. This adventure takes place in a self-sufficient dwarven city in the Pathfinder Chronicles campaign setting, but can easily be set in any game world.

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