

A PATHFINDER RPG ADVENTURE FOR LEVEL 6

BY TIM HITCHCOCK

PATHFINDER[®]

MODULE[™]



BROKEN CHAINS

STAIRS ○ UP ● DOWN



B1

THE SLAVERS' COMPOUND

1 square = 5 feet



B2



B3



B4



B5

B7

B13



B6



B9



B8



B12



B10

B11



B14



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MODULE™

BROKEN CHAINS

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Broken Chains is a Pathfinder Module designed for four 6th-level characters and uses the medium XP advancement track. This module is designed for play in the Pathfinder campaign setting, but can easily be adapted for use with any world.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG GameMastery Guide*, *Pathfinder RPG Ultimate Combat*, *Pathfinder RPG Ultimate Equipment*, and *Pathfinder RPG Ultimate Magic*. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

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Katapesh is prouder than any other city in the world of the sins it sells in its streets. Its gold-lined coffers overflow from the blood and scars of a million slaves, and its people think nothing of consorting with the monstrous or immoral if it means getting a better price. Theirs is a conscience wiped clean by greed, their transgressions absolved by the only god they truly worship: the flickering gleam of gold.

—Horvus Arbenchal,
Den of Vice: An Andoren View of the Southern Slave Trade

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ADVENTURE BACKGROUND

The Twilight Talons, a covert branch of Andoran's noble Eagle Knights, use undercover agents to root out and bring down evil organizations from within. One of their longest-running operations is an aggressive campaign against slave rings throughout the Inner Sea region. Field agent Othine Dalanse rose to prominence in the campaign by infiltrating slave rings, unraveling their command structures and resource chains, and successfully dismantling them with minimal casualties.

A year ago, in the city of Katapesh, Othine infiltrated the most extensive and insidious slave ring of her career. Several months of investigation revealed that the slavers were circumventing tariffs by storing their stock in abandoned qanat tunnels beneath the city's Twilight Gate quarter. Disguised as a vagrant, Othine entered these tunnels and was soon captured. Overpowered and thrown in chains—all part of her plan to infiltrate the gang—Othine was destined for the auction block, until she caught the eye of the slavers' leaders. It was then that she discovered they were a wicked cult of Lamashtans that secretly manipulated slave operations for a far darker purpose. Unbeknownst even to most of the other slavers, the Lamashtans covertly removed prisoners from the slave pens and used dark magic to make them hosts for monstrous children. The cultists then reintroduced the unnaturally pregnant slaves to the pens and auctioned them off to unwitting buyers throughout Golarion, sowing the seeds of Lamashtu's fiendish children.

Yet when the cultists took Othine for their dark rituals, the drugs they administered caused the knight to lose her senses and reveal her ties to the Twilight Talons. The Lamashtans proceeded to break the daring abolitionist with magic and torture, brainwashing her into serving as a double agent. Her loyalties thus shifted, Othine began working to increase the cult's activities and influence. She reported back to her Eagle Knight superiors that she'd destroyed the slavers' operations, and then used her position to help the Lamashtans avoid further Andoren notice. Using her knowledge and contacts around the Inner Sea, she continued to aid the cultists in spreading their reach to other slaving rings, all the while feeding misinformation back to the Eagle Knights. Eventually, however, Othine decided to go to ground with the cult, cutting off her old allegiances and faking her own death.

ADVENTURE SUMMARY

At the behest of a Twilight Talon commander named Whispershade, the PCs undertake the search for a missing field agent who disappeared while trying to break up a powerful slave ring. The PCs' investigation of a small slave market uncovers a secret passage to a series of abandoned qanat tunnels that run beneath Katapesh's Twilight Gate

WHERE ON GOLARION?

This adventure takes place in the city of Katapesh, in the nation of the same name. Katapesh is a sprawling trade hub on the east coast of Garund, and rumors of the strange dealings that take place within its miles-long bazaars and nefarious dark markets are whispered of throughout the Inner Sea region. For more information on Katapesh and its diverse inhabitants, see *Pathfinder Campaign Setting: Dark Markets, A Guide to Katapesh*, available at paizo.com or your local game store.



district. The PCs must slog through the tunnels to find the slavers' subterranean compound.

Once they've located the slavers' base, the PCs must infiltrate the compound using either stealth or brawn. During the PCs' expedition, freed slaves describe some of their fellow captives' mad ramblings about strange procedures conducted on them. Deep in the slavers' base, the PCs encounter the missing Twilight Talon Othine, who has fallen under the cult's corrupting influence. She pretends to be working deep undercover and hastily attempts to lead them to a demonic temple that lies beneath the compound, intent on guiding them into an ambush.

With Othine's aid, the PCs discover a lost temple of Lamashtu filled with cultists and their demonic allies. Clues within point to the existence of other Lamashtan slave cults. Inside information on which of the slaver rings the Twilight Talons plan to infiltrate next reveals Othine's corruption.

In the deepest bowels of the Lamashtan temple, the PCs discover slaves who are far more damaged than those in the holding pens above and learn that the slaves are frequently impregnated with monstrous babies before being sold. In order to put a stop to the cult's efforts, the PCs must seek out and destroy the priestess who masterminded the plot—a task made all the more difficult when the PCs discover their target is little more than an oft-possessed pawn of the ghost of the temple's founder.

In the end, the PCs should end the slavers' operation, dismantle the Lamashtan cult, and discover the truth

behind the Eagle Knights' traitorous mole, as well as uncover the locations of similar slave cults operating throughout the Inner Sea region.

PART ONE: THE GARDEN OF CHAINS

The adventure begins in a Katapeshi coffee shop where the PCs are scheduled to meet with a high-ranking undercover Twilight Talon commander known only as **Whispershade** (LG male human paladin 6). How exactly this meeting is arranged, or how the PCs arrive in Katapesh in the first place, is up to the GM.

The coffee shop serves as a front for the Twilight Talons in Katapesh. Once the PCs enter, the clerk closes the shop and leads them to a small table where Whispershade waits. After introducing himself, the paladin continues.

"I've called you here to request your assistance in a delicate operation involving a missing field agent named Othine Dalanse. She has a flawless track record of infiltrating and dismantling slave rings, and her successes have saved many lives. Over the past year, she's been working deep cover assignments throughout Katapesh, and I've had less and less contact with her. It's now been over two months since her last message.

"Early last week, we recovered a body along the banks of the River Scorpius. At first, my agents feared it was Othine's, for it was wearing her armor and had similar tattoos. Thankfully, when clerics interrogated the body, the corpse proved to be nothing more than a vagrant with a passing resemblance to Othine, the tattoos obvious forgeries.

"This situation doesn't bode well for Othine. I believe the slavers have captured her and may be torturing her for information, or worse. If she's been caught, the slavers certainly suspect we're investigating them, and will be on the lookout for undercover Eagle Knights. I need someone not directly affiliated with our organization to get into the slavers' base, discover Othine's true fate, and finish what she started by dismantling the operation."

Whispershade offers the PCs 1,500 gp for their services, though if the PCs haggle with him, with a successful DC 20 Diplomacy check, they can convince him to increase his offer to 2,000 gp. He reminds the PCs that whatever tactics they employ, they should stay out of the public eye—not only is slavery legal in Katapesh, which makes the PCs' actions against the slavers criminal, but any contact with the law could expose the involvement of the Twilight Talons.

To start the PCs off, Whispershade informs them that Othine made reference to the Garden of Chains in her last

message, a relatively new slave auction house located in the Twilight Gate district, a mere stone's throw from the River Scorpius. He notes that the place always seems to have more slaves than it ought to, leading him to believe that the slavers are hiding some of their stock to avoid paying the full tariffs leveled by the city.

A short gazetteer of the Garden of Chains is presented in Appendix 2, beginning on page 30. Regardless of how the PCs go about investigating the auction house, they should eventually figure out that the slaves are moved into the city through the passage beyond the old water trough.

They can uncover this information by exploring the Garden, interrogating slaves and slavers, looking through the accountants' ledgers, or some other means. To continue their investigation, they must somehow access the trough passage (area D7) without attracting too much attention.

The GM should encourage the PCs to develop their own plan to infiltrate the passage beneath the Garden of Chains. The easiest way to bypass the guards is to sneak up on and subdue them during the night, but other methods may include the use of disguises, poisoning the guards, creating a distraction by releasing slaves, and so on. Once the PCs gain access to this passage, proceed to Part Two of the adventure.



Whispershade

PART TWO: THE ABANDONED QANAT

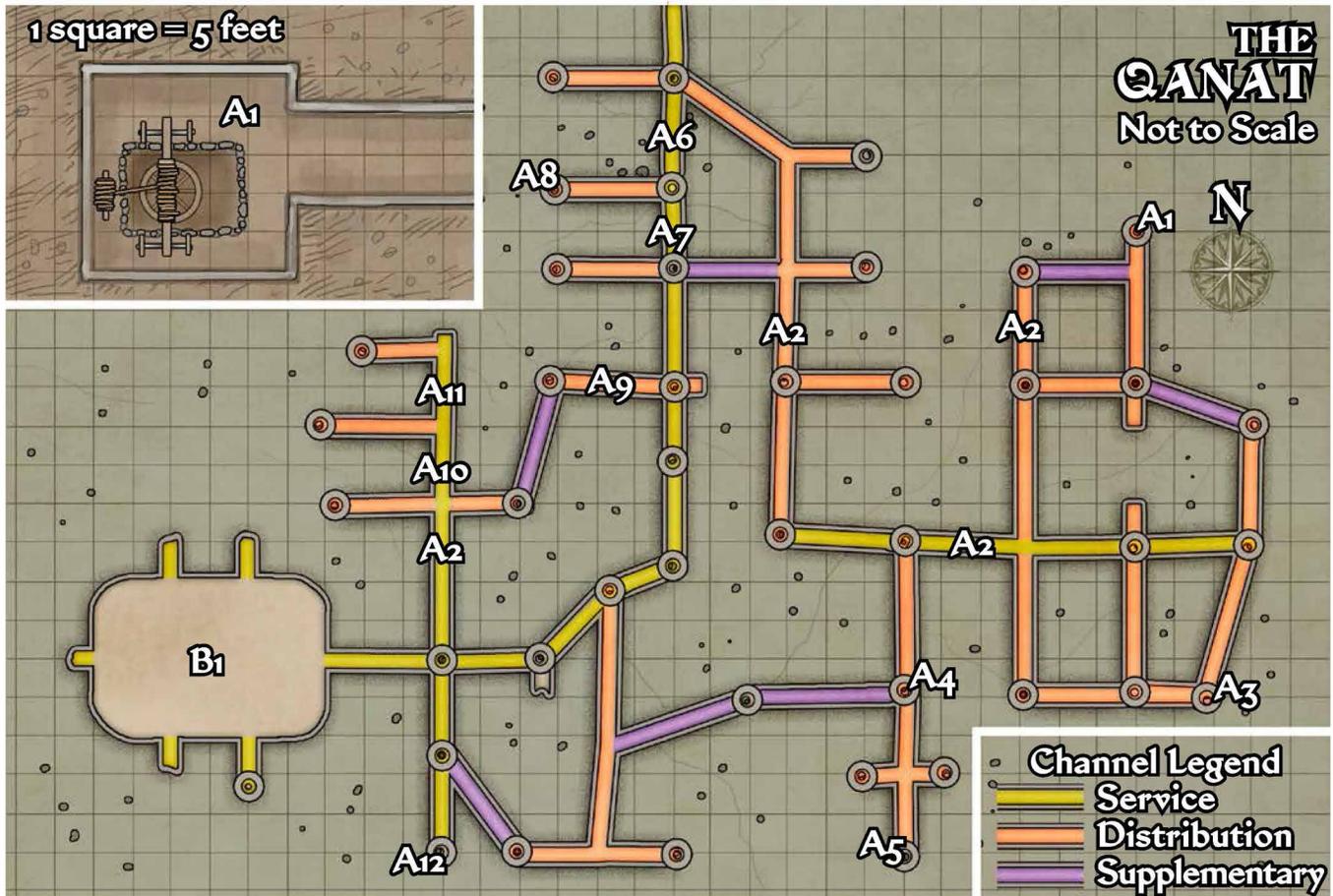
A qanat is an ancient means of moving water: a long tunnel is bored into a hill where the water table is higher than the area meant to be irrigated, and gravity causes the water to flow out before it can sink in, creating a network of tunnels that acts like a horizontal well. Throughout this section of the adventure, the PCs must navigate the abandoned tunnels of a dry qanat to locate the entrance to the slavers' subterranean compound.

After following the passage behind the trough in the Garden of Chains for several hundred feet, the PCs can attempt a DC 15 Perception check to hear the sounds of an argument up ahead—the slavers who keep watch over area A1 frequently bicker with each other.

ABOUT THE QANAT

Katapesh's qanat system was built during the end of the Age of Enthronement as an attempt to provide clean, running water to the then up-and-coming neighborhood of Twilight Gate. The city poured gold into the water system, but after years of complications (including the collapse of a major cistern) the primary investors finally

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dropped out, forcing the engineers in charge to abandon the project.

For a while, the dry tunnels were a great attraction for adventurous locals, but before long the qanat became infested with all manner of vermin and vagrants. Eventually, the city architects ordered them closed, deliberately collapsing several of the tunnels and sealing the various well shafts connecting them to the streets and buildings above.

The qanat's channels vary in size, shape, and depth, depending on their purpose and location. As noted on the map of the qanat, there are three types of channels: service, distribution, and supplementary—all of them either dry or containing only a foot or so of water. The widths of the tunnels and the size of the cistern on the map are not to scale, but the tunnel lengths can be assumed to be about 100 feet long per square on the grid. For example, the distance from area A4 to area A5 is roughly 400 feet.

The service channels (yellow on the map) were designed to allow service workers to move throughout the aqueducts to make repairs and unclog blocks. These 15-foot-wide passages have a central 5-foot-wide, 4-foot-deep channel, flanked on either side by 5-foot-wide ledges. Service channels rise 12 feet high from the base of the channel to

the center of the ceiling arch. (The map tiles from *Pathfinder Map Pack: Sewers* simulate these locations well.)

The distribution channels (orange on the map) stem from service channels. These were built to distribute water to various locations throughout the city; citizens used wells to access the water below. The distribution tunnels are 10 feet wide with 8-foot-high arched ceilings.

Finally, a fair number of supplementary channels (purple on the map) were added after the original channels were built to help improve their efficiency. These cramped, oval-shaped tunnels are usually about 3 feet wide and 3 feet tall, and all but the smallest creatures must crawl to traverse them. Most Small creatures must crouch to go through.

Intersections marked with circles have shafts leading up to the surface similar to the one in area A1, but without any means of raising or lowering things. Many of these shafts have collapsed or been otherwise sealed at the top, either by years of erosion and construction or by the slavers themselves. Unless otherwise noted, each intersection between two separate tunnels is a squared-off chamber 30 feet wide.

RANDOM ENCOUNTERS

In addition to various slavers, beggars, and addicts, the passages of the abandoned qanat system attract all sorts

NAVIGATING THE TUNNELS

While some parties will simply explore the qanat system by choosing tunnels at random, others will explore more strategically. The slavers' most frequent route through the system simply follows the widest tunnels, allowing them to move groups of slaves easily. Because the qanat's indigent residents also use the tunnels, however, this route may be obscured—the PCs can attempt a DC 25 Survival check to track the slavers all the way back to their lair, or, failing this, a DC 15 Survival check at each tunnel junction to determine which way the trail leads.

of vermin. For every hour the PCs spend exploring the tunnels, or if at any point the action begins to flag, roll on the table below for a random encounter.

d%	Encounter	Avg. CR	Source
1–12	1 emperor cobra	5	<i>Bestiary 2 252</i>
13–21	1d8 cave scorpions	5	<i>Bestiary 2 240</i>
22–28	1d4 dealers	5	<i>GameMastery Guide 301</i>
29–36	1d4 slavers	5	<i>GameMastery Guide 266</i>
37–47	1d4 gnoll brutes	6	See page 7
48–66	Zahrah*	6	See page 6
67–77	1 giant mosquito	6	<i>Bestiary 2 193</i>
78–85	1 will-o'-wisp	6	<i>Bestiary 277</i>
86–94	1 black pudding	7	<i>Bestiary 35</i>
95–100	1 giant slug	8	<i>Bestiary 254</i>

* Reroll if she's been defeated.

ZAHRAH THE SLAVE HUNTER

In addition to the keyed encounters at the locations listed below, a woman named Zahrah hunts the qanat passages. A ruthless inquisitor of Lamashtu, Zahrah works for the slavers by tracking down escaped slaves, and she was the one who originally chose Othine for the cult's ministrations. Most of the low-ranking slavers—the ones who deal less with the cult and more with the business of selling slaves—fear her, and thus don't press her about her business.

Most of the time, Zahrah stalks the passages of the qanat, placing *alarm* spells on the traps and attempting to root out anyone or anything that might cause the slavers a problem.

ZAHRAH **CR 6**

XP 2,400

Female human inquisitor 7 (*Pathfinder RPG Advanced Player's Guide 38*)

CE Medium humanoid (human)

Init +7; **Senses** Perception +13

DEFENSE

AC 19, touch 12, flat-footed 17 (+7 armor, +1 Dex, +1 dodge)

hp 56 (7d8+14)

Fort +7, **Ref** +3, **Will** +7

OFFENSE

Speed 20 ft.

Melee +1 *falchion* +10 (2d4+5/18–20)

Ranged repeating light crossbow +6 (1d8/19–20)

Special Attacks bane (7 rounds/day)

Inquisitor Spell-Like Abilities (CL 7th; concentration +8)

At will—*detect alignment*

7 rounds/day—*discern lies*

5/day—*strength surge* (+3)

Inquisitor Spells Known (CL 7th; concentration +8)

3rd (1/day)—*inflict serious wounds* (DC 15), *searing light*

2nd (4/day)—*blistering invective*^{UC} (DC 14), *castigate*^{APG} (DC 14),

death knell (DC 14), *hold person* (DC 14)

1st (2/day)—*alarm*, *command* (DC 13), *forbid action*^{UM} (DC 13),

interrogation^{UM} (DC 13), *litany of weakness*^{UC}

0 (at will)—*bleed* (DC 12), *brand*^{APG} (DC 12), *create water*,

detect poison, *read magic*, *sift*^{APG}

Domain Strength

TACTICS

Before Combat Before engaging opponents, Zahrah

consumes her *potion of bear's endurance*. She has already

cast *alarm* on two of the pit traps in the qanat (marked **A2** on the map) and in the crawl shaft (area **A4**). This is factored into her number of remaining 1st-level spells for the day in her stat block.

During Combat Zahrah starts combat from the shadows,

using her repeating crossbow to attack opponents from

afar. She uses her spells to subdue and weaken opponents before entering melee with her falchion.

Morale Like many Lamashtans, Zahrah finds death a

preferable fate to defeat.

Base Statistics Without her potion, Zahrah's statistics are **hp** 42;

Fort +5; **Con** 10.

STATISTICS

Str 16, **Dex** 13, **Con** 14, **Int** 12, **Wis** 14, **Cha** 10

Base Atk +5; **CMB** +8; **CMD** 20

Feats Alertness, Dodge, Improved Initiative, Lookout^{APG},

Outflank^{APG}, Skill Focus (Stealth), Weapon Focus (falchion)

Skills Bluff +5, Climb +6, Diplomacy +5, Disguise +5, Heal +11,

Intimidate +12, Knowledge (religion) +10, Perception +13, Sense

Motive +16, Spellcraft +9, Stealth +9, Survival +10, Swim +5

Languages Common, Gnoll, Osiriani

SQ cunning initiative, judgment (3/day), monster lore +2, solo tactics, stern gaze, track +3

Combat Gear *potion of bear's endurance*, *potion of cure*

moderate wounds, foaming powder (3), smokesticks (2),

tanglefoot bag; **Other Gear** +1 *living steel agile breastplate*,

+1 *falchion*, repeating light crossbow with 20 bolts, 101 gp

Development: Anyone who searches Zahrah's body notices a brand of a stylized jackal head on the back of her neck. A PC who succeeds at a DC 20 Knowledge (religion) check knows the symbol is associated with worship of Lamashtu.

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If captured alive—something she does her best to avoid—Zahrah is quick to admit that she works with the slavers and protects their tunnels, though she doesn't mention anything about the cult. If asked about Othine, she tries to convince the PCs that she's neither seen nor heard of the woman. If the PCs see through her lie, however, she admits to having seen Othine among the slaves. An inquisitor herself, Zahrah holds up well against interrogation, but if successfully made pliable via magic, or if confronted with recognition of her brand, she reveals the cult's involvement. Nothing short of direct magical compulsion can make her work against the cult, however, or reveal Othine's new status as a double agent.

A1. ENTRANCE SHAFT (CR 7)

This room centers upon an open well shaft, over which a thick wooden crossbeam suspends a rope lift affixed to a sizable wooden cage. Filling half the shaft is a strange, badly rusted mechanism consisting of huge screw set inside a long vertical pipe.

The well shaft here is 20 feet deep, and the hoist mechanism takes up most of the room. The slavers use it to move both themselves and their slaves into and out of the forgotten passages below. The strange pipe is a screw pump, once used to draw water from the qanat below.

The hoist mechanism is counterweighted and only a successful DC 10 Strength check is needed to move up to four people at a time up or down. It can be operated from either the top or the bottom of the well shaft. From the lower landing, the shaft opens into a large masonry tunnel. A PC who succeeds at a DC 15 Knowledge (engineering) check or a DC 20 Knowledge (dungeoneering) check identifies the tunnel as part of a qanat. A successful DC 20 Knowledge (history) check enables a PC to recall most of the history of the abandoned qanat as noted above.

Creatures: A group of human and gnoll slavers keeps watch over this room. They have strict orders to capture or kill any trespassers.



Zahrah

SLAVER THUGS (2) CR 2

XP 600 each

Human fighter 2/rogue 1
NE Medium humanoid (human)
Init +2; Senses Perception +7

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)
hp 22 each (3 HD; 2d10+1d8+3)
Fort +4, Ref +4 (+1 vs. traps), Will +1 (+1 vs. fear)
Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.
Melee mwk whip +2 (1d3+3 nonlethal), club +1 (1d6+1) or club +5 (1d6+3)

Special Attacks sneak attack +1d6

TACTICS

Before Combat The slaver thugs use their Coordinated Defenses to trip and hinder foes with their whips while laying into them with their cudgels.

Morale The thugs are cowards, and if reduced to fewer than 10 hit points, they flee or beg for their lives.

STATISTICS

Str 16, Dex 15, Con 13, Int 10, Wis 12, Cha 8

Base Atk +2; CMB +5; CMD 17

Feats Combat Reflexes, Coordinated

Maneuvers^{APG}, Exotic Weapon Proficiency (whip), Paired Opportunists^{APG}, Two-Weapon Fighting

Skills Acrobatics +8, Bluff +5, Intimidate +5, Perception +7, Stealth +8, Survival +6

Languages Common

SQ trapfinding +1

Combat Gear *potion of cure light wounds*;

Other Gear mwk leather armor, club, mwk whip, everburning torch, mwk manacles, silk rope (50 ft.)

GNOLL BRUTES (2) CR 4

XP 1,200 each

Gnoll ranger 3 (*Pathfinder RPG Bestiary* 155)
CE Medium humanoid (gnoll)

Init +2; Senses darkvision 60 ft.; Perception +8

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 natural)
hp 35 each (5 HD; 2d8+3d10+10)

Fort +8, Ref +5, Will +2

OFFENSE

Speed 30 ft.

Melee mwk dire flail +6 (1d8+6), mwk dire flail +6 (1d8+2)

Special Attacks favored enemy (humans +2)

TACTICS

During Combat The gnolls use their dire flails to deal massive damage to their foes. If they think the fight will be easy, they attempt to take victims prisoner by locking them up in manacles, but if they sees any allies fall, the gnolls' bloodlust drives them to fight until all their foes are dead.

Morale The gnolls fight to the death.

STATISTICS

Str 19, **Dex** 14, **Con** 15, **Int** 6, **Wis** 13, **Cha** 8

Base Atk +4; **CMB** +8; **CMD** 20

Feats Endurance, Exotic Weapon Proficiency (dire flail), Power Attack, Two-Weapon Fighting, Weapon Focus (dire flail)

Skills Climb +8, Intimidate +6, Perception +8, Stealth +9, Survival +6, Swim +9

Languages Gnoll

SQ favored terrain (urban +2), track +1, wild empathy +2

Combat Gear *potion of cure light wounds*; **Other Gear** +1 studded leather, mwk dire flail, mwk manacles, hemp rope (50 ft.)

Treasure: One of the gnolls possesses a small metal plate with several slots cut around the edges. The plate is a key to the bypass switch for the tunnel mist trap in area A4.

A2. SLAVER TRAPS (CR 6)

The slavers dug several pit traps in the outer tunnels of the qanat, both to protect their territory from trespassers and to prevent runaway slaves from escaping. These traps are concealed with a variety of trash and other detritus, and each pit is marked as area A2 on the map. Though the traps cover the full width of the tunnel floor and are 10 feet long—making them effectively impossible for a character to accidentally avoid—each has specific reinforced areas along its sides where a slaver or slave can step carefully in order to avoid triggering it. Noticing these points requires a successful DC 20 Perception check while inspecting the pit trap.

Trap: Originally, the pit traps were simple net-and-pit affairs designed to capture rather than kill, but a rash of escape attempts (caused in part by the Lamashtans' terrible rituals) has convinced the cultists that it's more important to make an example of those who are disobedient—hence the installation of wicked spikes.

SPIKED PIT TRAP

CR 6

XP 2,400

Type mechanical; **Perception** DC 25; **Disable Device** DC 15

EFFECTS

Trigger location; **Reset** manual

Effect 20-ft.-deep pit (2d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage each); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft.-wide swath of the tunnel)

Development: One of Zahrah's many tasks is to keep a watch on the pit traps in the qanat, which she efficiently monitors with *alarm* spells. Two of the four pit traps in the qanat are currently set with *alarm* spells; randomly decide which traps are monitored in this way before the PCs encounter any of them. Whenever a trap is sprung, she rushes from her camp (area A12) to inspect things.

A3. THE LAGOON (CR 6)

As the PCs approach this area, the unmistakable scent of rancid waste assaults them.

The tunnel junction here is here is thirty feet wide, yet a massive pile of filth and trash rests beneath an intersecting well shaft in the ceiling, almost entirely blocking the passage ahead.

This well shaft leads up to the property of a successful drover who was delighted when he discovered a deep, earthen hole on his property, and immediately began using it as a place to discard sewage and trash rather than pay for its removal.

Creatures: The ready source of filth has attracted the attention of a pair of otyughs. The vile creatures gleefully wallow in the waste, and attack any creatures that intrude upon their kingdom of garbage.

OTYUGHS (2)

CR 4

XP 1,200 each

hp 39 each (*Pathfinder RPG Bestiary* 223)

A4. CRAWL SHAFT (CR 7)

This small opening exposes a precarious-looking crawlway sitting a few feet above where the waterline is marked. The shaft leads into the darkness beyond.

PCs who make a successful DC 15 Survival or Perception check notice the obvious scratches and scuffs in the dust and sludge around this supplementary channel's entrance—recent conflicts with the Pesh Lord in area A7 have led several of the less confident gnolls and human slavers to start using this cramped and awkward shaft instead of risking an encounter with the crazed drug dealer in the normal route through the service channel back to the cistern.

Most creatures must crawl through this shaft, which is only 3 feet in diameter. Near the eastern entrance, a successful DC 20 Perception check allows PCs to notice a strange metal socket just inside the lip of the passage. The socket matches the key found on the gnoll brute in area A1. Inserting the key into the socket activates a bypass switch that temporarily disables the trap in the tunnel for 5 minutes, after which it automatically reactivates.

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Trap: Anyone crawling through the passage without disabling the trap hits a pressure plate near the halfway point. As soon as the plate is tripped, the entire shaft begins filling with insanity mist (*Pathfinder RPG Core Rulebook* 560). Furthermore, tripping the plate also triggers an *alarm* spell alerting Zahrah, who immediately races to the tunnel to investigate, taking up a position outside of whichever exit she expects the PCs to use, ready to pick them off one by one as they emerge from the tunnel mouth.

TUNNEL MIST TRAP

CR 7

XP 3,200

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger touch; Duration 5 rounds; Reset repair

Effect poison gas (insanity mist); never miss; onset delay (1 round); multiple targets (gas spreads 5 ft. per round)

A5. MIMIC (CR 4)

Ahead, the qanat tunnel opens into another well shaft. Propped against the side of shaft is a crudely lashed ladder of dried planks.

Creature: The ladder is actually a mimic. Originally found by the pugwampis in area A11, the mimic took the form of a mystical idol and convinced the superstitious pugwampis to carry it to a more prosperous hunting ground, where it promptly ate several of them before settling into its new surroundings. The strange beast hunts in the qanat, preying on slavers and delirious pesh addicts. As soon as a living creature touches it, the mimic changes shape and attacks.

MIMIC

CR 4

XP 1,200

hp 52 (*Pathfinder RPG Bestiary* 205)

A6. PESH SQUATTERS (CR 6)

This passage bears signs of visitors from the world above in the form of scribbled lines of graffiti that gradually evolve into full-blown murals portraying twisted, nightmarish caricatures and jumbled rants against the city's Pactmasters. Farther along, the corridor becomes littered with broken bottles, scraps of paper stained with brownish resin, and the stink and stains of urine.

With a successful DC 15 Craft (alchemy) or Knowledge (local) check, a PC identifies the resin as pesh. A successful DC 15 Perception check to survey the refuse also reveals a broken pesh pipe, a wineskin containing a milky substance (identifiable as pesh in its unrefined state), and several empty cloth pouches containing a salty powder that can be identified as nagri, a bitter salt used in the pesh refinement process, with a successful DC 20 Craft (alchemy) check.

If the PCs continue down the passage, they begin to smell a faint syrupy odor—the scent of burning pesh. Read or paraphrase the following aloud.

A dirty blanket stretches across the corridor ahead, creating a ragged partition. A flickering, fire-like glow emanates from the other side.

A small collective of hardcore pesh addicts occupies this section of the qanat, gaining access through an open grate near the river far down the northern tunnel. Once, these squatters would have proved little threat to anyone but themselves and were easy prey for the slavers, but they have recently been organized by a very capable alchemist bent on breaking into the city's profitable drug trade (see area A7).

The addicts' current plan involves using the qanat to process pesh and efficiently distribute product. In the process of building up their business, they often supplement their funds through old-fashioned thuggery and eagerly rob their victims. The addicts also sell pesh (and occasional kidnapped victims) to the nearby slavers, who use the drug on their slaves.

Creatures: Three pesh addicts sit around a small campfire, passing around a small glass water pipe. As soon as they are interrupted, they draw weapons and prepare to defend their turf. The PCs can attempt to fight the pesh addicts or reason with them; however, all are heavily intoxicated and paranoid that outsiders have come to steal their pesh.

PESH ADDICTS (3)

CR 3

XP 800 each

Dealer (*Pathfinder RPG GameMastery Guide* 301)

hp 22 each

TACTICS

Morale If attacked or if they believe their crop is in danger, the addicts fight until dropped to fewer than 5 hit points, at which point they flee for their lives.

Development: The addicts can easily be intimidated or bribed into telling everything they know, which unfortunately isn't much—they share the tunnels with the slavers and trade with them, but otherwise both groups keep their distance from one another. However, if questioned about Othine, they can confirm that she lived with them for a bit until she mouthed off to one of the slavers and was taken prisoner, presumably to be sold later. Unknown to the pesh addicts, this was all part of Othine's scheme to infiltrate the slaving operation.

If the PCs search the area, they find piles of filthy blankets shoved against the sides of the passages to mark the addicts' sleeping areas. Several of them also keep small sacks of personal possessions near their beds. With a successful DC 15 Perception check, a PC notes some curious graffiti by one

of the beds. The graffiti seems to be a disjointed grid of lines, but with a successful DC 18 Knowledge (dungeoneering) or Knowledge (engineering) check, a PC can identify it as a map of the qanat. In fact, Othine drew the map—though it is far from complete, it shows the most direct route from this area to the cistern holding the slavers' hideout. Similarly, anyone who checks the sleeping area near the graffiti finds Othine's small leather-bound journal tucked into a plain sack. The journal was badly damaged after a hookah spilled on it, though some of the content remains legible. The notes suggest that the slave operations here may be more than they appear, and the word "Lamashtu?" appears in the final entry before the writing abruptly breaks off.

A7. THE PESH LORD (CR 7)

Hanging blankets partition this area from the other tunnels. If the PCs enter the passage, read or paraphrase the following aloud.

A small, black iron cauldron sits over a bed of faintly glowing coals. The wall above the small cauldron is scribbled with measurements and recipes. On the floor next to the cauldron rests an alembic and a small open chest filled with various alchemical substances and reagents. A sleeping pallet lies in another corner. Next to the pallet sits an old crate stuffed with cactus leaves, their blossoms still bursting with seedpods.

Creatures: Sehema Sarwar, the self-proclaimed Pesh Lord of Twilight Gate (often called the Mad Alchemist behind her back), claims this section of the qanat as her own. The rebellious daughter of a wealthy moneylender, Sehema started pinching funds from her father to throw debauched pesh parties. Eventually, the fun times descended into dark addiction; in the end her father disowned her and threw her out. Homeless but quick-witted, she turned to pesh production to fund her habit, and took to squatting with other addicts in various abandoned buildings around Twilight Gate. In the process, she uncovered a well that allowed her entrance to the forgotten qanat tunnels below, and has since made these tunnels the center of her rapidly growing drug ring. She brooks no intruders into her operations, and attacks the PCs on sight, calling for her three favorite guard-servants.

SEHEMA SARWAR

CR 4

XP 1,200

Female human alchemist 4/rogue 1

CN Medium humanoid (human)

Init +6; Senses Perception +9



Sehema Sarwar

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 armor, +2 Dex, +1 dodge, +3 natural)

hp 44 (5d8+19)

Fort +7, Ref +8 (+1 vs. traps), Will +2; +2 vs. poison

OFFENSE

Speed 30 ft.

Melee mwk short sword +3 (1d6–1/19–20)

Ranged bomb +6 (2d6+4 fire)

Special Attacks bomb 10/day (2d6+4 fire, DC 16), sneak attack +1d6

Alchemist Extracts Prepared (CL 4th)

2nd—*lesser restoration* (2)

1st—*bomber's eye*^{APG}, *cure light wounds*, *expeditious retreat*, *targeted bomb admixture*^{UC}

TACTICS

Before Combat Sehema drinks her mutagen to increase her Constitution if she suspects any danger. If she hears the PCs coming, she drinks her *potion of invisibility* and lies in wait, beginning combat with a sneak attack.

During Combat Sehema relies on her bombs almost exclusively, using her short sword only when unable to safely throw her fiery concoctions. She uses smoke and stink bombs to disorient foes and hide amid the chaos.

Morale Sehema has worked hard to build her pesh empire and fights to the death to defend it, but if the PCs can convince her that they aren't trying to steal from her by changing her attitude

from hostile to at least indifferent, she's willing to let them live, and may even sell pesh or information to them.

Base Statistics Without the mutagen, the alchemist's statistics are hp 34; Fort +5; Con 13, Cha 10; Skills Bluff +8, Disguise +8.

STATISTICS

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

Base Atk +3; CMB +2; CMD 15

Feats Brew Potion, Combat Reflexes, Dodge, Extra Bombs, Improved Initiative, Throw Anything

Skills Bluff +7, Disguise +7, Heal +9, Knowledge (local) +12, Perception +9, Sense Motive +9, Sleight of Hand +9, Spellcraft +12, Stealth +10, Survival +9

Languages Abyssal, Common, Gnoll, Kelish, Osiriani

SQ alchemy (alchemy crafting +4, identify potions), discoveries (smoke bomb, stink bomb), mutagen (+4/–2, +2 natural, 40 minutes), poison use, swift alchemy, trapfinding +1

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*; **Other Gear** mwk studded leather, mwk short sword, *amulet of natural armor* +1, formula book (contains all prepared extracts plus four additional 1st-level extracts of the GM's choice), glass pipe worth 30 gp, pesh (8 doses), 215 gp

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PESH ADDICTS (3)

CR 3

XP 800 each

Dealer (*Pathfinder RPG GameMastery Guide* 301)

hp 22 each

TACTICS

Morale The addicts fight to the death as long as Sehema lives, but flee if she falls.

A8. STORAGE ROOM

This collapsed well shaft appears to have been hollowed out to create an artificial cave. Ceramic jars, baskets of cactus leaves, and bulging burlap sacks line the walls.

Treasure: With a successful DC 20 Knowledge (alchemy) or Knowledge (nature) check, a PC recognizes that the leaves are pesh leaves, the jars contain milky pesh sap, and the sacks contain nagri, a salt used in the refinement process. The plants, jars of sap, and nagri could be worth up to 500 gp to the right buyer.

A9. RUST ROOMS (CR 6)

With a successful DC 15 Perception check, a PC notes rusty holes in the stone around this narrow tunnel opening, indicating that it was likely once fitted with a metal grate. Few traces of the metal remain.

Creatures: Several rust monsters have recently made their way into this tunnel, devouring the metal grates that once blocked access to these tunnels. As soon as they sense fresh metal—likely at about the time the PCs successfully identify the signs of unnatural rusting—the ravenous beasts come boiling out of the narrow hole, intent on claiming the PCs' gear.

RUST MONSTERS (3)

CR 3

XP 800 each

hp 27 each (*Pathfinder RPG Bestiary* 238)

A10. STAGNANT WATER (CR 6)

The central trough of this tunnel is blocked with a makeshift dam of bricks and other scavenged detritus, packed solid with clay. Beyond, the trough is flooded four feet deep with sour-smelling, stagnant water.

The pugwampis of area A11 flooded this passage, using the water as a crude cistern and waste deposit, as well as employing its denizens as guard animals. The water consists mostly of whatever runoff filters down from the streets above.

Creatures: The water is packed with leeches, and as soon as anyone enters the water or crosses the walkways to either side, they wriggle forth to attack.

LEECH SWARMS (2)

CR 4

XP 1,200 each

hp 39 each (*Pathfinder RPG Bestiary* 187)

A11. PUGWAMPI TUNNELS (CR 7)

Much of the stonework has crumbled from the walls in this section of the tunnels, and the murky waters filling the central channel are covered with a greasy film. The air smells of stale animal sweat and urine, and half-gnawed rat carcasses and other refuse litter the side walkways.

These tunnels are some of the oldest ones beneath the city and were partway through renovation when the qanat project was halted. As a result, the walls were left unfinished and have suffered a considerable amount of erosion. Recently, these tunnels have become home to a tribe of canine-headed gremlins known as pugwampis. The pugwampis live in small burrows in the sides of the tunnels. In digging their burrows, however, they have damaged the already questionable structural integrity of these passages.

Creatures: A small tribe of pugwampis inhabits this tunnel, fighting among themselves and frequently sneaking out to spy on the gnoll slavers, who hold a strange fascination for them. Allow anyone approaching a DC 12 Perception check to hear the gremlins' yipping and chattering.

As soon as the gremlins spot intruders, they cease their squabbles and readily approach out of curiosity, attempting to surround intruders in order to mob them and steal their possessions. If the PCs attempt to shoo them away or resist in any way, the gremlins attack.

PUGWAMPIS (8)

CR 1/2

XP 200 each

hp 6 each (*Pathfinder RPG Bestiary* 2 144)

Hazard: The ceiling in this area is dangerously unstable—the pugwampis are too small for their movements to be a problem, but combat with larger foes like the PCs causes significant vibrations and tremors to shake the tunnel. As soon as combat begins in earnest, the section of ceiling over the thickest fighting begins to give way. Each creature may attempt a DC 20 Perception check to notice the danger—anyone who succeeds or is warned by another can attempt to move to safety during her turn. The following round, the ceiling collapses, with massive stones crushing anything in the designated area.

FALLING CEILING

CR 5

XP 1,600

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; Reset manual

Effect Atk +15 melee (6d6); multiple targets (all targets in a 10-ft.-square area)

A12. SLAVE CATCHER'S DEN (CR 6)

About eight feet off the floor, a small wooden platform juts from the sidewall of the passage, its unattached front end secured to ceiling hooks by three-foot lengths of chain.

Zahrah built this small platform for herself as a sort of field camp. Atop the platform, she keeps a few blankets, a sealed stone canister with dried meat, and four waterskins filled with slightly sulfuric water.

Creature: Unless the PCs have encountered her elsewhere in the tunnels, Zahrah lurks here. If she hears anyone coming, she prepares to ambush them.

ZAHRAH CR 6
XP 2,400
hp 56 (see page 6)

Development: A successful DC 15 Perception check made while examining the platform reveals a loose stone in the wall adjacent to the pallet. It conceals a small hollow containing some charcoal pencils, several sheets of parchment, a half-full bottle of ink, and some needles wrapped with ink-stained thread. The sheets of parchment contain rough sketches of a woman, including measurements of her height and weight, all of which match the description of Othine Dalanse. Zahrah was the person tasked by the slavers with selecting the decoy corpse that Whispershade's agents pulled from the River Scorpius, and used these documents to help her select a matching victim. For more information on Zahrah, see page 6.

PART THREE: THE SLAVERS' COMPOUND

After working their way through the qanat tunnels, the PCs eventually arrive at the ruins of a huge cistern, within which lies the entrance to the slavers' compound.

B1. THE CISTERN (CR 7)

This dry, cavernous cistern is built from pale bricks and mortar. A forest of columns stretches over thirty feet upward and meets a complex series of arches that crisscrosses the ceiling. Scattered iron barrels burn brightly, giving off the stench of dried dung. At the far corner of the cistern, clumsily stacked piles of excavated stone surround a coiled stairwell hewn into the bedrock.

This huge cistern now serves as the entrance to the Lamashtan cult's slave operations beneath Katapesh. Designed to hold fresh water tapped from both the River

Scorpius and the Golden Oasis, it was decommissioned when cracks in the floor caused the water to drain out. Architects sent to explore the cistern discovered that the waters leaked into a series of previously unknown caverns that lay beneath. Initially, the architects thought to use the caverns to expand the cistern's holding capacity, and sent several teams of explorers to map the extensive passages after building a reliable staircase to the lower levels. After these teams failed to return, however, rumors of dark curses spread through the remaining work crews, and efforts to continue soon ceased. PCs who succeed at a DC 25 Knowledge (local) check may recall rumors of the failure, while success at a DC 15 Knowledge (engineering) check allows a PC to infer much of the story from the cracks in the floor.

When officials finally abandoned the cistern project, they ordered the stairwell in this chamber sealed. The Lamashtan cultists reopened the stairwell when they began setting up the compound for their slave trafficking, and the stairs descend some 20 feet before opening into area B2.

Creatures: Two gnoll brutes guard the cistern from behind a small barricade erected between a pair of columns near the stairs. They keep a half-trained cockatrice in a nearby cage and release it as soon as they sense intruders, letting it rough up their opponents before they move out from behind the barricade to attack.

GNOLL BRUTES (2) CR 4
XP 1,200 each
hp 35 each (see page 7)

COCKATRICE CR 3
XP 800
hp 27 (*Pathfinder RPG Bestiary* 48)

Treasure: The cultists entrusted these gnolls with an ounce of *stonesalve* in case they have any accidents with the cockatrice or need to return important petrified intruders to flesh. One of the gnolls carries the vial on his person at all times. In addition, one of the gnolls carries a key to the locked door in area B2.

B2. THE WAITING PITS

The stairs empty into a small chamber of partially worked natural caverns lit by greasy torches mounted onto the walls. A barrier of iron bars, adorned with a pair of heavy doors, blocks the passage leading west. A long passage extends beyond the bars, occasionally interrupted by flowstone columns. Wedged between some of the columns, wooden walls partition the passage into smaller sections.

The slavers operate on a tight schedule, and at the moment they aren't expecting visitors. Since they have guards posted atop the stairs, they have left this chamber

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unwatched. Still, the PCs must attempt to approach silently if they hope to avoid alerting the creatures in area **B4**.

The barred iron doors (hardness 10, hp 25, break DC 27) are locked (Disable Device DC 20 to unlock), and only the gnolls in area **B1** and Fayaz in area **B6** hold the keys. Even with a key, the PCs would need to make a successful DC 14 Disable Device check to open the door silently. Likewise, forcing the doors open or taking similarly noisy actions immediately attracts the attention of the creatures in area **B4**.

B3. THE DOCILER'S ROOM (CR 7)

The dull glow of an oil lantern illuminates these cramped sleeping quarters. Shoved into a corner is a desk covered with piles of notes, an alembic, and other strange alchemical tools. A small hammock hangs between the edge of the desk and a hook in the wall, while an unusually large pallet lies on the floor beneath.

A gnome slave-breaker named Tinderwick the Dociler and his minotaur bodyguard Grythopias share this room. Tinderwick is a twisted enchanter tasked with performing mental modifications to make maddened slaves docile before they're shipped to market. To achieve success, he uses a combination of spells, surgery, and sickly sweet words.

Currently, both Tinderwick and Grythopias are working in the adjacent portion of the cavern (area **B4**), where most of the slaves are held. However, any significant disturbance, such as triggering the trap in this room, alerts the gnome and his bodyguard, who arrive the following round to investigate.

Traps: A PC who succeeds at a DC 15 Perception check while searching the desk uncovers a pair of small metal strongboxes, both locked. Tampering with or attempting to unlock a strongbox without the key triggers a trap.

ACID BOMB TRAPS (2) **CR 5**

XP 1,600 each

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

EFFECTS

Trigger touch (tampering with the lock); **Reset** none; **Bypass** lock
Effect alchemical acid burst (2d4 acid damage plus 2d4 acid damage per round for 3 additional rounds, Reflex DC 18 for half plus no additional acid damage); multiple targets (all targets in a 20-foot radius)

Treasure: The first box contains a black sapphire worth 1,000 gp, two *potions of lesser restoration*, two *scrolls of locate object*, and a small minotaur doll. The doll looks uncannily like Grythopias, but possesses no special properties. If the acid bomb trap was triggered, the potions and scrolls receive saving throws against the effect with a +3 bonus. The scrolls are destroyed if they take any damage, while the potion bottles shatter if they take 4 or more points of acid damage.

In the second box, Tinderwick keeps a log of cryptically scribbled notes decipherable with a successful DC 18 Linguistics check. If the PCs triggered the strongbox's acid bomb trap, they must recover the journal before it is ruined if they hope to read it. Each round the acid spreads, the DC of the Linguistics check to read the journal increases by 2, and it is completely destroyed after 4 rounds.

Development: Tinderwick's journal describes a disturbing business arrangement, wherein he receives extensive sums to secretly deliver slaves to a contact known as Gnarl paw (see area **B10**). What his contact does to the slaves, he doesn't know... nor does he seem to care. Eventually, Gnarl paw returns the slaves, though almost all come back mad and often violently self-destructive, babbling tales of ritualized torture and demon worship. To earn the rest of his money, Tinderwick must use his considerable alchemical and surgical skills to erase the slaves' memories. Most disturbingly, it seems the sole reason his notes contain so much detail is that Tinderwick delights in performing these rehabilitations, which he refers to as "dociling." The journals are his attempt to document his experiments.

A successful DC 25 Knowledge (local) check is enough for a PC to recall a gnoll named Gnarl paw the Black, a cleric of Lamashtu often seen wandering around the Twilight Gate district. Gnarl paw is quite easy to spot, as he is one of only two black-furred gnolls in Katapesh.

B4. THE OUTER PENS (CR 7)

This twisting cavern is divided by several flowstone columns. Four large rusted cages are haphazardly shoved against the passage walls.

This cavern serves as a sorting and holding area for slaves being readied for the auction block.

Creatures: Each cages in this room contains a single human slave. Unless the PCs previously attracted his attention, Tinderwick oversees operations within this room, relying on his intimidating bodyguard to keep the more hard-edged slavers in line. Two human slavers scurry about this room, inspecting the cages and dousing their occupants with buckets of water to clean them up before sale.

TINDERWICK THE DOCILER **CR 5**

XP 1,600

Male gnome enchanter 6

NE Small humanoid (gnome)

Init +6; **Senses** low-light vision; Perception +3

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 size; +4 dodge vs. giants)

hp 41 (6d6+18)

Fort +4, **Ref** +4, **Will** +6; +2 vs. illusions

OFFENSE

Speed 20 ft.

Melee mwk dagger +4 (1d3–1/19–20)

Ranged mwk light crossbow +7 (1d6/19–20)

Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids

Arcane School Spell-Like Abilities (CL 6th; concentration +9)
6/day—dazing touch

Enchanter Spells Prepared (CL 6th; concentration +9)
3rd—*deep slumber* (DC 17), *hold person* (DC 17), *seek thoughts*^{APG} (DC 16), *suggestion* (DC 17)
2nd—*daze monster* (DC 16), *hypnotic pattern* (DC 16), *mad hallucination*^{UM} (DC 16), *share memory*^{UM} (DC 15), *touch of idiocy*

1st—*charm person* (DC 15), *hypnotism* (DC 15), *interrogation*^{UM} (DC 14), *magic missile*, *ray of enfeeblement* (DC 14)

o (at will)—*arcane mark*, *daze* (DC 14), *detect poison*, *light*

Opposition Schools abjuration, conjuration

TACTICS

Before Combat If he thinks he might be in any danger, Tinderwick uses his *wand of mage armor* on himself.

During Combat Tinderwick fights from afar and relies on his spells and powers to soften up opponents for Grythopias. He attempts to charm strong-looking PCs to aid him in his fight.

Morale If reduced to fewer than 15 hit points, Tinderwick attempts to flee, commanding Grythopias to cover his escape.

Base Statistics Without his wand, Tinderwick's statistics are
AC 13, touch 13, flat-footed 11.

STATISTICS

Str 8, **Dex** 14, **Con** 14, **Int** 16, **Wis** 13, **Cha** 10

Base Atk +3; **CMB** +1; **CMD** 13

Feats Heighten Spell, Improved Initiative, Scribe Scroll, Skill Focus (Heal), Spell Focus (enchantment)

Skills Appraise +12, Craft (alchemy) +12, Heal +10, Linguistics +12, Perception +3, Spellcraft +12; **Racial Modifiers** +2 Perception

Languages Abyssal, Aklo, Common, Draconic, Elven, Giant, Gnome, Goblin, Halfling, Sylvan, Undercommon,

SQ arcane bond (mwk dagger), enchanting smile

Combat Gear *potion of blur*, *wand of hold person* (8 charges), *wand of mage armor* (33 charges); **Other Gear** mwk dagger, mwk light crossbow with 10 bolts, *cap of human guise*^{ARG}, antitoxin, healer's kit (10 uses), spellbook (contains all prepared spells plus all cantrips and three additional 1st-level spells of the GM's choice), surgeon's tools^{UE}

GRYTHOPIAS

CR 4

XP 1,200

Minotaur (*Pathfinder RPG Bestiary* 206)

hp 45

SLAVER THUGS (2)

CR 2

XP 600 each

hp 23 each (see page 7)

Development: Each of these four cages holds a slave awaiting a trip to the auction block (use the farmer statistics from page 309 of the *GameMastery Guide* if necessary). They're happy to provide the PCs answers to questions if set free. They do not know much of what goes on here and are more than happy to simply leave, though all fear contracting a strange affliction they call "the madness."

If asked, the slaves describe "the madness" as an affliction seen in the slaves who are taken away by slavers and then returned to these cages. Oftentimes, the slavers bring pregnant slaves here so that Tinderwick can "rehabilitate" them. The slaves add that the slavers attribute the delusions to the high doses of pesh used to subdue slaves.

B5. MAIN PEN

Clay-plastered wooden partitions and iron bars block off this cramped section of the cavern, forming some sort of holding pen.

This area serves as the main holding pen for slaves. Taken from throughout the Inner Sea region, the slaves suffer abuse and starvation before slavers clean them up and bring them to the auction block above. They're half-starved and their spirits have been broken, but they remain unaware of the Lamashtan temple below and the grim, forbidden rituals the slaves endure at the hands of the temple's cultists.

Creatures: The pen currently holds seven women and four men. Like the other slaves, they suffer from abuse and starvation. All are recent arrivals and, if questioned, know little of what goes on in the compound. Days ago, a large black-furred gnoll burst in, grabbed one of the slaves, and dragged her off screaming. She has not returned to the cell, and the event has left everyone badly shaken.

B6. SLAVE BOSS (CR 7)

A huge rock column divides the partition designating this room, accessible via a door on either side of the column. Both are average wooden doors, locked from within. Anyone fiddling with the doors, including the locks, must make a successful opposed Stealth check to avoid alerting the creatures in the adjacent room.

This natural cave is lavishly decorated with golden lamps and expensive tapestries, and carpets cover the cleanly swept stone floor. A wide worktable sits toward the back of the room, on which are neatly set books, papers, and a brightly glazed clay coffee urn with matching cups. Behind the worktable, several thick throw pillows surround a small circular table holding a water pipe of copper and hand-blown glass.

Creatures: This room serves as the office of Fayaz Marresh, one of Katapesh's most hated slave bosses. This thick, squat woman is just shy of 30 years old and has coarse,

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ruddy skin. She wears heavy eyeliner, and her hideous grin exposes tobacco-blackened gums. Three bodyguards accompany Fayaz at all times. As soon as the slavers hear a noise at the door, they step into the shadows and ready their clubs, prepared to bludgeon the first creature to enter.

FAYAZ MARRESH CR 5

XP 1,600

Female human ranger 6

NE Medium humanoid (human)

Init +8; Senses Perception +11

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)

hp 49 (6d10+12)

Fort +5, Ref +9, Will +4

OFFENSE

Speed 30 ft.

Melee mwk heavy pick +8/+3 (1d6+1/x4)

Ranged +1 repeating heavy crossbow +11/+6 (1d10+1/19–20)

Special Attacks favored enemy (halflings +2, humans +4)

Ranger Spells Prepared (CL 3rd; concentration +5)

1st—*entangle* (DC 13), *gravity bow*^{APG}

TACTICS

Before Combat Fayaz casts *gravity bow* if she senses imminent danger.

During Combat Fayaz initiates combat by flipping her table over as a move action and drawing her crossbow. She sends her goons into melee and uses her hunter's bond ability to confer on them her favored enemy bonus, then casts *entangle* centered on the flowstone column to hinder foes leaving or entering the room from either exit. She stays behind her desk and fires her crossbow at enemies, but if drawn into melee, she drinks her *potion of enlarge person* and takes to the fray with her heavy pick.

Morale Fayaz is loath to admit defeat and fights to the death.

STATISTICS

Str 12, Dex 18, Con 10, Int 8, Wis 14, Cha 13

Base Atk +6; CMB +7; CMD 21

Feats Endurance, Exotic Weapon Proficiency (repeating heavy crossbow), Improved Initiative, Precise Shot, Rapid Reload (repeating heavy crossbow), Toughness

Skills Bluff +7, Intimidate +10, Perception +11, Spellcraft +8, Stealth +12, Survival +11

Languages Common

SQ favored terrain (underground +2), hunter's bond (companions), track +3, wild empathy +7

Combat Gear *potion of enlarge person*; Other Gear +1 chain shirt, +1 repeating heavy crossbow, mwk heavy pick, mwk manacles, signet ring worth 250 gp, 42 gp

SLAVER THUGS (3) CR 2

XP 600 each

hp 23 each (see page 7)

Treasure: A small lockbox contains six jaspers worth 100 gp each, a blue sapphire worth 1,200 gp, and a small figurine the shape of a curled-up spider that functions as a *stone of alarm*.

Development: If the PCs subdue Fayaz, they may attempt to interrogate her. Unfortunately, she has little useful information to divulge beyond the layout of the slave compound. Ultimately, while Fayaz is in charge of the cult's slaving operations, she is unaware that Gnarlpaw and the other Lamashtans are manipulating her and her business to serve their dark agenda.

B7. VIEWING AREA (CR 8)

This rocky cleft behind the pens forms a small viewing area. Wedged into various corners are a few swollen wooden barrels.

Treasure: Two of the four wooden barrels here hold water. The other two hold five pairs of manacles, six masterwork padlocks with matching keys, and four 20-foot lengths of cold iron chain.

Development: A PC who succeeds at a DC 15 Perception check while looking near the barrels also discovers an unusual string of stone plates with alien markings on them. These plates belonged to a denizen of Leng who recently purchased some slaves here, and a PC who succeeds at a DC 20 Linguistics check can determine that they served as some kind of bookkeeping device. The denizen of Leng used the plates to count transactions, payments, and hold-orders for his customers, but accidentally left the tablets behind when he went back to his native plane. Most of the strange runes on these plates represent numbers, but some represent locations in Varisia.

B8. HALLWAY (CR 4)

Clay bricks line this long hallway. Toward the middle, the wall is gouged out, creating a makeshift cave. A wooden door blocks the end of the hallway. A sign nailed to the door reads "keep out" in the common tongue. Two more hollows along the west wall seem to lead elsewhere within the caverns.

The wooden door from this hallway to area **B10** is barred from within with a simple wooden drop latch (Disable Device DC 12; break DC 12).

Creature: A lone slaver guards this hall, abating his boredom by throwing knives into a plank propped against the wall. When the PCs enter this area, anyone who succeeds at a DC 5 Perception check can hear the dull thunk of the blade striking the wooden target.

While the guard believes his job is to keep watch over the more difficult slaves placed into isolation, he has strict orders to alert Gnarlpaw of all visitors, conveniently

keeping the rest of the slavers out of the cultist's business. If he spots intruders, he throws his knife at them, then rushes to the door to Gnarl paw's room and knocks a frantic warning before drawing his dire flail.

GNOLL BRUTE **CR 4**

XP 1,200

hp 35 (see page 7)

Ranged dagger +6 (1d4+4/19–20)

B9. THE BOX

Toward the back of this small alcove, there's a low, five-foot-square concrete cube sealed with a small iron door and held fast by a drop bar.

The slavers use this cramped and lightless chamber, known simply as "the box," for punishing rebellious and resistant slaves. The box's foot-thick concrete walls and iron door make escaping from it near impossible. A steel bolt holds the drop bar in place.

Creature: The box currently holds a single prisoner, a wild-looking Vudrani woman in her early twenties. She is half-starved and dressed in dirty rags, with manacles binding her hands and feet.

Initially terrified, the woman screams, kicks, and claws at anyone coming near her. If calmed with a successful DC 25 Diplomacy check, she scrambles forth, pleading for freedom. Introducing herself as **Meena** (female human expert 4), she claims she was taken from a trade ship off the coast of Jalmeray several weeks ago. She speaks only a little Common and can provide little information, for she spent most of her time locked in the pens. The box was an added torture—a punishment for spitting at Tinderwick.

If asked about the box, Meena conveys all she knows and fears—the rumor among the slaves is that anyone tossed into the box goes mad. While the rumor holds some truth, it's because Tinderwick handpicks most of the box's candidates. Later, he and Gnarl paw secretly remove the victims and transport them to the temple below to participate in Lamashtan breeding rituals.

B10. GNARLPAW'S QUARTERS (CR 7)

A curtain formed from several dozen strips of leather isolates this small vestibule.

Plank framework squares off several walls of this large cavern, though most of the room still consists of natural stone. A plain wooden conference table with six chairs sits in the center of the chamber. To the east, a brown curtain partitions this room from another. A pair of badly stained tapestries woven with complex paisley and rosette motifs hangs on the southwestern wall.

Creature: Within this chamber operates the powerful gnoll cleric Gnarl paw, who covertly serves the Lamashtan cult below. He acts as the temple's intermediary in all matters, helping to ensure that slaves disappear when needed from the holding pens and appear in the cultists' waiting hands.

GNARLPAW THE BLACK **CR 7**

XP 3,200

Male gnoll cleric of Lamashtu 7

CE Medium humanoid (gnoll)

Init +2; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 natural)

hp 47 (9d8+7)

Fort +8, **Ref** +4, **Will** +8

OFFENSE

Speed 20 ft.

Melee +1 *falchion* +10/+5 (2d4+5/18–20)

Special Attacks channel negative energy 3/day (DC 13, 4d6)

Domain Spell-Like Abilities (CL 7th; concentration +10)

6/day—strength surge (+3)

6/day—copycat (7 rounds)

Cleric Spells Prepared (CL 7th; concentration +10)

4th—*chaos hammer* (DC 17), *confusion*^D (DC 17)

3rd—*bestow curse* (DC 16), *cure serious wounds*, *nondetection*^D, *waters of Lamashtu*^{ISWG}

2nd—*augury*, *darkness*, *dread bolt*^{UM} (DC 15), *hold person* (DC 15), *invisibility*^D

1st—*command* (DC 14), *doom* (DC 14), *enlarge person*^D (DC 14), *magic weapon*, *protection from good*, *summon monster I*

0 (at will)—*bleed* (DC 13), *detect magic*, *guidance*, *read magic*

D Domain spell; **Domains** Strength, Trickery

TACTICS

Before Combat If Gnarl paw believes he will soon face combat, he casts *magic weapon* on his falchion and drinks his *potion of barkskin*. He then casts *invisibility* in order to get the jump on foes.

During Combat Gnarl paw casts his 4th-level spells first to deal maximum damage, and he keeps his falchion ready for melee attacks. He relies on magic to hinder foes while he hacks through them with his blade.

Morale Gnarl paw fights to the death.

Base Statistics Without *magic weapon* or his *potion of barkskin*,

Gnarl paw's statistics are **AC** 19 (touch 12, flat-footed 17);

Melee mwk falchion +10/+5 (2d4+4/18–20).

STATISTICS

Str 17, **Dex** 14, **Con** 11, **Int** 8, **Wis** 16, **Cha** 10

Base Atk +6; **CMB** +9; **CMD** 21

Feats Bloody Assault^{APG}, Combat Casting, Power Attack, Skill Focus (Stealth), Vital Strike

Skills Bluff +5, Linguistics +3, Spellcraft +5, Stealth +9

Languages Abyssal, Gnoll

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SQ aura

Combat Gear *potion of barkskin*; **Other Gear** +2 *hide armor*, mwk falchion, *phylactery of faithfulness*, ivory ring worth 200 gp

B11. ABANDONED MONASTERY

The tapestry in the southwest corner of **B10** conceals a chimney connected to a qanat well shaft about 20 feet above. Iron spikes hammered into the shaft walls ascend all the way to street level, where it empties into a secret room in an abandoned monastery in the Twilight Gate district. It was once used to house Lamashtan priests, but Gnarl paw has converted the monastery into an oddities shop as a front for his organization's deviant activities.

While exploring the monastery goes beyond the scope of this adventure, interested GMs can find further information about that location in *Pathfinder Campaign Setting: Dark Markets, A Guide to Katapesh*.

B12. ARTIFACT ROOM

Lining the walls of this cave, freestanding wooden shelves hold a bizarre collection of relics and gruesome oddities. A crumpled pallet covered with thick cotton blankets lies in the corner.

Gnarl paw uses this room to store display items for the monastery museum above. He keeps the pallet for occasional naps.

With a successful DC 15 Perception check, a PC uncovers some disturbing, incriminating items under the work blankets: a cloak of black feathers, a necklace of human hair adorned with knucklebones, a sacrificial obsidian-bladed kukri, a small stone vial containing 2 ounces of a black liquid (see the sidebar on page 18), and slivers of tanned flesh painted with scriptures. A PC who succeeds at a DC 20 Knowledge (religion) check identifies the scripture as Lamashtan prayers.

On the wall near the bed, a list of strange phrases is scratched into the wall in Abyssal. The first three lines have been crossed out, but are still decipherable. The phrases read, "Thy Milk Be Sweet and Black / Blessed Be the Mother / The Howls of Madness Call / The Scars Are the Proof."

With a successful DC 20 Knowledge (religion) check, a PC identifies the phrases as common Lamashtan aphorisms. The Lamashtan cultists use these aphorisms as passphrases; the last one on the list is the current phrase.

Treasure: The objects on the shelves of this room consist of shrunken heads, grotesque statuettes and fetishes depicting ancient gods, rune-etched demon bones, and jars with deformed, tumor-riddled homunculi. Wooden boxes beneath the shelves hold dirty work blankets, chains, ropes, and similar items.

A successful DC 18 Appraise check of the artifacts reveals the majority of them to be well-made fakes. Gnarl paw displays the artifacts in his museum to further his reputation as a charlatan who makes his money scaring the gullible and to divert attention from his cultish dealings. Two items, however, are authentic. The first is a geode split into two that, when opened, reveals within the carving of a monstrous, jackal-headed fetus (a relic worth 2,350 gp if sold to the right buyer). The second is an unsettlingly realistic glass eyeball with three pupils, worth 1,790 gp. With a successful DC 25 Knowledge (religion) check, a PC recognizes that both artifacts are associated with ancient cults devoted to Lamashtu, though most common folk would think the items simply creepy oddities.

B13. THE CAGES (CR 6)

When the cistern broke, its floodwaters carved these caves. Rings of deposited sediment crust the walls, and older



Gnarl paw the Black

BLACK MILK OF THE DEMON QUEEN

This substance looks like fresh white milk and always remains just below human body temperature. When touched or placed in a container by a worshiper of Lamashtu, the pure white color quickly turns black. One ounce is equivalent to a dose of dark reaver powder (*Core Rulebook* 558); however, a victim that rolls a natural 1 while making the second saving throw also gains some sort of non-beneficial bestial deformity (such as a snout, fur, or tusks) and takes 4 points of Charisma damage. The deformity and penalty can only be removed via amputation followed by *regenerate*, *limited wish*, *miracle*, or *wish*. A pregnant woman who drinks the milk miscarries in a matter of minutes. Black milk is detectable as evil, and can only be produced by the Black Milk Mother (see area C13).

flowstone columns mark decreases in the water level over the years. Runoff has further weathered the sides of the cave, digging out several shallow hollows in its efforts to escape.

Six large, rusted iron cages have been shoved into hollows and wedged into corners. Each holds a weary-looking slave.

Creatures: Three slavers guard the cages in this area. Also in their company is Othine Dalanse. Othine is surveying the prisoners while preparing for her next operation. For her mission, Othine packed her sword and other gear in the plain burlap sack currently carried by one of her aides. She wears her *glamered* armor, and thus by all appearances she is dressed only in the plain clothes of a slave.

If the PCs have been stealthy and not alerted the cultists to their presence, allow them to attempt a DC 18 Perception check to overhear Othine discussing the progress of “the latest batch of Lamashtan chosen” with the slavers.

As soon as Othine spots the PCs, she suddenly bolts from her gnoll allies, throws herself to the floor as if she’d just wrested herself from their grasp, and grabs her sword as though she’d plucked it from the hand one of her captors. A successful Sense Motive check opposed by Othine’s Bluff attempt enables a PC to tell that not everything is as it seems, but Othine carries on with her performance nonetheless, and attacks the nearest slaver while crying to the PCs for help. The slavers, for their part, stare back dumbfounded and fight Othine to the best of their abilities.

GNOLL BRUTE CR 4

XP 1,200

hp 35 (see page 7)

OTHINE DALANSE CR 6

XP 2,400

Female human fighter 3/inquisitor of Lamashtu (infiltrator) 4
(*Pathfinder RPG Advanced Player’s Guide* 38, *Pathfinder RPG Ultimate Magic* 45)

NE Medium humanoid (human)

Init +6; Senses Perception +13

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 armor, –1 Dex)

hp 42 (7 HD; 3d10+4d8+3)

Fort +7, Ref +1, Will +8 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk longsword +10/+5 (1d8+2/19–20)

Inquisitor Spell-Like Abilities (CL 4th; concentration +7)

6/day—copycat (4 rounds)

At will—*detect alignment*

Inquisitor Spells Known (CL 4th; concentration +5)

2nd (2/day)—*castigate*^{APG} (DC 15), *undetectable alignment*

1st (4/day)—*cure light wounds*, *disguise self*, *interrogation*^{UM} (DC 14), *magic weapon*

0 (at will)—*brand*^{APG} (DC 13), *detect magic*, *detect poison*, *light*, *read magic*, *sift*

Domain Trickery

TACTICS

Before Combat If she has time, Othine casts *undetectable alignment* on herself before she feigns weakness and calls to the PCs for help.

STATISTICS

Str 15, Dex 8, Con 10, Int 14, Wis 16, Cha 12

Base Atk +6; CMB +8 (+10 trip); CMD 20 (22 vs. trip)

Feats Back to Back^{UC}, Combat Expertise, Deceitful, Defensive Combat Training, Improved Initiative, Improved Trip, Judgment Surge^{UM}, Weapon Focus (longsword)

Skills Bluff +16, Diplomacy +12, Disguise +11, Knowledge (religion) +10, Perception +13, Sense Motive +11, Spellcraft +10, Stealth +7, Survival +11

Languages Abyssal, Common, Gnoll, Varisian

SQ armor training 1, cunning initiative, guileful lore^{UM} +3, judgment 2/day, misdirection^{UM} (chaotic good), necessary lies^{UM}, solo tactics

Other Gear +1 *glamered breastplate*, mwk longsword

SLAVER THUGS (2) CR 2

XP 600 each

hp 23 each (see page 7)

Development: Once the fight ends, Othine casts *cure light wounds* on any injured PCs in an attempt to fool them into thinking she is good. She does her best to convince the PCs she is still working on her mission, either by pretending to be a double agent infiltrating the slavers or pretending to have been captured and enslaved. In either event, Othine quickly reveals to the PCs that the slaver ring is actually a front for a cult of demon worshipers, whose temple lies deeper below the compound. She tells them the truth with the sole intent

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of leading them into the temple and into the clutches of her cultish allies.

The PCs might attempt Sense Motive checks to see through Othine's lies (if they were able to sneak up on her earlier), but at best they'll receive mere hunches that suggest she's not telling the whole story, while divinations to detect her alignment prove futile thanks to both her *undetectable alignment* spell and misdirection class feature.

If the PCs side with Othine and agree to help her or request her aid, she quickly leads them to area **B14**; her overall goal is to try to lead them into area **C7**. Regardless of how the PCs choose to enter the temple, as soon as any of the cultists spot Othine with them, they immediately change their tactics to match her ruse: one rushes to alert Ukrammak, while the remaining cultists fight defensively for a few rounds, then pretend to flee.

B14. THE FORGOTTEN CAVES (CR 7)

Runes cover the walls of this hollow column, but the markings are merely simple prayers to Lamashtu written in an older variant of Gnoll. Along the eastern section of the column, a permanent *illusory wall* effect masks the hollow chamber within the rock. The secret chamber connects to the Lamashtan temple via a steep sloping passage filled with jagged crystal formations (treat as dense rubble). The passage leads steadily downward for several hundred feet before terminating at a level tunnel that leads south toward area **C1**.

At the base of the slope the cultists planted a patch of shriekers. If disturbed, these enormous purple fungi begin screeching loudly, alerting the schirs farther down the tunnel to the presence of potential intruders.

Creatures: Three schirs guard the tunnel at the base of this chamber, which leads to the Lamashtan temple. These goatlike demons were summoned from the Abyss to serve this temple when it was first founded, and they continue to serve its current masters as well. The schirs are tasked with guarding the tunnel leading from the slope in area **B14** to area **C1**, and they perform their duty admirably, attempting to slay any and all invaders they don't recognize.

SCHIRS (3)

CR 4

XP 1,200 each

hp 37 each (*Pathfinder RPG Bestiary 3 74*)

PART FOUR: THE DEMON'S WOMB

Once the PCs deal with the schirs, they can continue down the passage. After a quarter-

mile, it widens into a huge natural cavern that houses the Lamashtan temple.

C1. THE COURTYARD (CR 6)

At the far end of this cavernous grotto, the dull glow of foul-scented copper braziers illuminates the massive facade of an impossibly twisted temple coarsely chiseled into the living rock. The temple resembles the face of a hideous three-eyed jackal, flanked everywhere by pillars carved in the shape of gruesome copulating monstrosities.

Creatures: The cultists released a pack of krenshars within this courtyard. They keep the creatures well fed and have trained them to attack any trespassers.

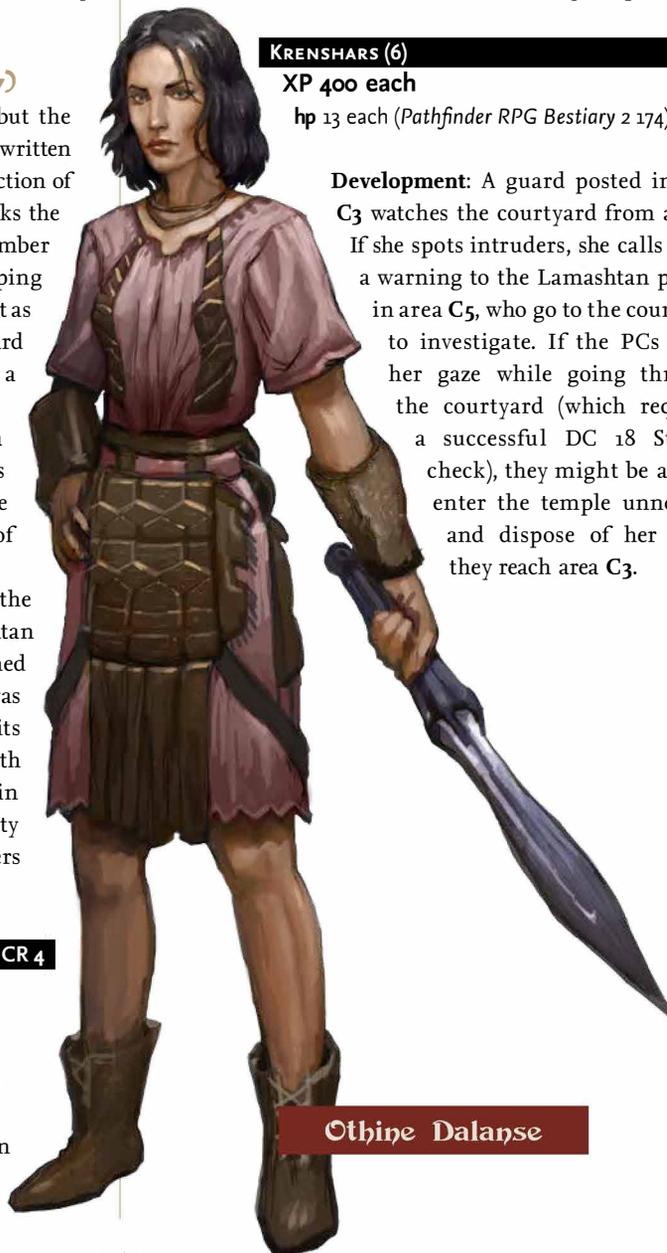
KRENSHARS (6)

CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary 2 174*)

Development: A guard posted in area **C3** watches the courtyard from above. If she spots intruders, she calls down a warning to the Lamashtan priests in area **C5**, who go to the courtyard to investigate. If the PCs avoid her gaze while going through the courtyard (which requires a successful DC 18 Stealth check), they might be able to enter the temple unnoticed and dispose of her when they reach area **C3**.



Othine Dalanse

C2. GATE OF FANGS (CR 6)

Basalt steps lead into the gaping mouth of the jackal facade. Columns resembling huge fangs line the walkway on both sides. The stairs end in front of a huge iron portcullis.

Creatures: A yaenit demon known as Vasthuri guards the gate and is accompanied by a putrid little quasit grown from the blood and flesh-scraps of mortal sacrifices. The yaenit keeps his deformed pet, Gristerboils, leashed with a long chain, and releases the thing before initiating combat if he notices the krenshars in area C1 acting up.

VASTHURI CR 6
XP 2,400
 Yaenit (see page 29)
 hp 73

GRISTERBOILS CR 2
XP 600
 Quasit (*Pathfinder RPG Bestiary* 66)
 hp 16

Development: Lifting the portcullis door requires a successful DC 35 Strength check. Three-inch steel spikes line the door's bottom and deal 4d6 points of damage to any creature that happens to be underneath when it falls, possibly pinning the victim in the process. A locked iron box (hardness 8, hp 10, break DC 25, Disable Device DC 20) nearby conceals a crank winch that can be turned to open the portcullis. Vasthuri keeps a key to the box on a chain about his neck.

C3. THE THIRD EYE (CR 3)

Above the Gate of Fangs sits a great stone eye that can be reached by scaling the facade with a successful DC 15 Climb check. Over 10 feet wide, the eye was sculpted so its deep black pupil gazes over the entire courtyard. The pupil is nothing more than a hollow portal connected to a gridiron balcony just inside the temple foyer, which temple guards use as a watch-ledge. Individuals studying the pupil from the courtyard can attempt a DC 18 Perception check to spot the shadowy form of a guard lurking within.

Creature: A lone guard watches the courtyard from the eye. If she hasn't already spotted the PCs and rushed to the courtyard to investigate with her fellow cultists from area C5, the PCs might be able to get the jump on her and silence her before she causes trouble.

LAMASHTAN CULTIST CR 3
XP 800
 Human cleric of Lamashtu 2/rogue 2
 CE Medium humanoid (human)
Init +3; **Senses** Perception +9

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 27 (4d8+6)

Fort +4, **Ref** +6 (+1 vs. traps), **Will** +5

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee +1 kukri +5 (1d4+1/18–20), mwk kukri +5 (1d4/18–20)

Special Attacks channel negative energy 2/day (DC 10, 1d6), sneak attack +1d6

Domain Spell-Like Abilities (CL 2nd; concentration +4)

5/day—vision of madness (+/–1)

5/day—copycat (2 rounds)

Cleric Spells Prepared (CL 2nd; concentration +4)

1st—bane (DC 13), detect good, lesser confusion^D (DC 13), ray of sickening (DC 13)

0 (at will)—bleed (DC 12), guidance, read magic, resistance

D Domain spell; **Domains** Madness, Trickery

TACTICS

During Combat The cultist uses a combination of spells, divine powers, and guile to slink around the battlefield and get into tactical positions, striking with her kukris against single opponents and channeling energy to damage groups.

Morale The cultist fights to the death.

STATISTICS

Str 10, **Dex** 16, **Con** 13, **Int** 13, **Wis** 15, **Cha** 8

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

Feats Combat Expertise, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri)

Skills Acrobatics +9, Bluff +6, Disguise +4, Escape Artist +7, Perception +9, Sense Motive +9, Spellcraft +8, Stealth +9

Languages Abyssal, Aklo, Common, Gnoll

SQ aura, rogue talents (finesse rogue), trapfinding +1

Combat Gear smokesticks (2); **Other Gear** studded leather, +1 kukri, mwk kukri

C4. RECEIVING AREA (CR 6)

This sparsely furnished chamber contains a single wooden table that's covered in maps of various regions.

The cultists use this room as a staging area when moving slaves in and out of the temple. The western door is locked from the inside with a heavy wooden drop bar.

Creatures: The receiving area is presided over by a hunched morlock gatekeeper called Ogtemt, a cultist named Dajineles, and a pet howler. A former slave, Dajineles heard the call of Lamashtu after a gruesome monstrosity known as the Black Milk Mother (see area C13) almost gnawed her face off. Terrible bite scars cover her face, and she also looks several months pregnant. She and the morlock work busily around a large table covered

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with maps. The howler is leashed up near the door, happily gnawing upon a meaty human thighbone.

If the morlock hears a sound at the western door, he opens the sliding panel and asks for the passphrase in Abyssal. He opens the door for anyone who speaks the phrase “the scars are the proof” in the same tongue. (The passphrase changes monthly, and Gnarlpaw often has to write the phrase on the wall of area **B12** to remind himself of it.)

If the PCs fail to state the passphrase, the gatekeeper becomes suspicious and tries to stall them while his partner alerts the other cultists in area **C5**. He continues to hold the western door shut while the cultists exit through area **C2** and move in from behind the PCs to cut off their escape. The cultists arrive in 1d4+2 rounds.

HOWLER **CR 3**
XP 800
hp 37 (*Pathfinder RPG Bestiary* 2 159)

LAMASHTAN CULTIST **CR 3**
XP 800
hp 27 (see page 20)

OGTEMT **CR 4**
XP 1,200
 Male morlock fighter 2 (*Pathfinder RPG Bestiary* 209)
 CE Medium monstrous humanoid
Init +8; **Senses** darkvision 60 ft., scent; Perception +8

DEFENSE

AC 18, touch 14, flat-footed 14 (+3 armor, +4 Dex, +1 natural)
hp 49 (5 HD; 3d10+2d10+22)
Fort +8, **Ref** +9, **Will** +4 (+1 vs. fear)
Defensive Abilities bravery +1; **Immune** disease, poison
Weaknesses light blindness

OFFENSE

Speed 40 ft., climb 30 ft.
Melee mwk heavy mace +10 (1d8+6), bite +4 (1d6+2)
Special Attacks leap attack, sneak attack +1d6, swarming

TACTICS

During Combat Ogtemt climbs up the walls and leaps about to avoid his foes, using Cleave to strike multiple opponents at once when he comes within melee range.
Morale Ogtemt fights to the death.

STATISTICS

Str 18, **Dex** 19, **Con** 19, **Int** 7, **Wis** 12, **Cha** 8
Base Atk +5; **CMB** +9; **CMD** 23
Feats Blind-Fight, Cleave, Improved Initiative, Lightning Reflexes, Power Attack
Skills Acrobatics +11 (+15 when jumping), Climb +27, Linguistics –1, Perception +8, Stealth +9 (+13 in caverns);
Racial Modifiers +8 Acrobatics (+12 when jumping), +16 Climb, +4 Stealth in caverns
Languages Abyssal, Undercommon

SQ expert climber

Other Gear studded leather, mwk heavy mace, 83 gp

Development: The maps on the table are marked with dozens of curious symbols and numbers. With a successful DC 20 Linguistics check, a PC deciphers that the symbols represent locations where slaves are shipped, while the numbers represent how many were shipped to each location. A PC who succeeds at a DC 25 Linguistics check or DC 20 Knowledge (religion) check notes symbols that designate some locations as harboring Lamashtan cults.

Tacked to the table, several crinkled sheets of parchment contain lists that correlate to the cults on the map along with names and descriptions of specific individuals. Most of these names are Andoren. Some of the descriptions discuss Twilight Talon plans to infiltrate specific locations and possible countermeasures the cult might take. Thus, it can easily be deduced that the names on the list are likely those of the organization’s field operatives. Ominously, some of the names have already been crossed out.

C5. FOYER (CR 6)

This broad foyer—carved from the surrounding bedrock—has high, arched ceilings and rounded wings. Two staircases on the northern wall wind upward to a gridiron perch above, and corridors to the west, south, and east lead elsewhere.

This central meeting room is where larger meetings or gatherings are held; several cultists can usually be found here. Matching staircases climb either side of the northern wall, leading to the balcony behind the Third Eye (area **C3**).

Creatures: Three cultists stand off to one side, engaged in a heated debate in Abyssal. Like most of the cultists, they have feral appearances; filthy and unkempt, they’ve painted their skin with splotches of ash and grease to resemble the patterns of wild beasts and wear black-feathered cloaks. Their conversation ends as soon as they spot intruders.

LAMASHTAN CULTIST **CR 3**
XP 800
hp 27 (see page 20)

GNOLL CULTISTS (2) **CR 3**
XP 800 each
 Gnoll cleric of Lamashtu 3
 CE Medium humanoid (gnoll)
Init –1; **Senses** darkvision 60 ft.; Perception +4

DEFENSE

AC 15, touch 9, flat-footed 15 (+5 armor, –1 Dex, +1 natural)
hp 35 each (5d8+13)
Fort +8, **Ref** +0, **Will** +5

OFFENSE

Speed 20 ft.

Melee mwk falchion +9 (2d4+6/18–20)

Special Attacks channel negative energy 3/day (DC 11, 2d6)

Domain Spell-Like Abilities (CL 3rd; concentration +5)

5/day—touch of chaos

5/day—touch of evil (1 round)

Cleric Spells Prepared (CL 3rd; concentration +5)

2nd—*align weapon* (evil only)^P, *disfiguring touch*^{UM} (DC 15),
dread bolt^{UM} (DC 14)

1st—*bane* (DC 13), *detect good, murderous command*^{UM} (DC 13),
protection from good^P

o (at will)—*guidance, resistance, spark*^{APG} (DC 12), *virtue*

D Domain spell; **Domains** Chaos, Evil

STATISTICS

Str 19, **Dex** 8, **Con** 15, **Int** 8, **Wis** 15, **Cha** 10

Base Atk +3; **CMB** +7; **CMD** 16

Feats Combat Casting, Power Attack, Weapon Focus (falchion)

Skills Knowledge (religion) +3, Linguistics +3, Perception +4,
Spellcraft +3

Languages Abyssal, Gnoll

SQ aura

Other Gear +1 *hide armor*, mwk falchion

C6. AWAKENING CHAMBER

A short passage connects this small oval chamber to the adjacent foyer. A shallow, coal-filled pit occupies the center. Blackened urns engraved with primitive runes line both sides of the pit.

The urns are filled with a powdery substance that a successful DC 20 Craft (alchemy) check identifies as a mixture of ground bone, salts, and pesh. The cultists throw the substance upon the coals as part of a ritual to encourage entheogenic nightmares and hallucinations, for both themselves and their prisoners.

Treasure: An *eversmoking bottle* sits among the urns. Cultists use it during rituals to fill the room with smoke.

C7. DEMONIC PROCESSIONAL (CR 7)

A trio of shallow alcoves lines each side of this wide, arched hallway. At the far end of the passage, overlooking everything, a huge, terrible statue of a pregnant, winged, jackal-headed woman perches upon a great stone dais.

Within the first pair of alcoves stand stone pedestals carved with water-filled fonts. Each font is filled with unholy *waters of Lamashtu* (*Pathfinder Campaign Setting: The Inner Sea World Guide* 297). Cultists dip their heads in these waters before kneeling before the huge statue at the end of the hall and offering prayers to Lamashtu, the Mother of Monsters. Within the second set of alcoves are a matched pair of hyena-headed stone statues. Metal incense braziers hang in the third set of alcoves, each

suspended over a large, canine-shaped skull painted with mystical symbols.

A prayer in Abyssal, scribed sloppily with old blood upon the flagstones, reads as follows:

Great is the daughter of Heaven who tortures infants!

Her hand is a net, her embrace is death.

She is cruel, raging, angry, predatory.

She constantly howls like a demon-dog.

A successful DC 20 Perception check made while searching the large statue at the southern end of this hallway reveals the hidden chamber within (area C8), though it is only accessible via the hallway on the other side.

Creatures: The hyena-headed statues are actually graven guardians. They attack any unescorted non-Lamashtans that wander through the processional.

GRAVEN GUARDIANS (2)

CR 5

XP 1,600 each

hp 53 each (*Pathfinder RPG Bestiary* 3 140)

Domains Evil and Madness

Favored Weapon falchion

Development: If the PCs have been exploring the temple with Othine thus far and haven't realized her treachery yet, she abruptly turns on them in this room, trying to corner them in the southern end of the hallway while fighting alongside the graven guardians.

C8. THE VOICE OF LAMASHTU

A PC who succeeds at a DC 25 Perception check spots a strange pattern in the stonework along the northern wall of the hallway connecting C10 and C17. Pressing an odd stone opens a secret door to a closet-sized room, which further inspection reveals to be an alcove behind the statue of Lamashtu overlooking the hallway in area C7.

The room allows Ukrammak, the temple's high priestess, to observe and speak to her congregation through the mouth of the statue of Lamashtu. Only Ukrammak uses this room, and while others know of its existence, none know its precise location. She often uses the room to address slaves, initiates, and other individuals not of her immediate congregation.

Development: On a small shelf in this alcove sits a recent sermon, scrawled in Ukrammak's own handwriting. In addition to what seems like a standard sermon, it preaches a message of conquest and domination that culminates with an event called "The Night of First Blood," in which Ukrammak prophesies slaves throughout the world shall birth Lamashtu's minions.

C9. NARTHEX

Huge, arched double doors separate a narthex from the adjacent ritual room. The doors are unlocked.

BROKEN CHAINS

Strips of cured human flesh scribed in ancient runes dangle from this chamber's walls. An oil-filled brazier in the northern corner provides illumination and gives off the faint smell of burnt hair.

Treasure: Individuals searching the room who succeed at a DC 12 Perception check uncover a small box beneath the brazier containing eight flasks of oil, 20 tindertwigs, and 10 sunrods. With a successful DC 25 Perception check, a PC notes something else in the brazier beneath the burning oil: three black pearls worth 500 gp each.

C10. RITUAL CHAMBERS (CR 7)

Crude murals cover these cavern walls, depicting gruesome and bloody birthing rites—ritual scaring, bestial consumption of the afterbirth, and other horrific acts. A huge fire pit surrounded by charred skulls takes up the center of the cavern floor. On either side of the pit stands an iron slave cage. Opposite the pit rests a blood-spattered altar, carved from a boulder with a water-filled hollow in its face.

Within this cave the Lamashtans perform their terrifying rituals to supernaturally impregnate slaves with monstrous offspring, conjuring an unholy sac low in the victim's abdomen—a ritual that allows both men and women to be hosts for these gruesome rites.

Creatures: A group of gnoll cultists congregates here, preparing the chamber for an upcoming ritual. The two cages in this room are also occupied, with one slave in each, and these prisoners seem to be the focus of the gnolls' attentions.

GNOLL CULTISTS (4) CR 3
XP 800 each
hp 35 each (see page 21)

Development: One cage imprisons a woman in her early thirties. The cultists' rituals shattered her mind so completely she cannot even remember her own name, let alone convey any useful information to the PCs.

The other cage binds an acolyte of Sarenrae (use the stats for an acolyte from page 304 of the *GameMastery Guide* if necessary). The cultists were unable to break his will, so they resorted to cutting off his tongue to keep him silent. He is near full term, and the hideous creature inside his belly is swiftly killing him. If the PCs rescue him, he attempts to convey to them what the cultists do to the slaves. He eagerly mimes for the PCs to provide him with writing material, but failing that, he furiously scrawls words onto the dusty floor. The PCs have 1d4+2 rounds to question him before his unnatural pregnancy comes to a premature end (anyone giving birth to one of Lamashtu's monstrous babies in this way must succeed at a DC 20 Fortitude save or take 5d6 points of damage and

2d4 points of Constitution damage). He then collapses as a hideous half-gnoll infant claws its way out of his belly, exuding an aura of unadulterated and incurable evil.

The infant is sickly, however, so if the PCs have already dealt with the gnoll cultists in this room by the time it's born, no one there can properly care for the infant. Unless brought to the Midwife in area C12, it quickly dies.

C11. BRANDING STALLS (CR 8)

More iron slave cages line the outer walls of this cavern. A row of wooden stocks stand next to small pots filled with glowing coals. A half-dozen slender brands and skewers dangle from pegs hammered into the cavern walls.

Here the cultists brand their pregnant slaves with marks that denote them as beast carriers before sending them to area C10 to undergo their rituals.

Creatures: A yaenit demon and three human cultists work the branding stalls. They are quick to attack any intruders.

YAENIT CR 6
XP 2,400
hp 76 (see page 29)

LAMASHTAN CULTISTS (3) CR 3
XP 800 each
hp 27 each (see page 20)

Development: Within each of the six cages huddles a manacled prisoner dressed in rags. All have their heads covered with eyeless leather hoods and their mouths are gagged. Furthermore, each slave bears a jagged scar across his or her belly and a Lamashtan brand on the back of his or her neck. The brand is identical to those found on Zahrah, Othine, and some of the cultists. Though not obviously apparent, a successful DC 15 Heal check reveals each of the slaves is pregnant; that some of the pregnant slaves are male shows that the conception isn't natural.

These captives have been completely broken by the brutal, traumatic rituals. After suffering Tinderwick's "reconditioning treatments," these slaves not only accept their fate, but are brainwashed to embrace it. They believe that Lamashtu chose them through pain and ordeal for her most sacred purpose. If freed, they refuse to cooperate, and if pressured, they attack with tooth and nail while screaming curses.

C12. BIRTHING POOL (CR 9)

Dark crimson fluid fills a huge pit gouged into the floor of this high-ceilinged room. The viscous liquid bubbles slightly and produces a faint light, but does not seem to emanate heat.

A mixture of blood and birth-fluids fills the pit in this chamber, which serves as a birthing pool and nursery for the temple's growing brood of monstrosities. The ceiling here is slightly higher than in the rest of the temples' rooms, which average 20 feet, allowing the enemy in this room to fly up to 30 feet in the air.

Creature: A half-fiend jackalwere, known only as the Midwife, watches over some of the temple's monstrous babies. When intruders arrive, she springs to her feet and shifts into hybrid form. The pups, for their part, do not pose the PCs a threat; they wallow in the shallow pit of unholy fluid as though it were a bath.

THE MIDWIFE CR 8

XP 4,800

Female half-fiend jackalwere oracle 5 (*Pathfinder RPG Bestiary* 3 154, *Pathfinder RPG Advanced Player's Guide* 42)

CE Medium outsider (native, shapechanger)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE

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

hp 75 (8 HD; 3d10+5d8+32)

Fort +8, **Ref** +11, **Will** +7; +4 vs. disease

DR 5/cold iron, **DR** 5/magic; **Immune** sickened, poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 19

OFFENSE

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

Melee +1 kukri +13/+13/+8 (1d4+8/15-20), +1 kukri +13 (1d4+4/18-20), bite +8 (1d6+3) or 2 bites +13 (1d6+7), 2 claws +13 (1d4+7)

Special Attacks sleep gaze (DC 16), smite good (1/day), weapon intuition

Spell-Like Abilities (CL 8th; concentration +10)

3/day—darkness, poison (DC 16)

1/day—desecrate, unholy blight (DC 16)

Oracle Spells Known (CL 5th; concentration +10)

2nd (5/day)—dread bolt (DC 17), fog cloud, inflict moderate wounds (DC 17), spiritual weapon

1st (8/day)—bane (DC 16), command (DC 16), divine favor, enlarge person (DC 16), inflict light wounds (DC 16), murderous command^{UM} (DC 16)

0 (at will)—bleed (DC 15), create water, detect magic, resistance, stabilize, virtue

Mystery battle

TACTICS

Before Combat If she has time, the Midwife imbibes her *potion of haste* and applies her *oil of keen edge* to one of her kukris (factored into her statistics).

During Combat The Midwife uses her sleep gaze to put as many enemies to sleep as possible, then concentrates on taking out the still-conscious PCs with her kukris. She flies

to stay out of range, and uses her oracle spells to further hinder and destroy enemies, launching *dread bolts* and unleashing *spiritual weapons* to increase her firepower while trying to lure PCs into the birthing pool. She uses smite good against any particularly zealous foes, and only resorts to her natural weapons if disarmed.

Morale The Midwife relishes combat and fights to the death.

Base Statistics Without her potion and oil, the Midwife's statistics are **AC** 22, touch 13, flat-footed 19; **Ref** +10; **Speed** 20 ft., fly 60 ft. (good); **Melee** +1 kukri +13/+8 (1d4+8/18-20); **Skills** Acrobatics +8 (+4 when jumping).

STATISTICS

Str 24, **Dex** 23, **Con** 19, **Int** 12, **Wis** 14, **Cha** 20

Base Atk +6; **CMB** +13; **CMD** 26

Feats Alertness, Dodge, Two-Weapon Fighting, Weapon Focus (kukri)

Skills Acrobatics +8 (+12 when jumping), Bluff +6, Fly +14, Heal +8, Intimidate +10, Knowledge (religion) +9, Perception +13, Sense Motive +12, Spellcraft +9, Stealth +11, Survival +7;

Racial Modifiers +2 Bluff, +2 Survival

Languages Abyssal, Common

SQ change shape (human, hybrid, and jackal; *polymorph*), jackal empathy, oracle's curse (wasting), revelations (surprising charge 1/day, war sight)

Combat Gear *oil of keen edge*, *potion of cure moderate wounds*, *potion of haste*; **Other Gear** +1 chainmail, +1 kukris (2)

SPECIAL ABILITIES

Change Shape (Su) This ability functions as a jackalwere's standard change shape ability, except in jackal form the Midwife functions as a dog with the fiendish template.

Hazard (CR 5): The pool of unholy fluids in this chamber is toxic to nonevil living creatures, as it is a mix of fetid blood, afterbirth, and the vile *waters of Lamashtu*. In addition to the effects of touching the *waters of Lamashtu*, anyone who fails a DC 14 Fortitude save becomes sickened for 1d4 rounds and takes 1d6 points of Intelligence and Dexterity damage (see page 297 of *The Inner Sea World Guide* for more details). Any nonevil creature that comes in contact with the unholy pool must also succeed at a DC 14 Will save or have its alignment permanently shifted one step toward evil. The alignment-changing effect of this pool manifests as a curse, but can only be removed via *break enchantment* or stronger magic (treat the effect as having a caster level of 9th for the purposes of dispelling spells and effects). The pool itself cannot be dispelled, and its magic can only be removed by completely draining the basin and disposing of the foul liquid.

C13. BLACK MILK MOTHER (CR 7)

This stark, unfinished chamber is lit only by four candles on the floor, placed at the far corners of the room.

BROKEN CHAINS



Creature: Bound within this cave lurks a bloated, accursed beast-thing with three rows of lactating breasts. Even the Lamashtan cultists have forgotten the origins of this foul creature, calling it the Black Milk Mother out of reverence and fear. Fed massive amounts of the *waters of Lamashtu* by the priests that tend to it, the Black Milk Mother became severely deformed many years ago and began lactating black milk, an accursed substance the cultists require for their abhorrent birthing rituals (see the sidebar on page 18).

Chained to the southernmost wall of this cave, the Black Milk Mother attacks and devours anything entering the room, including cultists. It is sensitive to light, making it easier for the cultists to control. When they need to get the creature's milk, they first blind the beast with sunrods, then hold it at bay with spears while the bravest of them collects its milk.

BLACK MILK MOTHER CR 7

XP 3,200

Female advanced gnoll ogrekin (*Pathfinder RPG Bestiary* 155, *Pathfinder RPG Bestiary 2* 204)

CE Large humanoid (giant, gnoll)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 natural, -1 size)

hp 105 (10d8+60)

Fort +12, **Ref** +3, **Will** +5

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee bite +15 (1d6+13)

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

Special Attacks vile spawn

TACTICS

Before Combat The Black Milk Mother begins combat chained the back wall. So long as it remains shackled, it cannot move beyond 15 feet from the chain's anchor point on the southern wall, and must wait for opponents to come within reach before striking.

During Combat The foul creature furiously gnashes at opponents with its powerful jaws, tugging wildly at its chains. Each round, the Black Milk Mother uses its move action to try to break free (Strength DC 35) and attack. If it lasts 4 rounds while fighting the PCs, it suddenly begins convulsing. For the next 2 rounds, it fights defensively, and then gives birth to its vile spawn.

Morale The Black Milk Mother fights to the death.

STATISTICS

Str 29, **Dex** 10, **Con** 21, **Int** 6, **Wis** 11, **Cha** 6

Base Atk +7; **CMB** +17; **CMD** 27

Feats Improved Natural Armor, Improved Natural Attack (bite), Iron Will, Power Attack, Toughness

Skills Perception +8, Survival +8

Languages Abyssal, Gnoll

SQ deformities (oversized maw, light sensitive)

SPECIAL ABILITIES

Vile Spawn (Su) Once per month, the Black Milk Mother may, as a full-round action, give birth to its monstrous brood. When it does so, a vile, watery, black fluid spews from its body in a 10-foot radius, coating the ground as well as any creatures or objects in the area. Any creature that comes in contact with the fluid must succeed at a DC 20 Fortitude save or be nauseated for 1d4 rounds. The following round, 1d3 advanced hyenas emerge from the creature's putrid womb. The save DC is Constitution-based.

C14. PRIESTESS'S CHAMBERS (CR 7)

A waist-high shelf partitions a sleeping area from the rest of this room. A bottle and other items rest atop the shelf. To the west, an archway opens into a deep alcove.

On top of the shelf lie a set of divinatory rocks marked with runes, an obsidian kukri, and a half-full bottle containing a potent mixture of wine and absinthe. The shelves hold clothing, a cloak of black feathers, and other personal items.

The alcove adjacent to this chamber serves as an unholy shrine. Its walls are covered in scribbles of the name "Ankhazu," and painted summoning symbols cover the floor. A tiered altar at the back of the alcove holds rows of statuettes carved from stone, bone, clay, and metal—all fetishes of various forms of Lamashtu. One of the tiers also holds a small basin of unholy water and several small metal dishes containing various pastes and powders.

Creature: These chambers belong to Ukrammak, the temple's current high priestess. While she once held significant power, the priestess is now merely the puppet of the ghost of the temple's first ruling priestess—Ankhazu, Bitch-Queen of 1,000 Sorrows. Most of the time, the priestess maintains control of her body; however, the ghost has broken her mind and rules over her dreams and desires.

UKRAMMAK **CR 7**

XP 3,200

Female gnoll cleric of Lamashtu 7 (use Gnarl paw's statistics on page 16)

hp 47

Morale If dropped to fewer than 20 hit points, Ukrammak uses

the last of her strength to summon Ankhazu's ghost at her altar as a full-round action, instantly teleporting the ghost from area C18 and channeling it into her own body. The Bitch-Queen of 1,000 Sorrows possesses Ukrammak's flesh with her malevolence ability for the remainder of the fight, though the possession ends as soon as Ukrammak loses consciousness. Ankhazu then continues the fight in her ghost form.

Treasure: Ukrammak has placed 12 statuettes on the altar, each worth an average of 225 gp.

Development: Ukrammak has been searching for a way to regain her will, and seeks to destroy Ankhazu and regain control of the temple. She recently uncovered a statuette of Lamashtu from the corpse of one of the original adventurers sent to explore the caverns beneath the cistern; upon further inspection, she discovered it was actually a scroll case containing a *scroll of consecrate* and an ancient note that reads, "Daithok, if I should fail, take this scroll and have a priest read it over the Bitch-Queen's ashes." The note's instructions can be followed to destroy Ankhazu's ghost should the PCs recover her remains in area C18.

C15. CULTISTS' CELLS

These chambers are carved from the surrounding earth and are sparsely furnished. Each cell contains only a sleeping pallet with a dirty camel hair blanket, a few wall pegs, a clay water basin, and a chamber pot. Most contain some scattered refuse, such as gnawed bones or broken bottles pushed sloppily into the corners.

C16. OTHINE'S ROOM

Furnished in a fashion similar to the other cells, this room serves as Othine Dalanse's personal quarters. On one of the pegs hangs a set of keys, on another, a sloppily looped cotton bandage heavily stained with blood.

Scrawled across the walls in Othine's own blood are dozens of hateful tirades, murderous threats, and violent fantasies all directed against Whispershade and various other important leaders of the Twilight Talons. The writings blame these individuals for manipulating personal freedom in the guise of saving it and for breaking her will. The writings extol the punishments of Lamashtu and describe some sort of awakening or rebirth in which Othine's thoughts broke free from the shackles of humanity.

Treasure: With a successful DC 15 Perception check, a PC uncovers a silver ring with the crest of Andoran beneath some old blankets. The ring is inscribed with Othine Dalanse's name. A PC who succeeds at a DC 20 Knowledge (nobility) check identifies the jewelry as the Eagle's Ring, one of the highest awards of merit bestowed upon an Eagle Knight. It functions as a *ring of sustenance*. If the PCs save Othine and restore her sanity (see Concluding the Adventure on page 28), she gifts her ring to them as a reward.

BROKEN CHAINS

C17. HIDDEN TOMB DOOR (CR 7)

The metal statue at the end of the hallway connecting area C10 to C18 is a hideous rendition of a pregnant woman with distinctly canine features and three rows of breasts. A PC who succeeds at a DC 20 Knowledge (religion) check identifies the statue as another depiction of Lamashtu.

The statue is in fact a secret door that blocks a passage leading to Ankhazu's crypt. A successful DC 25 Perception check reveals a hollow in the statue's swollen belly. The interior can be accessed by sliding the belly upward to open it like a visor.

Creatures: Inside the hollow belly of this statue is a homunculus fashioned from a gruesomely mummified gnoll fetus that wears a single key on a small chain around its neck. As soon the homunculus sees a living creature approach it, it demands, "Have you brought me my offering?" If questioned about the offering, it replies in a perturbed tone, "The milk of my mother!"

If offered a draught of black milk, the homunculus greedily consumes the substance, then pulls the key from its neck, inserts it into a keyhole in the statue, and unlocks the door. The statue slides backward, revealing the passage behind it. If denied, the homunculus angrily slams the door shut. The construct defends itself and the key to the death.

HOMUNCULUS

CR 1

XP 400

hp 11 (*Pathfinder RPG Bestiary* 176)

Trap: If any creature other than the homunculus attempts to insert the creature's key into the statue's keyhole, the creature automatically triggers the trap.

LIGHTNING BOLT TRAP

CR 7

XP 3,200

Type magic; Perception DC 28; Disable Device DC 28

EFFECTS

Trigger see above; **Reset** none

Effect spell effect (*lightning bolt*, 9d6 electricity damage, DC 14 for half); multiple targets (all targets in a 120-ft. line)

C18. CRYPT OF THE PRIESTESS (CR 10)

Three rectangular shallow pools divide this wide chamber. A short flight of steps in the northern half of the room climbs to a narrow alcove, atop which rests a sarcophagus sculpted from black basalt. Carved from the surrounding stone, the entire chamber is engraved with primitive runes.

Creature: Within this room dwells the mad and vengeful spirit of the temple's founder, Ankhazu. She appears as a deformed human with gnoll features, a hideously scarred belly, and blackened wings. Should anyone enter her crypt,

she manifests to challenge them, damning her opponents and all their spawn to the wrath of Lamashtu.

ANKHAZU

CR 10

XP 9,600

Female ghost cleric of Lamashtu 9

CE Medium undead (augmented humanoid, human, incorporeal)

Init +6; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 16, touch 16, flat-footed 14 (+4 deflection, +2 Dex)

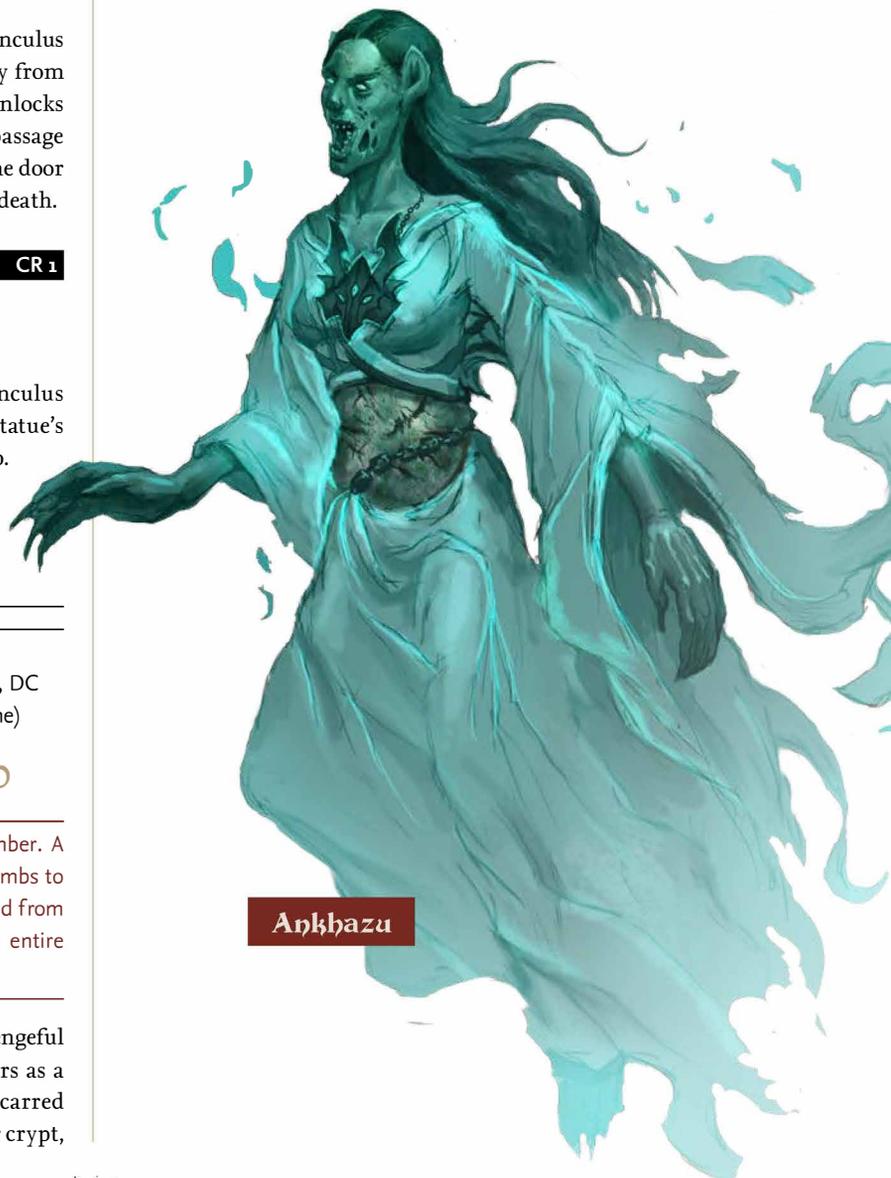
hp 98 (9d8+54)

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

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

OFFENSE

Speed 30 ft., fly 30 ft. (perfect)



Melee +1 *ghost touch falchion* +10/+5 (2d4+4/18–20) or corrupting touch +8 (1d6, Fort DC 18 half)

Special Attacks channel negative energy 9/day (DC 20, 5d6), fatal fate (DC 18), fearful touch^{APG} (7/day, –4), fury of the Abyss^{APG} (7/day, +4), malevolence (DC 18), scythe of evil (4 rounds, 1/day)

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

5th—*break enchantment*, *nightmare*^D (DC 19)

4th—*chaos hammer* (DC 18), *phantasmal killer*^D (DC 18), *spell immunity*, *unholy blight* (DC 18)

3rd—*blindness/deafness* (DC 17), *dispel magic*, *magic circle against good*, *rage*^D, *waters of Lamashtu*^{ISWG}

2nd—*desecrate*, *disfiguring touch*^{UM} (DC 17), *hold person* (DC 16), *shard of chaos*^{UM} (DC 16), *spiritual weapon*, *touch of idiocy*^D

1st—*command* (DC 15), *divine favor*, *entropic shield*, *lesser confusion*^D (DC 15), *protection from good*, *sanctuary* (DC 15)

o (at will)—*bleed* (DC 14), *detect magic*, *read magic*, *spark*^{APG} (DC 14)

D Domain spell; **Domains** Evil (Demon subdomain^{APG}), Madness (Nightmare subdomain^{APG})

STATISTICS

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

Base Atk +6; **CMB** +8; **CMD** 22

Feats Combat Casting, Extra Channel, Improved Channel, Improved Initiative, Toughness, Weapon Focus (falchion)

Skills Fly +15, Knowledge (religion) +5, Linguistics +5, Perception +21, Sense Motive +13, Spellcraft +10, Stealth +15;

Racial Modifiers +8 Perception, +8 Stealth

Languages Abyssal, Common, Gnoll

SQ aura

Gear +1 *ghost touch falchion*

SPECIAL ABILITIES

Fatal Fate (Su) Once per day, Ankhazu can lay a compulsive curse upon the living, forcing them to take up her work or face a terrible end. Ankhazu can lay this curse by making a touch attack, which forces the target to attempt a DC 18 Will save; failure means being stunned for 1 round.

During this round, the target receives a flood of images suggesting a course of action—though it might remain vague or require research into the ghost’s history to discern an exact meaning. The target has 10 days to fulfill Ankhazu’s intentions. If the target does not fulfill the course of action suggested by the vision within this set period, it takes 1d4 points of Constitution drain per day. This effect can be overcome via the spell *remove curse*, requiring a caster level check versus DC 18. The save DC is Charisma-based. (This ghost special attack originally appeared on page 25 of *Pathfinder Campaign Setting: Classic Horrors Revisited*.)

Rejuvenation (Su) The only way to permanently destroy Ankhazu is to cast a *consecrate* spell upon her mortal remains (see Development, below) and then burn them. As long as her remains exist, her spirit restores itself in 2d4 days.

Hazards: The liquid in the seemingly shallow pools is actually a *permanent image* that disguises 10-foot-deep pits meant to injure would-be tomb robbers. Any creature that tries to wade through the waters falls into one of the pits (likely taking 1d6 points of falling damage in the process), though beyond this the simple traps pose little danger.

Development: The stone sarcophagus atop the dais is a fake, and holds only the mummified corpse of one of Ankhazu’s more unfortunate servants. Still, the servant’s remains make a convincing priestess, for the corpse is richly decorated with a golden death-mask cast in the likeness of a snarling jackal, and her belly appears to be badly swollen.

The priestess’s real remains are sealed within in an alabaster amphora hidden in a hollow beneath the sarcophagus. A successful DC 20 Perception check while searching the sarcophagus is enough for a PC to detect the hollow space. The sarcophagus weighs 500 pounds.

Treasure: Within the stone sarcophagus, the corpse’s swollen belly is stuffed with jagged malachite crystals worth 800 gp in total, and the corpse’s other ornaments are worth 200 gp. Surrounding the sealed alabaster amphora (itself worth 250 gp), dozens of valuable artifacts lie atop a pile of coins, including a necklace of abalone shell and turquoise depicting Lamashtu’s face worth 225 gp, a crystalline goblet worth 75 gp, a small ebony box with gold inlays worth 160 gp, a copper-and-leather bracelet with bone beads worth 35 gp, a piece of alexandrite worth 140 gp, an amethyst worth 70 gp, three blood pearls worth 65 gp each, and a yellow topaz worth 115 gp. The scattered coins include 20 pp, 448 gp, 890 sp, and 800 cp. Magical treasures in the room include a *circlet of persuasion*, an *elixir of truth*, two bottles of *war paint of the terrible visage*, and a *potion of cure moderate wounds*.

CONCLUDING THE ADVENTURE

Destroying Ankhazu’s ghost breaks her influence over the remaining cultists, while the discovery of the hidden temple and dissemination of its location finally heralds its destruction. Any surviving cultists attempt to flee with no hope of restoring their influence in the Twilight Gate district. Still, any work they’ve already accomplished is done. The confirmed presence of similar cults and slave operations throughout the Inner Sea has dire implications, and may lead to additional adventures.

If the PCs managed to subdue and capture Othine without killing her, there is hope her sanity can be restored. She eventually makes a full recovery, and returns to the Twilight Talons. Othine can become a valuable ally and source of information to the PCs in the future.

Likewise, the Twilight Talons are grateful to see Othine’s fate resolved (whatever the outcome) and reward the PCs for their heroism.

BROKEN CHAINS

APPENDIX 1: DEMON, YAENIT

Patches of fur cover the sickly flesh of this gangly, muscular, hyena-headed biped. Its swollen eyes blaze with madness.

YAENIT

CR 6

XP 2,400

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft., *see invisibility*; Perception +10

Aura hallucinatory aura (20 ft., DC 16)

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 76 (8d10+32)

Fort +10, **Ref** +8, **Will** +5

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 40 ft.

Melee mwk falchion +14/+9 (2d4+7/18–20), bite +8 (1d6+2)

Special Attacks break bones

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

Constant—*see invisibility*

At will—*darkness*, *greater teleport* (self plus 50 lbs. of objects only)

3/day—*hold person* (DC 16), *vampiric touch*

1/day—*summon* (level 3, 1 yaenit 40%)

STATISTICS

Str 20, **Dex** 14, **Con** 19, **Int** 9, **Wis** 13, **Cha** 16

Base Atk +8; **CMB** +13; **CMD** 25

Feats Cleave, Critical Focus, Iron Will, Power Attack

Skills Acrobatics +11 (+15 when jumping), Bluff +12, Climb +14, Intimidate +10, Knowledge (planes) +8, Perception +10,

Stealth +11; **Racial Modifiers** +4 Acrobatics when jumping

Languages Abyssal, Celestial, Draconic, Gnoll; telepathy 100 ft.

ECOLOGY

Environment any (the Abyss)

Organization solitary, pack (2–5), or clan (6–12)

Treasure standard (mwk falchion, other treasure)

SPECIAL ABILITIES

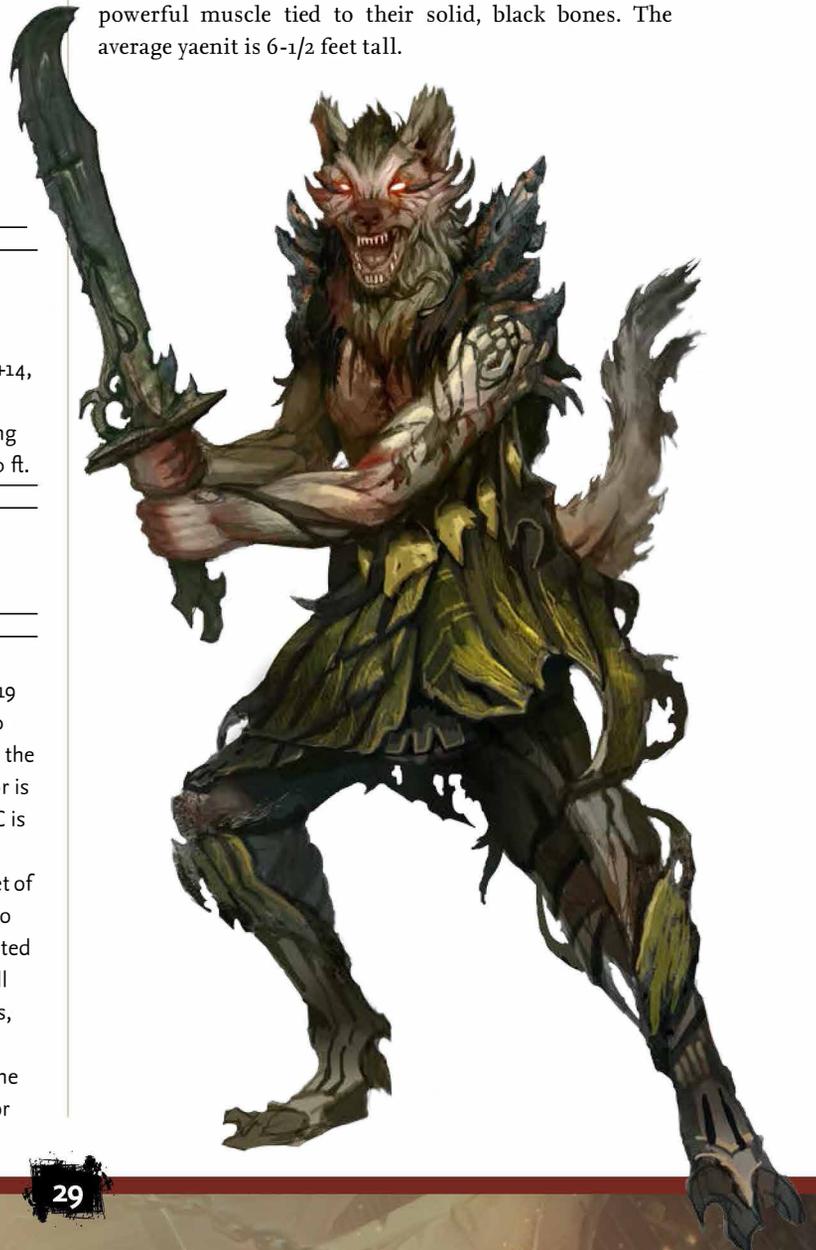
Break Bones (Ex) Whenever a yaenit scores a critical hit with its bite attack, its opponent must succeed at a DC 19 Fortitude save or have its base land speed reduced by 10 feet (to a minimum of 5 feet). This penalty remains until the affected creature takes any amount of magical healing or is healed with a successful DC 20 Heal check. The save DC is Strength-based.

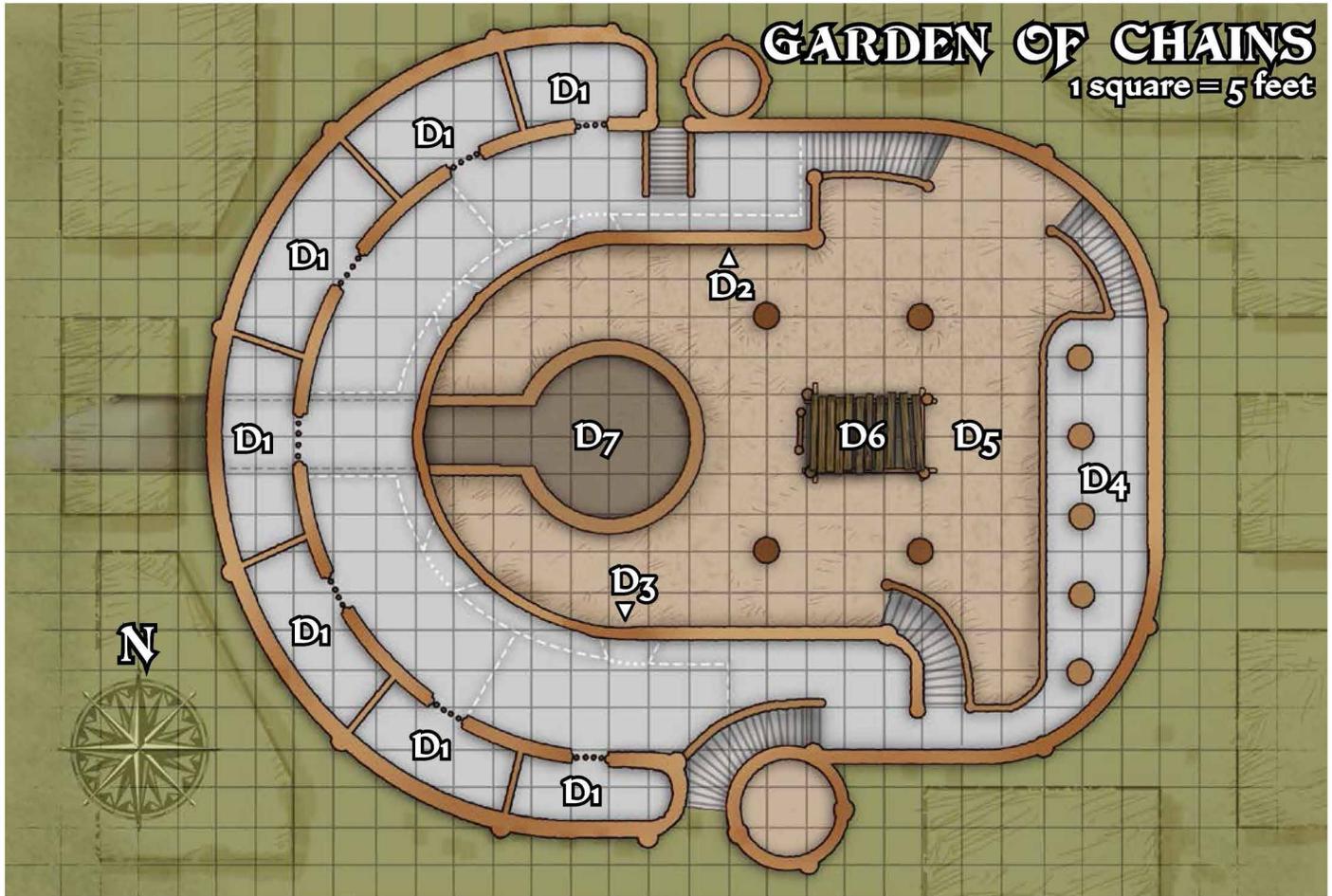
Hallucinatory Aura (Su) Any creature coming within 20 feet of a yaenit must succeed at a DC 17 Will save or succumb to the demon's foul, mind-warping magic. A creature affected by a yaenit's hallucinatory aura takes a –2 penalty on Will saves, caster level checks, Intelligence-based skill checks, and Wisdom-based skill checks for as long as it remains within the aura's range and 1d4–1 rounds after leaving the area of effect. This is a mind-affecting effect. Whether or

not the save was successful, an affected creature is immune to the same yaenit's hallucinatory aura for 24 hours. The save DC is Charisma-based.

Violent progenitors of Lamashtu's earthly broods, the yaenit demons' purpose is to protect Lamashtu's priestesses and their unholy spawn. Yaenits rise from the souls of evil mortals who in life were exceptionally cruel bullies and tormentors of weaker companions, associates, minions, and siblings. Their resemblance to gnolls is no mere coincidence, as many yaenits take form from the spirits of gnolls in the Abyss. Gnolls, for their part, revere yaenits as embodiments of Lamashtu's foul will, and worship these demons as representatives of both the Mother of Monsters and her unholy designs for the devoted gnoll followers who please her.

Terrifying predators, yaenits' deceptively stooped and gangly physiques belie the 300 pounds of knotted and powerful muscle tied to their solid, black bones. The average yaenit is 6-1/2 feet tall.





APPENDIX 2: GARDEN OF CHAINS

The Garden of Chains is gaining a reputation as one of the most hardened, gritty slave auction houses in the city of Katapesh. Located on the outskirts of Twilight Gate, it's run by a collective of both humans and gnolls, who take orders from a bloated gnoll slave-merchant referred to as the Overseer.

The Garden of Chains takes its name from the ruins upon which it was built—an abandoned water garden that once served as a sacred place of contemplation and cleansing. The ruins mark the mouth to one of the city's most ambitious failures, an elaborate qanat system that earlier officials commissioned to help provide cheaper amenities to residents of the district. In the end, crucial design flaws caused a massive crack in the main cistern, bringing the project to a halt. After construction ended, the garden was abandoned, and like many of the buildings in Twilight Gate, the property fell into disrepair.

The Garden of Chains consists of an elaborately excavated pit with two distinct levels, forming a sort of semicircular arena of slave pens that look over a sizable auction-block before which buyers gather in droves to place bids. While plenty of clerks, cooks, customers,

and other run-of-the-mill NPCs work at or frequent the Garden of Chains, the most important personages for the purposes of the adventure are likely the slavers and guards: a mix of standard gnolls, gnoll brutes (see page 7), and human slaver thugs (see page 7). Suggestions are given for some of the unique NPCs in this area, and others may be designed and included at the GM's discretion.

D1. VIEWING PENS

A stone semicircle surrounds the top layer. It was once intended to be a water-duct, but the slavers partitioned it into a series of small pens in order to better display their slaves before auction. A curving walkway lines the perimeter, allowing prospective buyers to survey the pens. Sold slaves are also brought here to await their new owners.

Each of the seven pens houses 1d4 slaves, mostly humans and halflings. The slavers avoid placing more than four slaves in a single cage for security reasons. A mix of gnoll and human thugs guard the pens, never fewer than half a dozen. The pens are locked with masterwork locks to which every guard possesses a set of keys. When escorting slaves outside the pens, slavers fit them with wickedly painful choke collars.

BROKEN CHAINS

Slaves who don't make a good show or display their value to potential buyers on the auction block are routinely whipped and abused in their pens by the slaver guards. Those slaves who don't sell during their first day (whether purchased while on the auction block or by a buyer looking into the viewing pens) must spend the night here, and what additional punishments are inflicted on them under the veil of darkness is anyone's guess. Needless to say, most slaves try significantly harder to sell themselves the next day. This pattern continues for some time before the most insolent or worthless slaves are taken to the qanat under the Garden of Chains to meet their wicked fate in the slavers' compound and the temple of Lamashtu below.

While most slaves in these holding pens are loath to talk to would-be buyers, characters who reveal their abolitionist ideals might garner a variety of reactions ranging from pleas for help to taunts. Slaves who were transferred to the Garden of Chains from the qanat below are warned early on that speaking to anyone of the slavers' illicit smuggling operations is punishable by unfathomable torture and perhaps death, but a few might be willing to risk this fate if it means gaining their immediate freedom.

D2. OVERSEER'S BOOTH

Fat Aghurr (NE male gnoll rogue 4), the overseer of the Garden of Chains, operates from this room. Aghurr is a loathsome creature, a sadist who has no qualms about taking out his aggression on slaves and employees alike. He's never without two human guards, who facilitate his unsavory activities and protect him from disgruntled underlings—any slaver who dares object to her own mistreatment is usually clapped in irons and sold on the block, if not killed outright by Aghurr's rage. The overseer is almost as avaricious as he is cruel, and a suitable bribe to see the stocks of slaves "behind the counter" might inspire Fat Aghurr to take wealthy buyers (or cunning PCs pretending to be buyers) below the Garden of Chains to see more of his living wares.

D3. EXCHANGER'S LOT

Within this cramped room, lines of buyers crowd the desks of various accountants and ledger holders. Two human slavers keep the room in order as the bookkeepers furiously scrawl notes and calculate with clacking abacuses. Anyone who enters without a purchase slip is rudely told to leave. Those with purchase slips may enter, though the guards pat them down for weapons. Buyers must hold their slips in one hand and their coin in the other. Accountants only accept gold up front. Once a slave is paid for, the buyer receives his paperwork, and a slaver escorts him to the pens to pick up his purchase. The slavers forcibly eject troublemakers.

Funds gained from the day's sales are transferred to the slavers' subterranean base each evening. At any given time during the day, the accountants' lockboxes collectively contain a total of several hundred gp—with the total amount increasing over the course of the day until the Garden of Chains closes at sundown.

D4. AUCTION BLOCK

When slaves go up for auction, slavers parade them across this long platform to display them before the bidders. Slaves must make a display of their talents and worthiness to buyers or risk torture later that night in their holding cells. The block stands 10 feet above the floor of the Garden of Chains, and is constantly guarded by at least two gnoll brutes and two human slaver thugs.

D5. GARDEN FLOOR

The floor of the Garden of Chains lies 20 feet below street level. During the day, scores of eager bidders cram the area to bid on slaves as they go up for auction. The once-elaborate mosaic floor lies in disrepair, its faded tiles cracked, chipped, and torn free. In the center stand four columns of weathered stone.

D6. BARKER'S STAND

When auctioning slaves, the auction's barker **Saiyd** (NE male human expert 4) stands on this rickety wooden platform, frantically calling and accepting bids from the crowd of buyers on the Garden of Chains' floor. Each time Saiyd accepts an offer, he screams, "Closed!" and hands the buyer a stamped purchase slip, redeemable in area D3. Saiyd is a coward, and a gnoll brute guards him at all times. Gruff and short-tempered, the gnoll angrily shoves the crowds to keep them away from the platform, but if Saiyd is found alone and is cornered and threatened, he is quick to whimper and begs for his life, telling interrogators anything they want, including how to access the abandoned qanat system below.

D7. THE TROUGH

On the western side of the Garden of Chains' floor, a basin connects to an oversized trough that once supplied the garden with water. Now empty, both structures sit covered with a layer of dust. The stone trough passes through a wide archway in the back wall of the Garden of Chains' floor, disappearing beneath the city streets. The passage eventually leads to area D1, a well shaft that drops into the abandoned qanat the slavers use to secretly move slaves into the city, though D1 is not visible from D7. After the auction block closes each night, slavers bring new stock from their subterranean base to replace those sold that day, bringing only a few of the least valuable specimens through the city as a cover for their activities. Two gnoll slavers keep watch over the passage at all times.

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TEMPLE OF LAMASHTU

1 square = 5 feet



C1

C2

C3

C9

C5

C6

C18

C4

C10

C7

C15a

C16

C15b

C15c

C8

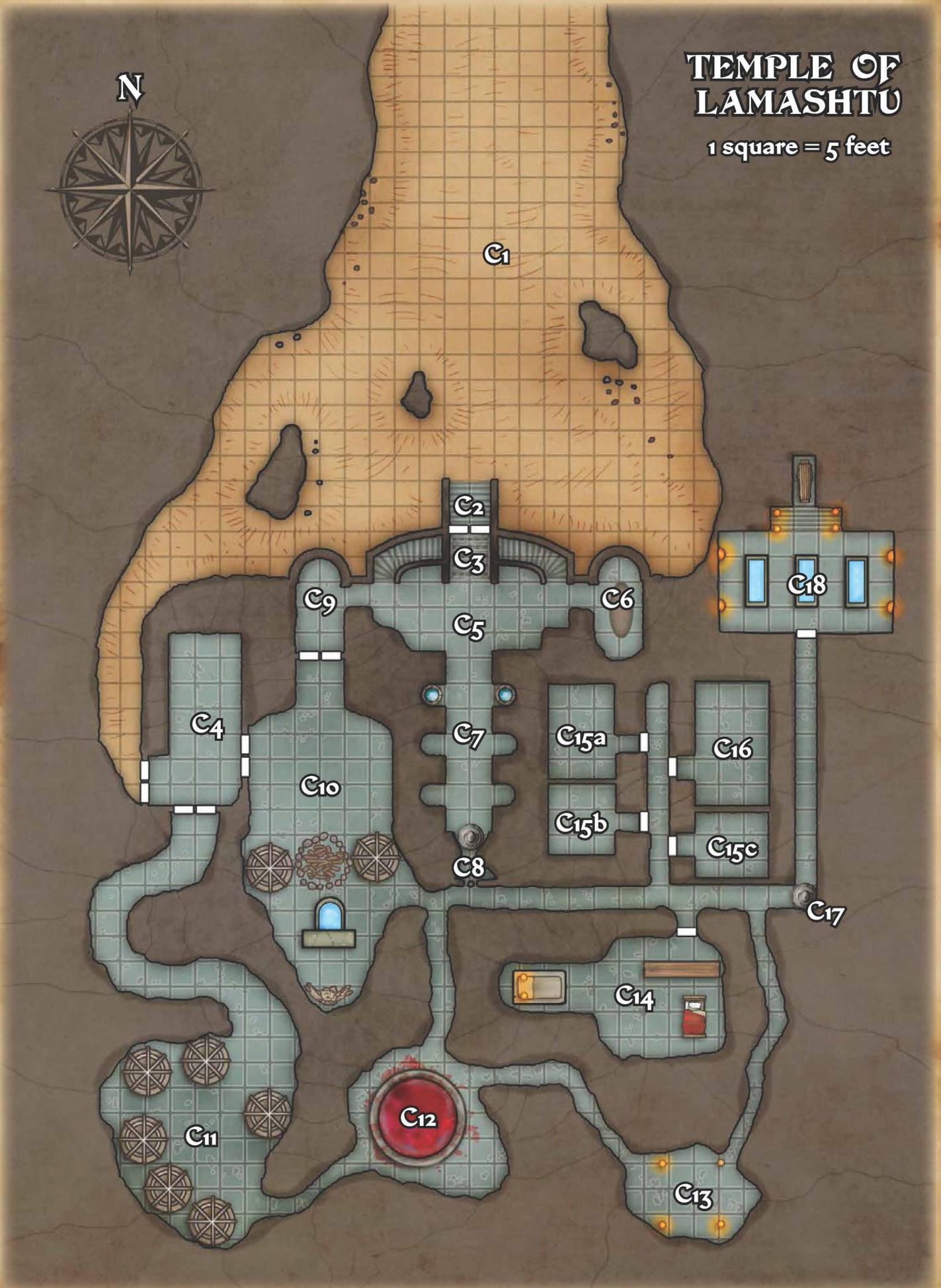
C17

C14

C12

C11

C13



EVIL UNBOUND

Pathfinder Module BROKEN CHAINS

The slave markets of Katapesh may be an unsavory sort of business, but the trade metropolis's enigmatic law enforcers have few qualms with the legal act of selling and buying flesh. Other factions, including the abolitionist Eagle Knights of Andoran, have their own opinions on the matter, however, and frequently send undercover agents into dangerous territory to break up slave rings.

When one such Eagle Knight goes missing while investigating an underground slave operation beneath the dilapidated Twilight Gate district, it's up to the PCs to delve an abandoned (but hardly uninhabited) qanat beneath Katapesh and discover her dire fate. Yet not everything is as it seems in the dank slave caverns under Twilight Gate, and clues hint that the slavers may have even more loathsome connections than initially suspected. Can the PCs recover the missing Eagle Knight before her fate is sealed? Or will the monstrous slavers lairing under Katapesh succeed in their malevolent designs?

Broken Chains is an investigatory dungeon crawl adventure for 6th-level characters, written for the Pathfinder Roleplaying Game and compatible with the 3.5 edition of the world's oldest RPG. This volume also contains a fully detailed map and gazetteer of the Garden of Chains—a nefarious slave auction house—and a brand-new demon that can easily be used in any campaign.

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