

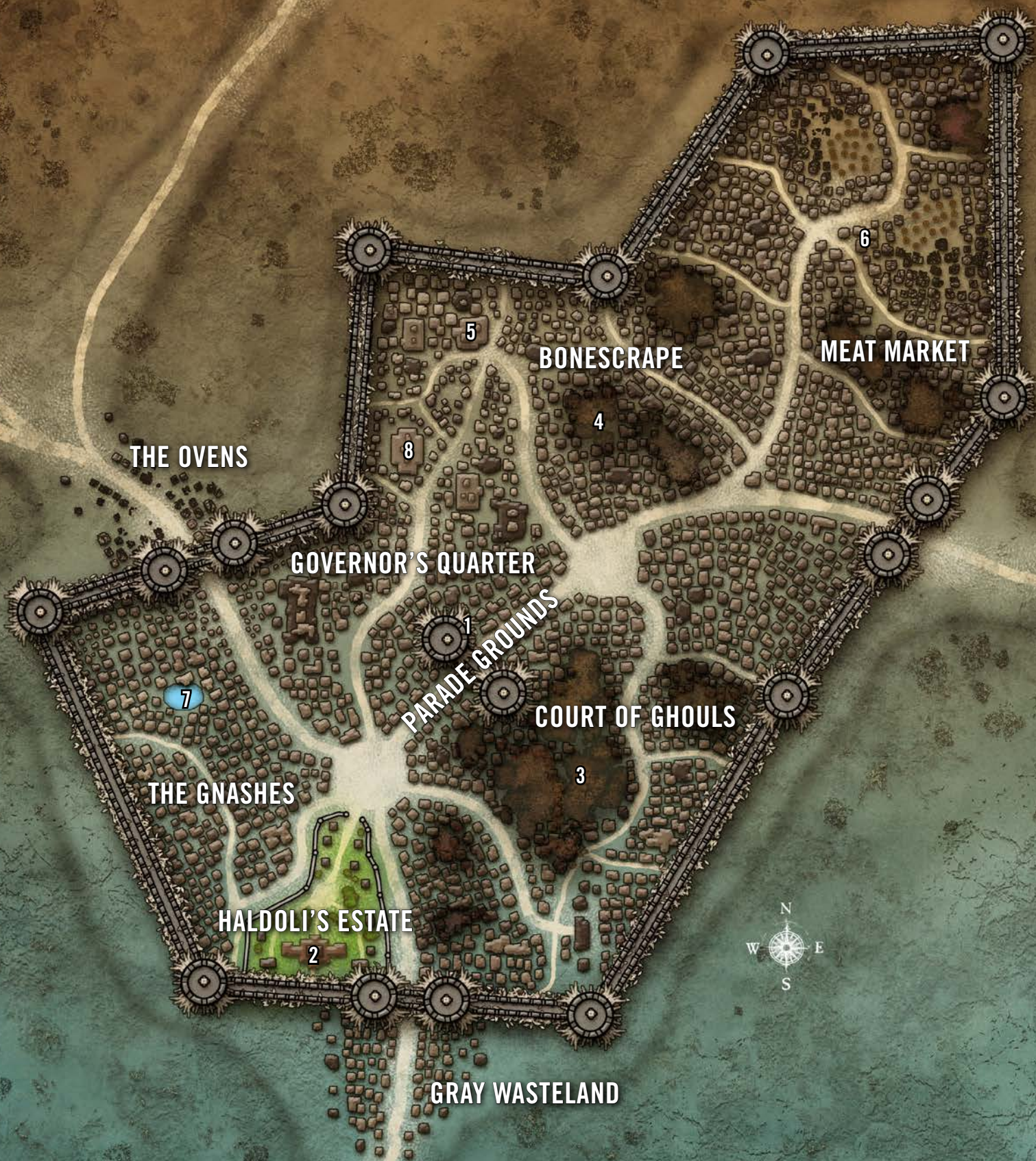
PATHFINDER®



Graydirge

400 FEET

GRAY WASTELAND



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Blood Lords

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Campaign Overview

The undead-populated nation of Geb is the principal food exporter to many nations throughout the Inner Sea. Few foreigners hold the undead nation or its melancholic ghost king with anything other than distaste, but they've come to rely on Geb's cheap, zombie-raised food. That reliance puts these nations at a significant risk when the ghost king's scheming right-hand vampire looks to sacrifice thousands for his personal power.

Geb, the infamous necromancer, founded the nation millennia ago. After his earth-scorching war with the archmage Nex ground to a halt, Geb found no passion for ruling and no meaning without his rivalry, so he ended his life, but arose as a ghost. No more interested in rulership as a ghost than he had as a living man, Geb mostly retreated from public view and entrusted control of the country to his 60 apprentices, the Blood Lords.

The Blood Lords swiftly secured an iron grip on the nation. They leveraged Geb's rival economic factions to cement this control, playing the factions off each other and maneuvering Geb's people and assets like pawns in a great game. Fearing old age and refusing to share power, many Blood Lords transformed themselves into undead. Some of today's Blood Lords are the same scheming necromancers who originally served Geb while he lived. Chief among them is Chancellor Kemnebi, Geb's principal advisor. Kemnebi is a psychic vampire called a vetalarana with a plan to sacrifice the nation to advance his personal ambitions.

Kemnebi's Plan

Geb has recently become more active, shaken from his melancholy by rumors that his old rival Nex might soon return to the world. He began gearing up his nation for

war, which demands maintaining its role as an economic powerhouse—and that means keeping good relations with its trade partners. Kemnebi has conflicting plans.

He's perfecting a poison to kill tens of thousands in neighboring nations and render the corpses susceptible to mass animation by Kemnebi.

Kemnebi's special poison has three parts: two alchemical and one magical. The alchemical parts are braingrit and tremor paste. Individually, these components

aren't poisonous; they only combine into poison when consumed.

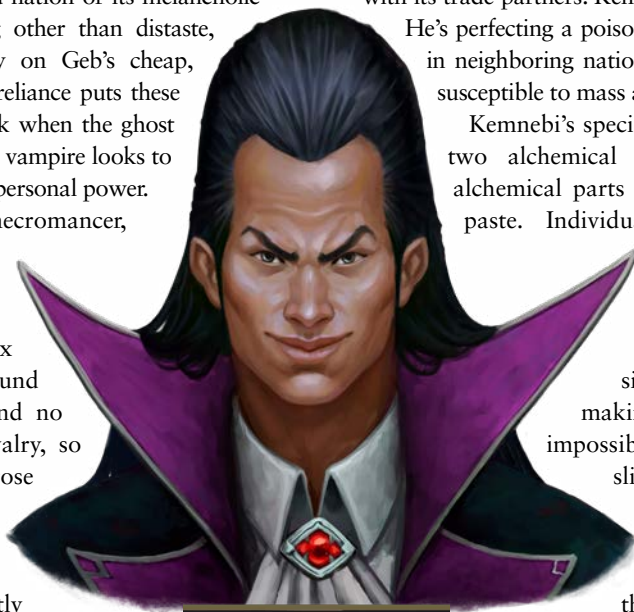
They also have no significant taste or smell, making the poison nearly impossible to detect, and can be slipped into food in great quantities very easily.

But just poisoning people isn't enough—a third, magical ingredient called shadow ash makes the

poisoned corpses easy to animate with the

right manipulation of necromantic energy: energy that Kemnebi alone knows. Although Kemnebi has the first two ingredients well in-hand at the start of the Blood Lords Adventure Path (in fact, the characters uncover a test of the poison components in the first adventure), the magical ingredient poses him some difficulty. By the Adventure Path's fifth volume, Kemnebi has discovered the secret to creating shadow ash: a captive and tortured phoenix-like creature infused with shadow magic, destroyed again and again to produce limitless quantities of shadow ash.

Should his plans come to fruition, Kemnebi will be able to murder Geb's neighbors and create legions of shadow-fueled undead subservient him alone, all in one fell swoop. Kemnebi is counting on Geb's ennui and indolence to distract him, but the chancellor hasn't counted on a group of up-and-coming Blood Lords uncovering his scheme.



Chancellor Kemnebi

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CAMPAIGN LANGUAGES

The assumption of a common language is useful in any campaign, but the specific setting might determine which language is in common use. Throughout the Blood Lords Adventure Path, references to the "Common" language (such as in creature stat blocks) refer to Osiriani, rather than Taldane. All player characters have Osiriani as their default common language; they can pick up Taldane if they'd like. Necril, the language of the undead, is prevalent in Geb, so all characters also have access to Necril as a language.

Campaign Timeline

Key events leading up to the start of the Blood Lords Adventure Path are listed below.

Date	Event
-929 AR	The declining empire of Osirion formally cedes control of its southern reaches to the archmages Geb and Nex.
-892 AR	Nex and Geb go to war, unleashing dire magic against each other's nations.
576 AR	Nex magically destroys many Gebbites, prompting Geb to resurrect a vast undead army and march on Nex. Nex vanishes from his capital in Quantum during a Gebbite poison attack, and the war stutters to a stalemate.
577 AR	Geb's primary apprentices, 60 feuding necromancers called the Blood Lords, take control of the government as Geb retreats into solitude and despondency.
632 AR	A despairing Geb attempts to escape Golarion in an act of ritual suicide but arises as a melancholic ghost.
4329 AR	Geb petrifies an invading army from Holomog, forming the Field of Maidens.
4716 AR	The Refuge of Nex opens in Quantum, prompting rumors of Nex's return.
4719 AR	Geb's unwilling queen, the lich Arazni, abandons Geb to pursue her freedom. The graveknights pledged to contain her are destroyed by Arazni's machinations, other than the spymaster Seldeg Bhedlis.
4720 AR	Geb returns to more active management of his nation, turning his eye toward Nex. He elevates the Warmaster Council in Yled as his military commanders.
4722 AR	The current year. Promising agents in the distant town of Graydirge set upon the path to become Blood Lords.

Campaign Summary

Over the course of the six adventures of the Blood Lords Adventure Path, the player characters advance from trusted agents of a low-ranking Blood Lord to become Blood Lords themselves.

ZOMBIE FEAST

By Mike Kimmel

Pathfinder Adventure Path #181, Levels 1-3

The characters accept a mission from a Blood Lord named Berline Haldoli. Berline's chief interest is the growing of crops on zombie-worked farms around Graydirge. Investigating some recent disruptions, the characters discover that a gang called the Three-Fingered Hand is trying to slip subtle poisons into Graydirge's food supplies. Once the characters defeat Kepgeda the Hag-Nailed, the changeling necromancer leading the gang, they learn that the Three-Fingered Hand works for a coven of hags called the Graveclaw.

GRAVECLAW

By Jason Tondro

Pathfinder Adventure Path #182, Levels 4-7

This adventure puts the characters on the hunt for the hag coven called the Graveclaw, whose members are scattered across the nation. The characters must vanquish an annis hag named Iron Taviah in the Axan Wood, a sea hag in a flooded coastal town, a rust hag in a depopulated city of metalworkers, and a grave hag at a necromantic school near the metropolis of Yled. They learn the greater plot isn't just to poison the living, but to raise the slain more easily as undead.

FIELD OF MAIDENS

By Jenny Jarzabski

Pathfinder Adventure Path #183, Levels 8-10

The characters learn that Iron Taviah has risen as a vampire and is fleeing south across Geb. The disfavored spymaster Seldeg Bhedlis thinks she might be traveling to meet up with a superior in the plot to poison Geb's neighbors, so he commissions the characters to track her down. Iron Taviah enters the Field of Maidens to reach Kemnebi's former manor, Gristlehall, but the characters end up between two competing factions from Holomog. The characters discover that Kemnebi is behind the poisoning plot, but they lack proof.

THE GHOULS HUNGER

By Leo Glass and James Jacobs

Pathfinder Adventure Path #184, Levels 11-14

The characters need to find out more about Kemnebi's plans, and that means going to the capital city of Mechitar. An audience with Geb takes a surprising

turn when he appoints them as the newest Blood Lords and assigns them to escort a powerful visitor from the Darklands, Kortash Khain. The characters must fend off the intrigues of rival Blood Lords, fulfill Kortash's goals during his visit, and subtly pursue their investigations into Kemnebi.

A TASTE OF ASHES

By Brian Duckwitz

Pathfinder Adventure Path #185, Levels 15–17

The characters venture to the temple to Urgathoa in Yled, as this place seems to be the source of the magical shadow ash. The characters uncover a smuggling ring within the church and find a shae ally who can point them to proof of Kemnebi's involvement—if they can survive a high-class play in one of Yled's strangest playhouses. In the hidden tunnels and chambers beneath the city, the characters discover the source of the shadow ash, but they must confront ageless guardians instrumental to Yled's defenses.

GHOST KING'S RAGE

By Jessica Catalan

Pathfinder Adventure Path #186, Levels 18–20

With proof that Kemnebi is behind the crop poisoning and the attack on Geb's trading partners, the characters meet with the ghost king himself. He wants Kemnebi not only stopped but destroyed, and he wants the characters to deliver the killing blow. The characters marshal the support of the Great Factions from whom they've earned favor in the Adventure Path thus far and penetrate Kemnebi's hidden sanctum. If they can defeat the vampire, the characters can earn Geb's favor and secure their positions as the new leaders among the Blood Lords.

Key Names

There are a lot of proper names to keep track of in this Adventure Path. The most important are compiled here for reference.

Balji: humble human monk, follower of Irori, and one of Kemnebi's first and most significant victims; his fragmented soul is maintained in the Boneyard

Berline Haldoli: female halfling necromancer and Blood Lord residing in Graydirge and affiliated with the Reanimators

Blood Lords: approximately 60 necromancers, mostly undead, who advise Geb and administer his nation

Builders League: a Great Faction of Geb; tradition-bound architects and occultists

Carters Consortium: a former, disgraced faction of Geb; merchants and haulers

Celebrants: a Great Faction of Geb; priests in charge of public events and propaganda

Decrosia: female rust hag who runs the town of Pakged; member of the Graveclaw

Export Guild: a Great Faction of Geb; foreign trade managers

Field of Maidens: a region in southern Geb containing thousands of petrified female warriors from the nation of Holomog to the south

Geb (nation): a prominent nation in eastern Garund populated predominantly by undead

Geb (person): male human ghost king and necromancer who rules the nation that bears his name

Ghiasi the Unraveler: female shae spy in Yled

Grace "The Rhino" Owano: female human field commander from Holomog

Graydirge: an ossuary-city in western Geb famous for its zombie-worked farms

Holomog: a prominent nation south of Geb administered by a celestial matriarchy

Iron Taviah: female annis hag residing in Axan Wood; mother to Kepgeda and member of the Graveclaw

Lasheeli Aminda: female aasimar human storyteller and field commander from Holomog

Kemnebi: male vetalarana vampire necromancer and priest of Urgathoa, the most influential of the Blood Lords and chancellor to the ghost king Geb; Kemnebi's secret machinations to slaughter thousands in Geb's neighboring nations sets this Adventure Path in motion

Kepgeda the Hag-Nailed: female changeling human gang leader in Graydirge; daughter to Iron Taviah

Kerinza: female medusa haunting the Field of Maidens

Kortash Khain: male ghoulish high priest of Kabriri and ruler of the subterranean ghoulish city of Nemret Noktoria

Mechitar: capital of Geb and seat of the ghost king's power

Nathnelma: female grave hag who teaches necromancy near Yled; member of the Graveclaw

Ortagar Stitch-Skull: male human head priest of the Empty Threshold, temple to Zon-Kuthon in Graydirge

Pakged: a run-down industrial town in northeastern Geb

Pesabnet Zoheri: male ghastr high priest of the Pallid Pinnacle, temple to Urgathoa in Yled

Reanimators: a Great Faction of Geb; necromancers in charge of food production and labor management

Rinella Brenon: female child of an Urgathoan priest and mistress of the influential Cathedral of Epiphenomena in Mechitar

Sahni Bride-of-the-Sea: female sea hag barrister in Sallowshore; member of the Graveclaw

Sallowshore: a half-flooded town in eastern Geb

Seldeg Bhedlis: male graveknight spymaster in disgrace

Tax Collectors Union: a Great Faction of Geb; wealthy and ostentatious aristocrats and bankers

Yled: the largest city in Geb, a military-focused settlement ringed with a wall of magical bone

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Berline the Reanimator, a minor Blood Lord responsible for the zombie-worked farms in the hinterlands of Graydirge, sends the player characters to investigate a nearby farm where several zombie animals broke loose and are running rampant. She offers the deed to an abandoned manor outside Graydirge as payment for setting the farm in working order, but the characters must clear the manor of dangerous creatures before it can function as their new base of operations.

Chapter 2: Marrow and Mystery 28

After the player characters make some suspicious discoveries at Berline's farm and their new manor, they dine with devout worshippers of Zon-Kuthon, the god of pain. These priests have information that helps the player characters connect a mysterious corpse they found in the manor's basement with a defunct bank, and more leads suggest the trouble on the farm might be related to the Bone Shards, a pathetic local gang. Following these leads, the player characters discover hints of a broader conspiracy.

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All signs point to the Three-Fingered Hand, an up-and-coming local gang, as the culprit behind the recent sabotage, killings, and thefts. To learn more about this gang's ruthless leader and her motivations, as well as her connection to a coven of hags with sinister plots across Geb, the player characters must infiltrate the brewery that serves as a front for the gang's activities.

BLOOD LORDS AND GREAT FACTIONS

Throughout the Blood Lords Adventure Path, the player characters interact with several Blood Lords and the Great Factions of Geb. Eventually, they'll have an opportunity to become Blood Lords themselves. In "Zombie Feast," Berline Haldoli of the Reanimators is the only Blood Lord with whom the player characters interact. While they may have grand aspirations about future careers as Blood Lords, no one in Graydirge is likely to treat them with any amount of deference until they begin to prove their worth.

Each volume of this Adventure Path calls out specific points when player characters can take actions or make decisions that affect their "Faction Reputation." More details on how the player characters can earn favor—and disfavor—with Geb's Great Factions can be found in the Factions of Geb article on page 70, which includes a tracking sheet for Reputation Points. Berline Haldoli is not only the player characters' patron, but also their only official connection to the Great Factions—specifically, the Reanimators. Whether the player characters decide to strengthen this relationship or turn their attention to other Great Factions is up to them.

ADVANCEMENT TRACK

"Zombie Feast" is designed for four characters.

- 1 The characters begin this adventure at 1st level.
- 2 The characters should reach 2nd level once they've cleared out their new manor.
- 3 The characters should reach 3rd level after exploring the Bone Shards hideout and Graydirge Bank.

The characters should reach 4th level by the time they complete the adventure.



Chapter 1: A Taste of Treachery

Geb's neighbors in the Impossible Lands and other nations across the Inner Sea may express disgust at the zombie workforce running most of Geb's farms, but there is no doubt as to the efficiency of its agriculture. Few can compete with the prices of Geb's cheap, zombie-raised food, and many have come to rely on it. As part of Chancellor Kemnebi's plot to poison Geb's food supply and create an army from the dead, the vampire selected the ossuary-city of Graydirge as a test target for two of the poison's components. As isolated ingredients, brain grit and tremor paste are not poisonous; when combined and consumed, they become lethal. Kemnebi suspects the mass death that

would result from poisoning the food supplies of Graydirge—a city in Geb's heartland with a delectable number of living residents—would be impossible to trace to Kemnebi's operatives. Blood Lords would point fingers at one another or blame the living for being weak, and the Celebrants would find a way to write off the genocide as some sort of demonstration of Geb's power. The nation would move on. If the poisoning proved successful, Kemnebi would be one step further in his sinister plan.

Kemnebi uses a gang called the Three-Fingered Hand to operate in Graydirge, feeding information through enough intermediaries to shield him from

being implicated. The gang's leader, **Kepgeda the Hag-Nailed** (NE female changeling human necromancer 5; page 90), is the daughter of an annis hag in a powerful coven called the Graveclaw. This poisoning is Kepgeda's opportunity to show her mother she can be trusted with greater things, and it starts with poisoning a single farm to show the ingredients' efficacy.

Kepgeda sent a few gang members to poison Old Ergagh's Farm a few miles outside Graydirge. The gang members knew that their vile deed was intended to cause mass suffering and death, and that they'd cause a lot of trouble for their boss if they were noticed. When the farm's chargehands discovered gang members poisoning the grain silos, the gang attacked, hoping to cover their tracks. In the ensuing chaos, many of the farm's zombies broke from the chargehands' control. All the gang members perished while thoroughly bungling the job—which is lucky for them, as Kepgeda is not known for her patience with failure.

With the chargehands dead or taking shelter to avoid the unleashed zombies, Old Ergagh's Farm ceased shipping food to Graydirge. **Berline Haldoli** (LE female halfling necromancer 6), a Blood Lord affiliated with the Reanimators faction, oversees Graydirge's zombie-run farms. She immediately noticed when a farm missed a shipment—a rare occurrence, given the level of organization and strict scheduling she demands of her subordinates. Always on the lookout for opportunities to bring up-and-coming individuals under her wing in the endless scheming of Geb's undead rulers, Berline called on some of her acquaintances—the player characters—to help set Old Ergagh's Farm back in working order. She has no idea that evidence at the farm points to a vile plot orchestrated by the person at the hub of Geb's circle of powerful Blood Lords.

Getting Started

Berline operates from a sprawling estate abutting the south edge of Graydirge's old bone wall: a 30-foot-high wall of gruesomely fused bones that surrounds the city (more information about Graydirge appears in the gazetteer beginning on page 64). A 10-foot-high stone wall encloses the other three sides of Berline's property. As the player characters approach the archway that serves as the main entrance, a finely dressed ghoul ushers them into the villa's sprawling grounds. This is Majordomo **Mhyurk** (LE male ghoul butler 2), who bares his gleaming teeth in a welcoming smile as he leads the characters through the orderly yard. He bids them pay no heed to the dozen or so workers busily tilling the gardens, pushing wheelbarrows, and hauling heavy loads; their rigid movements and rotting flesh reveal that these workers are mindless zombies.

The villa's primary residence is a large house built in a more modern style, with ribs, skulls, and femurs accentuating the predominantly brick construction. A few outbuildings—storage sheds, workers' homes, and the like—also surround the courtyard. As the player characters approach the residence with Mhyurk, a nearby zombie stops dead in its tracks, slowly turning its head in their direction.

As the zombie turns, it gnashes its teeth and lets out a low, drawn-out moan from deep in its torn throat. The sharp creak of a door cuts off the rasping noise. A halfling of medium height and middle age stands on the villa's front porch. She wears a yellow dress with ruffles, an orange cloak with the hood thrown back to show her brownish-red, curly hair, and necklace of grisly charms. She holds a gnarled black staff topped with a pig's skull, which she taps on the porch's

CHAPTER 1 SYNOPSIS

The player characters meet with a minor Blood Lord: the disturbingly upbeat necromancer Berline Haldoli. She sends them to one of the many farms under her management to learn why the farm's zombie animals are running amok and to return the farm to working order. As a reward, she offers the deed to a manor on the outskirts of Graydirge. While setting things right at the farm, the characters discover signs of battle and sabotage, but they lack the information necessary to follow up on these events. Satisfied with their work, Berline gives them the deed, but the characters need to clear their new manor of dangers before they can move in.

CHAPTER 1 TREASURE

The permanent and consumable items available as treasure in Chapter 1 are as follows.

- +1 hatchet
- +1 scythe
- everburning torch
- full plate
- ghost ink (*Pathfinder Advanced Player's Guide* 255)
- lesser antiplague
- lesser focus cathartic (*Advanced Player's Guide* 253)
- minor oil of unlife (*Advanced Player's Guide* 258)
- silversheen
- walking cauldron (*Advanced Player's Guide* 264)
- wondrous figurine, onyx dog

Zombie Feast

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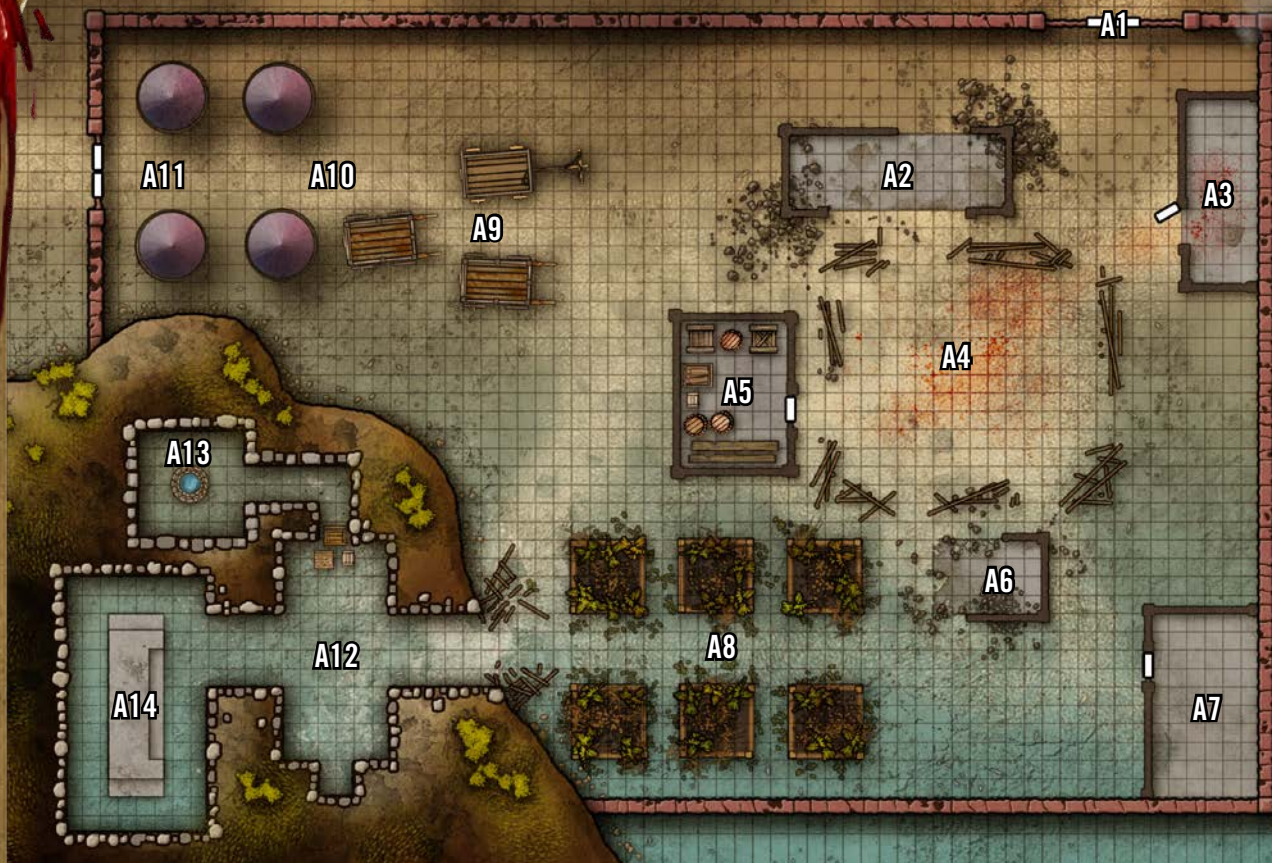
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OLD ERGAGH'S FARM 1 SQUARE = 5 FEET



wooden rail to keep the zombie's attention as she takes a few barefoot steps in its direction.

The woman is Berline Haldoli, and she quickly calls out in a peppy voice for “Glorinsa” as she keeps the zombie’s attention focused on her. A young human woman in plain but well-kept servants’ clothes comes running, her eyes wide at the sight of the zombie. **Glorinsa** (LE female human corpse tender 2) gives a quick bow and apologizes, first to “Mistress Haldoli,” then to Mhyurk and the player characters. She draws the zombie’s attention with gentle snaps of her fingers and makes soothing noises as she leads it back toward the gardens to work.

Berline waits at the top of the porch steps. Mhyurk gives a sheepish grin, mutters something about how long it takes to train good corpse tenders, and gestures for the player characters to enter the residence. Berline greets each of them in turn, welcoming them like old friends, and asks them to wait in the dining room while she finishes preparing their meal.

The dining room is just beyond a small entryway. Tiny, colorful bone tiles in intricate patterns decorate

most of the walls and floor. Much of the furniture is made of a mix of wood and polished bones. Most of the rooms are designed with comfort in mind: Long, cushioned benches line many walls, and plentiful cushions, rugs, and blankets surround numerous low tables. Other passages lead to adjoining rooms, but Berline requests the player characters to remain in the dining room for now; a few servants are busy cleaning, which means they need to keep their attention focused on the zombies they’re commanding to do the labor. She smiles as she opines that distractions can lead to inconvenient messes in a corpse tender’s work.

Once the player characters gather in Berline’s dining room, she serves up a delicious feast. The main course is a sweet-and-savory chicken, egg, and almond pie. She also serves bowls of steamed grains with caramelized onions, raisins, and stewed vegetables; a tomato-and-cucumber salad; a hearty stew of lamb, carrots, and potatoes; and a basket filled with loaves of crusty bread. Berline insists on the characters enjoying a hearty meal with her before discussing serious business. She has a variety of offerings for individuals with other appetites as well—this is Geb, after all.

She bounces around the dining area and makes trips to the kitchen to grab forgotten utensils, happily fetching whatever blood or other grim sustenance a character requires with no less enthusiasm than she shows for mundane food.

During the meal, Berline insists the player characters make brief introductions if any of them have not met one another. Each of them likely has an extant established relationship with Berline, but she is happy to remind them of her important work with the Reanimators and her status as the only ruling Blood Lord operating from Graydirge. Most of the other Blood Lords spend their time in Mechitar, a place far too busy for Berline's liking. From what she knows of them, Berline is certain the player characters are going to make a name for themselves in Geb, and she's interested in having them as allies. Thus, she treats them well despite her higher social position.

Berline is polite and pleasant when interacting with her servants throughout dinner; these servants include Mhyurk the butler, a number of living halflings and humans, and a lanky skeleton named Reacher who helps fetch things on high shelves. Berline's staff goes about their duties with seeming cheer, though any character who succeeds on a DC 12 Perception check to Sense Motive discerns that they're all utterly terrified of her. If a character comments on her servants' fear, Berline asks in a deadpan voice whether the character fears her as well. She waits a long moment before bursting out in shrill laughter and ladling up more food.

When Berline is ready to give the player characters their assignment, she gestures for her servants to clear the table. Three servants and four disembodied, fleshy hands come forward. The hands pass the cutlery along, dumping it all tidily into a large basket, while the humanoid servants gather larger items. As they work, Berline speaks. Read or paraphrase the following.

"Thank you all for joining me today. I trust you enjoyed the meal? If not, we can always turn you into a zombie. They're far less picky, right? Very low maintenance. Well, that's not entirely correct, which I suppose is the reason I've gathered you all here.

"I am a necromancer by trade, and I am also a Blood Lord, so I'm basically a necromancer with lots of paperwork, responsibilities, and competition. As I'm also closely affiliated with the Reanimators—one of the Great Factions—I am responsible for raising and maintaining the undead labor force that operates Graydirge's farms. We grow lots of food in Geb, not just for Gebbites, but for trade across the Inner Sea. I'm talking about actual people food. I mean, food for living people, not food that is living people. That's not my specific business.

STARTING AT THE FARM

Some groups might want to begin the adventure in medias res, that is, in the middle of things. You could begin the adventure with the player characters approaching Old Ergagh's Farm, or truly throw them into the thick of things by having them start in the stomping grounds (area **A4**) being chased around by Mosghuta, the boss cow. Careful! She's deadly. When the characters manage to regain control of the situation (most likely by escaping from the creature, or possibly by capturing or destroying it), you can provide their mission briefing from Berline or play out the scene at her villa as a flashback. Then, the player characters can continue their investigation of the farm.

"Zombie farmers are my business. The zombies don't run the farms; they just work the farms under the direction of my chargehands. It's a difficult and dangerous line of work, but it's possible to turn most zombies into relatively docile creatures with the right techniques. The chargehands keep the working zombies from shambling this way and that. Most of the chargehands are zombies themselves, in fact, but ones that have retained their personalities and memories. They do good work.

"However, in the last few days, I learned of some trouble at one of the farms that supplies food for the people of Graydirge itself: Old Ergagh's Farm. It's built on the foundations of an old stone dwelling of some kind, possibly as old as Graydirge itself. Well, the farm missed a few shipments. I sent some workers to investigate, but they couldn't get too close—there were zombies roaming everywhere. I can't imagine any of the chargehands abandoning their duties, much less all of them, so I suspect foul play.

"That's where you come in. I want you to go to Old Ergagh's Farm and put the place back in working order. From the sound of it, the zombies caused a fair bit of damage: broken enclosures, doors wrenched from hinges, crops trampled, chargehands slain... Fix what you can, recover any food that's worth eating, and make sure the zombies can't do any more damage.

"Most importantly, I'd like you to find out what happened and report back. You should seek out Brahdek—he's in charge. He's the only living member of the workforce, and he's a distant cousin of mine. You'll know him by his bare feet and red hair. If he's not there, look around and see what you can find out.

"As payment, I'll sign over the deed to an abandoned manor just outside the city. It came into my possession recently, and I can think of no better use for it than to reward my new friends for their service!"

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THEY'RE EVERYWHERE!

There are zombies of various kinds—humanoid shamblers, horses, dogs, and Mosghuta, the boss cow—in areas **A1**, **A4**, **A7**, and **A9**, plus a few in area **A12** that are otherwise occupied. The mindless zombies have one response to any sort of intrusion they sense on the farm: shamble in the general direction of the disturbance and kill anything that moves. Unless the player characters take care to dispatch threats without making noise, the zombies in these areas may soon converge upon the party. A large group of zombies poses a serious threat, especially if the boss cow gets too close; Mosghuta has a good chance to score a critical hit and instantly kill a 1st-level character in a single blow.

Some players will likely enjoy the challenge. Luring slow-moving zombies around the farm can work as a puzzle of sorts, challenging the players to think on their feet and use clever tactics to avoid being overwhelmed. Zombies aren't subtle, and while there may be a jump-scare or two when the characters first encounter them, the characters should have plenty of warning when more zombies are headed in their direction. If you think the challenge is too great for your group, consider making the zombies a little less aware of their surroundings.

The player characters might have questions for Berline, which she answers as best she can, but she doesn't know anything else about what happened or who might be responsible. She is happy to help and delights in chatting, but if the characters dally too long, she cheerfully reminds them that zombies might last forever, but she won't. "Unless I change my mind about becoming a vampire," she adds with a wink.

If the player characters ask about how to deal with zombies, Berline reminds them that zombies are mindless. Their behavior is predictable unless they're under somebody's direct control, and the problem is they've broken that control. Berline requests the player characters leave the zombies alone if they're not acting aggressively; some of them might just be standing in the fields posing no problems, for example. If the characters can avoid disturbing docile zombies, her chargehands can command the zombies later without trouble. Agitated zombies need to be destroyed or contained. Either option is acceptable to Berline, as long as she can get back to farming.

If the player characters ask about "Old Ergagh," Berline grins. "I think Ergagh must have been a hermit, quite some time ago. No one really knows. Old Ergagh is just a name written on the wall of the

ancient dwelling we built the farm on. Anyway, if you ever figure out who Old Ergagh was, I'll give you a hand." She gestures to the crawling hand servants that are clearing the table. One of them pauses to make a rude gesture, but Berline just giggles.

When the player characters are ready to depart, Berline provides directions to Old Ergagh's Farm and bids them farewell. With a grin and a "by the way," she offers one final warning: Watch out for Mosghuta, a massive and practically unkillable zombie boss cow that she raised herself to do the most strenuous labor on the farm (and to fight off attackers, should the need arise). Berline suspects the characters may have to put Mosghuta down if she's broken from her chargehand's control, but Berline begs them to keep their distance and plan carefully. If Mosghuta's on the loose, she is extraordinarily dangerous.

Old Ergagh's Farm

Located about 16 miles southwest of Graydirge amidst some of the lowest foothills of the Shattered Range, the farm is on the way to precisely nowhere. Its relative proximity to Graydirge makes it one of the few farms to supply the city's living residents with food directly.

Travelers from Graydirge are unlikely to pass others on the dusty road to Ergagh's Farm, though the player characters do pass distant stone-and-bone walls of other farms and estates in Graydirge's hinterlands. The road winds between a few low foothills before leading to sprawl of tilled fields nestled in a wide, flat valley. A large, rocky outcropping dominates the center of the valley. An ancient, high stone wall encloses a compound on the valley floor at the northwest corner of the outcropping.

Old Ergagh's primary crops include those most easily cultivated in the wide fields between the relatively broad, low hills in the area, or on terraces on the face of the hills: grains (mostly wheat and barley), tubers, peas, and lentils. Some effort has been made to cultivate dates and olives—delicacies popular among Graydirge's living population—but field-grown crops are far easier to manage than trees with a workforce of mindless zombies.

The surrounding foothills are covered in rocky outcroppings and bristly shrubs. This terrain is ideal for preventing zombies from getting too far if they wander off, but it also made it quite easy for a group of Three-Fingered Hand gang members to approach undetected. These gang members came to introduce brain grit and tremor paste to the farm's grain silos. They brought the ingredients separately, intending to mix them into a lethal poison at the last moment.

The Three-Fingered Hand bungled the job when a gang member carrying the tremor paste showed up at a side gate instead of scaling the wall with the others. He fell victim to a trap, which alerted the chargehands of intruders, and then all hell broke loose.

FARM FEATURES

Old Ergagh's Farm is mostly above ground, except for the ancient chambers beneath the rocky hill. The entire place stinks of decaying flesh. The presence of numerous hungry zombies prevents living animals from wandering into this area. An occasional vulture circles overhead, but only rarely does one decide it's hungry enough to brave the zombie-filled compound for a bit of carrion.

Several windowless buildings comprise the compound enclosed within the old wall. These are simple, inelegant brick structures with 10-foot-high ceilings and dusty stone floors. Berline recently upgraded the doors: unless otherwise noted, they are made of wood reinforced with iron.

Most of the farmworkers have no need for illumination, so only natural light illuminates the area. The chambers in the hill are totally dark and have 11-foot-high ceilings.

The map of Old Ergagh's Farm appears on page 10. This map doesn't depict the sprawling (but now mostly empty) farmhouse atop the rocky hill to the southwest or the acres of fields around the farm, only the main farm compound.

A1. MAIN GATE

TRIVIAL 1

The road leads to a low valley filled with grain fields. Despite the harsh climate, the crops are healthy and vibrant. Narrow paths branch from the main road and into the fields, but the road itself leads to a sturdy, wrought-iron gate in a twenty-foot-high wall of weathered red stone. Several low stone buildings stand silent around a trampled yard beyond the gate, where two human corpses in soiled, ragged clothes lie. One sprawls facedown in the dirt, the other slumps on the gate with its arms hanging through, its head jammed awkwardly against a small gap between the iron gates.

The gate is not locked; in fact, there's a gap of a few inches where it stands slightly open at the center. The corpse's arms keep the gate from swinging open.

The gate can be latched shut from the inside, but the latching mechanism is rusty and pops free with a hard shove from either side of the gate.

Creatures: The corpse hanging on the gate is a zombie farmworker. Until now, it lacked the motivation to do anything but dry itself in the sun and occasionally snarl at presumptuous carrion birds, but the presence of other creatures now it draws the zombie from its stupor. Once it becomes aware of the player characters' presence, it spends an action to wrench its arms free, causing the gate to swing open. Then it behaves as expected, mindlessly attacking anyone nearby. The other corpse is a zombie as well. It rouses itself to join the attack.



Gang Symbol

ZOMBIE SHAMBLERS (2)

CREATURE -1

Pathfinder Bestiary 340

Initiative Perception +0

A2. ZOMBIE TACK BUILDING

The north and south walls of this low brick building are demolished. North of the building, a small corpse in a dark gray cloak and leather armor is impaled in the outer stone wall with a three-foot-long cattle horn. Its cloak is in tatters, and much of the flesh of its legs has been gnawed away. Dried blood and gore pools beneath its skeletal, dangling feet.

Inside the building, a dozen leather saddle-like contraptions, each with numerous straps and buckles, lie crushed and tangled in a heap amid rubble from the collapsed walls.

Brahdek, the only living worker on Old Ergagh's Farm (and the person Berline hoped the player characters could rescue) met his untimely end here. He was trampled and gored by Mosghuta in the chaos of the fight against the Three-Fingered Hand intruders.

There are no boots or shoes in sight, and the size of the corpse is that of a halfling. Characters who look beneath the corpse's hood discover curly hair that resembles Berline's. From his leather armor, muscular build, scars, and calloused hands, Brahdek was obviously a fighter as much as a farm manager, but he was no match for Mosghuta.

The building is a storeroom for the custom tack used to help control the farm's zombie workers. Some of the tack resembles horse's saddles, but most is of a size and shape to fit a humanoid; a few pieces are for dogs or other small mammals. Each harness has

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numerous iron loops and thick girth straps, and many are affixed with bits, bridles, halters, and muzzles of various shapes.

Cloth Scrap Clue: Anyone Searching the area discovers a piece of torn red cloth clutched in Brahdek's rigid hands, caked with dirt, blood, and gore. If a character cleans it, they find a small symbol embroidered with off-white thread: a hand missing a finger, with those that remain outstretched.

Farm Restoration: Berline asked the player characters to restore the farm to working order, and this is one of several opportunities for them to do so. See **Restoring the Farm** on page 19. Some of the tack is destroyed, but much of it is merely broken or haphazardly strewn about. A character who spends 10 minutes and succeeds at a DC 15 Crafting check can fix the tack. Alternatively, a character who succeeds at a DC 12 Farming Lore check can sort salvageable materials for someone to restore later.

XP Award: If the characters discover the symbol, award them 30 XP.

A3. EMPTY ZOMBIE BARN

The reinforced door to this empty brick room has fallen—or been torn—from its hinges. It lies haphazardly on the ground outside. The interior is bare.

This malodorous room, along with the larger building to the south (area A7), is one of the places the chargehands kept zombies when they weren't working, or during thunderstorms and other dangerous conditions.

Farm Restoration: A character with the right tools, such as a repair kit or thieves' tools, can attempt to put the door on its hinges, but the hinges need to be reattached. A character who doesn't possess such tools finds what they need if they look in the tool storeroom (area A5). Reattaching the door requires restoring 5 Hit Points to each hinge, such as with a successful DC 12 Crafting check to Repair each of them. Spells such as *mending* also suffice.

A4. STOMPING GROUNDS

MODERATE 1

A low wooden fence, fallen in many places and with all its gates thrown open, once enclosed a wide dirt yard. The dirt is trampled with an unsettling amount of blood and gore. Various parts of roughly five corpses lie strewn about, most of them trampled into mangled flesh and bones.

This yard was an enclosed space for the chargehands to practice tending and controlling zombie workers and animals. It was wrecked by roaming zombies, including Mosghuta (see below). The five corpses are a mix of destroyed zombies and husk zombie chargehands, though the extensive damage and intermingling of their scattered body parts makes them indistinguishable. There are no weapons in sight; these chargehands were trying to control Mosghuta, not fighting intruders.

Creatures: All animals at Old Ergagh's Farm are zombies that work the farm and are not raised as food. A farmer hoping to curry favor with Berline as a Blood Lord gave her Mosghuta, thinking she would keep the cow alive at her villa in Graydirge. Instead, Berline killed and reanimated the cow, creating the strongest worker on Old Ergagh's Farm, tireless in hauling and tilling. For some reason, the farm's other zombie animals gravitate toward Mosghuta, allowing the chargehands to control a much larger group

Mosghuta

just by commanding the boss cow. The other zombies don't attack Mosghuta under any circumstances, but she isn't able to give them commands.

Mosghuta is large, even for her breed. Her hide is mottled red and white, though much of her skin and flesh are missing. The chargehands work Mosghuta hard; even under the care of the corpse tenders, much of her body is more bone than flesh, including half of her face. Her flesh and bones are studded with iron rings the chargehands use to attach her harness or otherwise secure her with ropes and thick leather straps, but attempts to restrain her are generally unsuccessful unless she is already docile. She has one horn left, as the other broke off when she skewered Brahdek against the wall in area A2. A gleaming scythe with a dark shaft and leather-bound grips is embedded deeply in Mosghuta's side, just above her shoulder, so deep that the blade pokes through her ribs on her other side. She doesn't seem to notice, let alone mind.

Mosghuta attacks anything that draws her attention, except for other zombies. She leaves other zombies alone as long as they leave her alone. If she loses sight of her prey, she begins a slow, ponderous search in whatever direction she last saw something she could kill, but ultimately circles back to this yard.

MOSGHUTA, BOSS COW

CREATURE 3

UNIQUE NE LARGE MINDLESS UNDEAD ZOMBIE

Perception +4; darkvision

Skills Athletics +9

Str +5, **Dex** -2, **Con** +4, **Int** -5, **Wis** +0, **Cha** -2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 15; **Fort** +11; **Ref** +3; **Will** +7

HP 70, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** all damage 3; **Weaknesses** critical hits 6

Speed 25 feet

Melee ♦ horn +11, **Damage** 1d12+5 piercing plus Knockdown

Trundling Gore ♦♦ Mosghuta surges forward at her foe, horn lowered. She Strides once. If she ends her movement within melee range of an enemy, she makes a horn Strike against that enemy. If that Strike succeeds, Mosghuta uses Knockdown as a free action.

Treasure: The scythe embedded in Mosghuta's torso is a +1 *scythe*. It belonged to Brahdek, who used the weapon as a hook to guide wayward zombies. It's lodged deeply in Mosghuta's flesh and wedged between some of her ribs. If Mosghuta isn't destroyed, a character can try to Disarm her of the scythe. If she's destroyed, removing the scythe requires a successful

DC 15 Athletics check to pry it free; a critical failure breaks the scythe instead. A character can alternatively spend 10 minutes to carve away enough flesh from Mosghuta's corpse to retrieve the scythe without a check, but this obviously requires that Mosghuta be defeated or incapacitated.

A5. TOOL STOREROOM

Shelves and racks line the walls of this building. Various farming and gardening implements clutter the space—rakes, hoes, a wheelbarrow, bags of soil, buckets of nails, rope, hammers and saws, and the like—but all of it seems to be in good order.

The tools here are already neatly organized and in good repair, requiring no additional effort on the part of the player characters to set things straight. They don't have any meaningful value, but they're useful in conducting other repairs on the farms, such as hanging the door in area A3 or fixing the fence in area A4.

A6. MOSGHUTA'S STALL

This partially collapsed building contains nothing but a massive leather-and-iron harness that has been trampled almost beyond recognition.

There is little of interest here. Mosghuta is mindless and cannot truly hate her harness, but in a moment of something resembling rage after her corpse tender died, she destroyed the contraption.

A7. OCCUPIED BARN

LOW 1

This brick barn is a single large and unfurnished room. The chargehands would command the uncaring zombies to pile atop one another as efficiently as possible, and sometimes compete to see who could command the most zombies to fit in the building at once.

Creatures: Three zombie farm workers stand idly in the barn. The heavy door is usually enough to keep docile zombies contained, but they've grown more agitated since the death of their corpse tender. Once they become aware of a disturbance outside, the zombie shamblers begin pounding on the door. They knock it off its hinges after 2d4 minutes, or whenever you determine is the most dramatically appropriate moment, and head in the direction of whatever disturbed them.

ZOMBIE SHAMBLERS (3)

CREATURE -1

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Initiative Perception +0

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A8. VEGETABLE GARDEN

Various garden-variety tubers, berries, and leafy vegetables lie neglected in six large planter boxes. A wheelbarrow lies on its side, damp soil spilling from it onto the path. To the west of the garden, the path turns north, leading to a twelve-foot-tall archway in the side of a sheer, twenty-foot-high rocky outcropping. A wooden fence with an open gate stands beneath the arch.

This was Brahdek's personal garden and testing ground to see what crops would grow in the area. The three planter boxes to the south contain plants appropriate for central Geb's arid climate (chickpeas, cassava, and sweet potatoes), but the three to the north contain varieties more suitable to wetter regions (sugarcane, rice, and beets).

Farm Restoration: A character can attempt to tend to the plants and note which ones were growing successfully prior to the recent events at the farm. With a successful DC 12 Cooking Lore, Farming Lore, Plant Lore, or DC 15 Nature check to Recall Knowledge, the character can discern the intended purpose of the various garden beds for Berline. However, this requires appropriate tools to tend to the garden beds.



Zombie Hound

A character can find everything they need for this task in the tool storeroom (area A5), though Brahdek's gardening tools in area A14 are especially suited to this purpose and grant a +2 item bonus to the check.

A9. LOADING YARD

MODERATE 1

Three large wagons stand within a yard of trampled dirt.

The wagons are empty, as they were the next in line to be loaded with food to be shipped to Graydirge. The remains of the Three-Fingered Hand intruders are strewn about—or what's left of them after zombie dogs ripped them to shreds and an insatiable zombie horse gnawed on them for several days. It is impossible to discern anything more than that they were once a few humanoids.

Creatures: Two zombie hounds and a zombie horse feast on the remains here. The animals abandon their meal only if they see another creature within 60 feet. The sounds of nearby fights don't grab their attention.

ZOMBIE HOUNDS (2)

CREATURE -1

UNCOMMON NE SMALL MINDLESS UNDEAD ZOMBIE

Perception +1; darkvision

Skills Athletics +5

Str +2, **Dex** -1, **Con** +2, **Int** -5, **Wis** +0, **Cha** -2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 13; **Fort** +5; **Ref** +0; **Will** +3

HP 18, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 5, slashing 5

Speed 25 feet

Melee ♦ jaws +6, **Damage** 1d4+3 piercing plus Knockdown

Flesh Tearer The zombie hound's Strikes deal 1d4 extra damage to prone creatures.

ZOMBIE HORSE

CREATURE 1

UNCOMMON NE LARGE MINDLESS UNDEAD ZOMBIE

Perception +3; darkvision

Skills Athletics +7

Str +5, **Dex** -1, **Con** +4, **Int** -5, **Wis** +0, **Cha** -2

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 13; **Fort** +6; **Ref** +3; **Will** +4

HP 50, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Speed 30 feet

Melee ♦ jaws +9, **Damage** 1d8+4 piercing

Chomp at the Bone ♦ **Requirements** The zombie horse's previous action was a jaws Strike that dealt damage to

its target; **Effect** the zombie horse makes a second jaws Strike as it violently gnashes its teeth and bites deep into the target's flesh. On a success, the target takes an additional 1d4 persistent bleed damage.

Feast ♦♦ (manipulate) If the zombie horse is adjacent to a helpless or unconscious creature, or a deceased creature that died in the past hour, the zombie can feast upon its flesh to heal itself. This restores 1 Hit Point. If the creature is alive, the zombie horse deals damage equal to its jaws damage.

A10. SILOS

Four grain silos, each twenty feet in diameter and constructed from sturdy wooden staves, stand in the northwest corner of the farm compound. Three rotting humanoid corpses lie on the ground nearby, each still clutching long-hafted farming implements. The hatch of the northeastern silo is open, and much of the grain has spilled onto the ground.

These silos stored grain harvested from fields. The corpses are those of three husk zombie chargehands who confronted the intruders. The only remaining witness to this confrontation was the zombie Sifegtk, who's trapped in the well chamber (area A13).

A character who Investigates or Searches the area easily discovers several coils of sturdy climbing rope and padded grappling hooks stashed between the silos and the wall to the north. The Three-Fingered Hand intruders—except for the one who got caught in the trapped gate (area A11)—used these to scale the outer wall. A thorough inspection reveals a portion of wall just north of the silos is partially sunken into the earth, and the crumbling wall has multiple easy handholds and footholds, inside and outside, that allow for easy scaling without a rope.

Melee Clue: A character who Investigates or Searches the corpses can attempt a DC 16 Perception check, or DC 13 Athletics or Warfare Lore check. On a success, the character realizes a brutal melee took place near the silos. A group of six or more people took a defensive position near the silos, and then surrounded and slaughtered the chargehands before fleeing in multiple directions. On a critical success, the character realizes the attackers and the chargehands all used relatively light and simple weapons, such as clubs—and improvised weapons in some cases—and no one involved seemed to have been expecting a fight.

Brain Grit Clue: A character who Investigates or Searches the silos notices a strange, pinkish-gray powder sprinkled across the grain in all four silos. A character who succeeds at a DC 15 Crafting or

Medicine check discerns the powder is not poisonous but may briefly cause a mild headache.

Farm Restoration: A character who succeeds at a DC 15 Crafting check or DC 12 Engineering Lore check identifies the most egregious handholds and footholds in the compound's outer wall and can spend 30 minutes to knock out the most obvious nooks and ledges, improving the farm's defenses against any future intruders.

XP Award: If the player characters make sense of the fight that took place here, award them 30 XP. If they discover the powder and discern it causes headaches, award them 30 additional XP.

A11. WEST GATE

A heavy iron gate slammed shut on someone trying to enter the farm. The corpse pinned by the gate wears a dark red cloak streaked with crusted blood. A leather satchel is crushed against the corpse's chest by the gates.

The gate is trapped—its hinges are set in tightly coiled springs in the wall, and unless the mechanism is properly disabled, the gate slams shut after it has been opened about halfway. The Three-Fingered Hand gang member responsible for bringing the tremor paste fell victim to this trap, perishing as the gate slammed directly on him.

The trap's noise and the gang member's death cries set off the chain of events that resulted in a pitched battle between the gang, the chargehands, and the mindless zombies. No one has bothered to reset the trap in the interim.

Hazard: Although the gate trap is currently disarmed, the player characters might reset it to protect the farm, or use it against the dangerous zombies here. The trap's statistics, once reset, are as follows.

SLAMMING GATE

HAZARD 1

MECHANICAL TRAP

Stealth DC 17 (trained)

Description The heavy gate slams shut when opened more than halfway.

Disable Thievery DC 15 (trained) to loosen the gate's springs before it slams closed

AC 16, **Fort** +10, **Ref** +2

Hardness 5, **HP** 20 (BT 10); **Immunities** critical hits, object immunities, precision damage

Slam Shut ♦ **Trigger** The door is opened more than halfway; **Effect** The door slams shut and deals 3d8 bludgeoning damage to any creature in the way (DC 17 basic Reflex save). On a critical failure, the creature is also restrained by the closed door until it Escapes (DC 17)

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Reset The trap can be reactivated (or deactivated, if it's active) by flipping a lever hidden in the nearby wall. A character Searching the area finds it with a successful DC 18 Perception check.

Symbol and Tremor Paste Clues: A character who succeeds at a DC 15 Athletics check to Force Open can open the gate and extricate the body and the satchel. The cloak bears the same symbol as the scrap of cloth in area A2: a three-fingered skeletal hand stitched in off-white thread. The satchel contains four small packets of a strange gray paste, though all but one of the packets burst when the gate slammed shut on them. A character who succeeds at a DC 15 Crafting or Medicine check discerns that the paste is not especially dangerous but may have mildly uncomfortable effects on an imbiber's muscles.

Farm Restoration: A character who finds the switch and reactivates the gate increases the farm's security.

Treasure: The gang member's satchel also contains a lesser antiplague.

XP Award: If the player characters discover the tremor paste in the satchel and discern its effects, award them 30 XP.

A12. HEARTH CHAMBER

LOW 1

This rough stone chamber is carved into the hillside. A thick straw mattress with a few wool blankets lies in the southwest corner. An alcove to the south contains a scone holding a torch flickering with a purple flame. Passages lead north and west, but several heavy crates block access to the north passage.

Creatures: Two zombie workers and a hound mindlessly and futilely attempt to push through the makeshift barrier blocking the passage north to area A13. They're too distracted by overcoming the barrier to investigate any disturbances in the yard.

ZOMBIE HOUND

CREATURE -1

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Initiative Perception +1

ZOMBIE SHAMBLERS (2)

CREATURE -1

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Initiative Perception +0

Barricade: The heavy crates contain basic materials such as straw, cloth, and leather. They're wedged too tightly to break through without a successful DC 26 Athletics check to Force them Open, but the crates can be moved aside with a few minutes' work.

Treasure: The southern alcove contains a scone holding an *everburning torch* with a violet flame. Brahdek would occasionally use it if he needed to patrol the grounds at night, but out of superstitious respect, he always made sure to put it back.

A13. WELL CHAMBER

This room's only notable feature is a deep stone well in the center. Two metal buckets and a pair of long chains lie piled haphazardly in the corner.

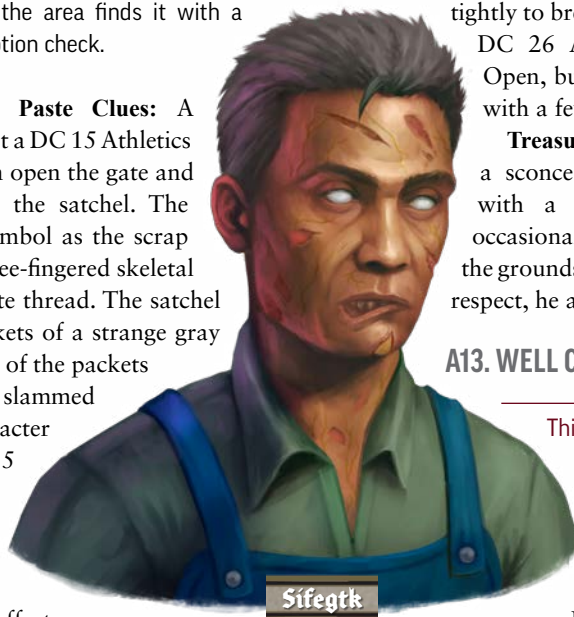
Brahdek occasionally drew water from this old well to water his garden. The water is clean, but most of the farm's other residents had little use for it, as the grain fields beyond the compound rely on simple irrigation and rain.

Creatures: Berline's sole remaining employee at Old Ergagh's Farm, **Sifegtk** (LN male husk zombie chargehand 2; *Pathfinder Book of the Dead* 170) is hiding here. In life, Sifegtk was one of Berline's household servants. When he died of old age, he requested a post on the farm, away from the city, where he could learn a new skill. Sifegtk does his best to replace his body parts as they rot away. He has several wooden teeth, patches of leather stitched to his skin, and a wig of short, bristly horsehair.

While some of the farm's other chargehands were skilled corpse tenders, Sifegtk has yet to complete his training. He tried multiple times to soothe the zombies in area A12 and leave this room, but to no avail.

Sifegtk's Clue: If the player characters rescue Sifegtk, he gratefully explains his role on the farm. He can describe the farm's layout to the characters, although he doesn't know what state it is currently in or where any given zombies might be. He warns the characters to be especially careful of "the boss cow." He can also describe what he knows about what transpired during the recent attack, as follows.

Sifegtk confirms the zombies and zombie animals are running amok because most of the chargehands died in the fighting. He believes murdering the chargehands wasn't the attackers' original purpose. Sifegtk watched the intruders try to flee when they were discovered



Sifegtk

at the silos. They then turned around to attack the pursuing chargehands. Once the chargehands started to fall and zombies joined the fray, Sifegtk fled and barricaded himself here. He didn't see the end of the fight, but he assumes the worst. Sifegtk posits that the intruders' intent seemed to be to sneak in and out without being noticed, but he's not sure why. In any event, he mopes, they failed to avoid notice, but succeeded in ruining Sifegtk's day.

Treasure: Sifegtk suggests the player characters take one of the 40-foot-long chains with them. "Never know when you'll need a good chain, and I've nothing else to offer as thanks."

XP Award: If the player characters learn Sifegtk's account of what happened on the farm, award them 30 XP.

A14. ANCIENT HALL

A block of stone resembling an altar or table stretches much of the length of this room. It's heaped with baskets and jars filled with berries and vegetables—all withered, moldy, and rotten. Simple gardeners' implements lie in a tidy arrangement at the south end of the stone slab.

This is where Brahdek stored whatever he managed to grow in the garden outside, as the cool stone chamber functioned as a serviceable cellar. The original purpose of the elevated stone slab is unclear, but it makes a good table and work surface. Though food stored here would normally last several weeks or months, some wandering zombies brought some filth in with them a few days ago, and rot took hold. The old writing chiseled into the west wall reads: "Old Ergagh sups here, enjoying meals with friends and foes alike." A character who can read the script and succeeds at a DC 15 Occultism or Society check to Decipher Writing picks up on the context that Old Ergagh was a cannibal.

Farm Restoration: A bit of the food, such as berries in sealed jaws and some seed potatoes in a sack that avoided the rot can be salvaged with a successful DC 12 Cooking Lore or Farming Lore check, or DC 15 Nature check to Recall Knowledge.

RESTORING THE FARM

In addition to defeating or capturing any zombies loose on Old Ergagh's Farm, Berline asked the player characters to restore the farm to working order. Zombies had ample time in the past several days to cause problems merely by shambling around: they've trampled crops, broken bonds and barriers, and wrecked equipment in their efforts to chase down

the farm's few living workers and any wild animals who strayed too close. Many areas indicate specific efforts the player characters can take to set the farm in working order. Additionally, the player characters can attempt the following tasks as exploration activities.

Evaluate Crops: The farm has a few fields beyond the boundary of the map on page 10. Low stone fences surround them, and a few dozen zombie shamblers (*Pathfinder Bestiary* 340) stand idly among the crops. Still recovering from the effects of being so thoroughly under the control of the farm's chargehands, they are relatively docile and do not currently pose a threat to the player characters. However, they might pose a risk to anyone surveying the fields for damage due to trampling or neglect. A character can identify crops that need the most urgent attention with a successful DC 15 Nature check, or they can take a comprehensive survey of the fields with a successful DC 15 Stealth check. A character who critically fails either check disturbs the zombies, breaking them from their passive state. They begin wandering around the fields in search of their next meal. The player characters can continue attempting to evaluate crops, but any further failures or critical failures cause the zombies to roam too erratically to make further attempts practical. As Berline specifically requested the player characters avoid killing docile zombies, they do not earn any experience if they fight or destroy these creatures.

Repair Equipment: Beyond the damaged equipment described in the encounter areas, such as the ruined zombie tack in area A2, broken equipment is strewn across the farm. Much of it is beyond repair, but some damage (such as bent wheels for wheelbarrows, snapped shovels and hoes, cracked buckets, and torn seed bags) is repairable. A player character can attempt to salvage materials or repair equipment to help restore the farm's operation. A player character can accomplish this task by succeeding at a DC 15 Crafting check, or a DC 12 check using Farming Lore or another appropriate Lore skill.

Corral Loose Zombies: They may not be chargehands, but the player characters can attempt to corral some of the zombies that strayed from the farm. A character can accomplish this task with a successful DC 15 Religion check or DC 17 Perception check to anticipate the creatures' behavior, or a with a successful DC 15 Athletics or Acrobatics check to outrun or outmaneuver them as they lure the zombies into appropriate enclosures. A character who critically fails one of these checks is fatigued from the effort.

XP Award: You can award XP for fixing up the farm in two ways. You can either provide 10 XP for each task the PCs successfully accomplish (such as fixing

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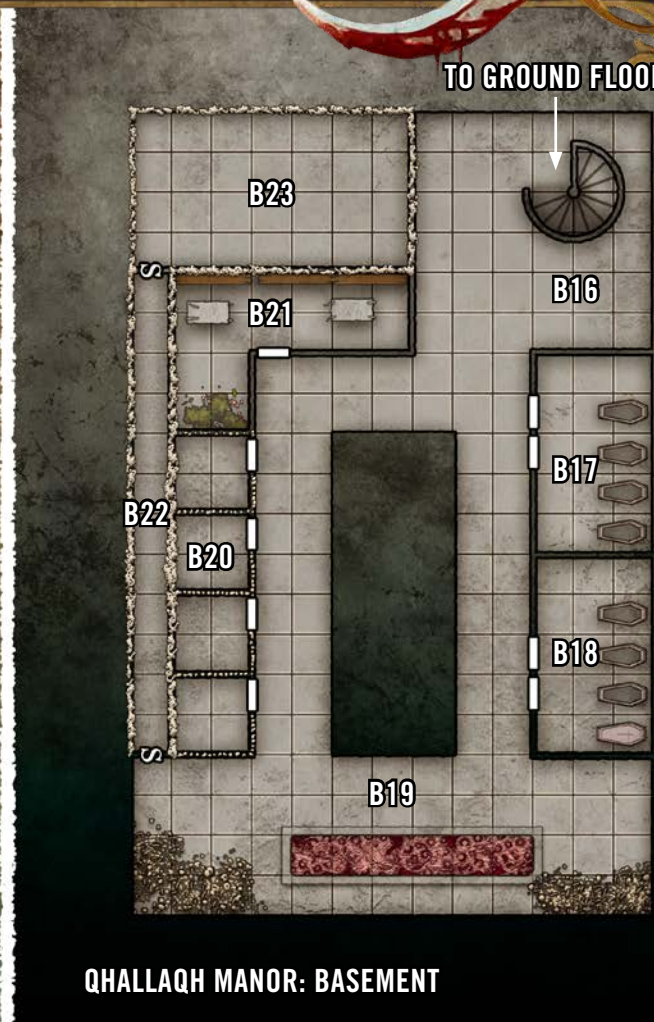
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the door in area **A3**, resetting the trapped gate in area **A11**, or performing a task listed above), to a maximum of 80 XP. Alternatively, you can award 30 XP if the players give a token effort to fix up the farm, or award them 80 XP if they make a big effort.

The player characters might devise clever ways to trap various hostile zombies, such as by barricading them inside buildings. If they do, award them XP as if they had defeated the zombies in combat. Grant this award only for creatures specifically called out as enemies in the farm's encounter areas.

Reporting Back

Once the player characters have learned everything they can at Old Ergagh's Farm and dealt with any dangerous zombies in the area, they can return to Graydirge and report to Berline Haldoli at her villa. She listens with great interest to their report, and is saddened to hear of her cousin's demise—both because he was family, and because he was skilled and loyal, a rare combination in Graydirge.

If the player characters share information about the strange hand symbols and alchemical substances,

Berline has no idea what they might mean and seems frustrated at the lack of closure to the investigation. With a heavy sigh, she states that she'll need to do some more digging. She asks the characters to continue looking into leads and keep her informed if anything comes up. In the meantime, she states, they're going to have their hands full. "There are some rumors going around that strange creatures have taken up residence in the manor I'm giving you. I am happy to inform you that those rumors are true! No one ever said Berline Haldoli would be boring to work with. If they did, they lied."

Berline signs the manor's deed over to the player characters and hands it to them along with a key to the front door. The key shank is made of iron, and the bow is a tiny skeletal hand clutching a red glass marble. Berline tells the characters the manor is about a mile south of Graydirge. She knows the previous owner was named Qhallaqh the Collector, but she's not exactly sure who he was, whether he was important, or what he collected. The deed passed to her because of some inheritance that no one ever claimed. The city decided the matter could be most easily resolved by handing

the property to the nearest Blood Lord. “Happens all the time,” she says.

Before they leave, Berline offers to let the player characters rest in her villa, suggesting it may be best to be well prepared before they find out what’s living in an abandoned manor outside an ossuary-city in a land teeming with the unliving dead.

Faction Reputation: For quelling the trouble at the farm, the characters earn 5 Reputation Points with the Reanimators. They should note this on their reputation tracking sheet (see page 75).

Treasure: In addition to the deed and key, Berline gives the player characters her favorite *walking cauldron* (*Advanced Player’s Guide* 264; it walks around on iron stands carved to resemble skeletal hands). If the characters learned that Old Ergagh was a cannibal while at the farm, she claps her hands in delight and thereafter provides access to not just a crawling hand, but to all the undead companions presented in the Adventure Toolbox (page 77).

XP Award: When the player characters receive the deed to Qhallaqh Manor, award them 80 XP.

Qhallaqh Manor

The manor Berline grants to the player characters has passed through many hands over the decades. Qhallaqh the Collector was the most recent owner; he died of exposure when he wandered outdoors during a brutal heatwave a few years ago. His two children initially claimed the right to the manor, but after visiting the place and discovering Qhallaqh was merely an artist—not a collector of occult magic, as they’d assumed—they rescinded their claims and departed for another part of Geb. Neither has returned to Graydirge since.

Qhallaqh’s sketches were almost entirely of normal people performing mundane tasks, flowers, birds, landscapes—so many landscapes—and everyday objects. Qhallaqh was no secretive aristocrat; he was entirely boring. He never once used the manor’s torture room. He used the basement cells for routine storage, and he only ever used the basement’s pool of scrying viscera to get a closer look at animals and people to sketch them up close without disturbing them.

Prior to Qhallaqh, the manor had many names, many owners, and many purposes. Its next purpose is up to the player characters.

QHALLAQH MANOR FEATURES

The manor is a single-story building of red stone studded with jutting bones. Bone spirals wind up the corners of the building and form a sort of dome that rises about 15 feet above the roof. At the dome’s apex, the bones support a massive, misshapen chunk of red glass. Rivulets of this glass wind through the bones and cracks in the brick, like a massive heart spilling blood over the edifice. The glass hardened long ago, but it emits an eerie, blood-red glow when

any light shines on it, including daylight or moonlight. This light is the result of careful glass work and architectural engineering; it’s a mundane effect rather than a magical one.

The deed specifies the property is a total of 1 acre, but the low, wrought-iron fence surrounding the yard is rusted and dilapidated. It serves as a clear demarcation of the land but makes a poor barrier, and the gate that should open onto the path leading to the front entrance is missing. Overgrown vines and weeds clutter the yard and the path.

The manor has no windows. Numerous torch sconces and oil lanterns are empty. The courtyard (area **B8**) and adjoining rooms are bathed in blood-red light during the day and silvery red light when the moon is out. The glass has a filtering effect that is beneficial for vampires and other light-averse creatures: light passing through the glass is artificial light, not natural daylight, moonlight, starlight, or other natural light.

The bones studding the walls form intricate patterns that, though beautiful, do not have a specific religious or cultural significance. Ceilings are 12 feet high throughout both levels of the manor. Except where otherwise noted, the building’s doors are made of polished wood set in frames of bone. Where passages lack doors, they instead have archways made of intertwined bones.

The map of Qhallaqh Manor appears on page 20.

B1. FRONT ENTRANCE

A rough cobblestone path, overgrown with grass and weeds, leads to a pair of heavy wood doors set in a frame



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of bones. The door knockers are real skulls with gaping jaws, and iron rungs serve as doorhandles.

The doors to area **B3** are locked with a good lock, but the characters should have the key from Berline.

All is quiet outside. Inside the manor, the sounds of a hand banging on a table, and the occasional shattering pottery and clattering cutlery, are the result of a standstill between a crawling hand named Arghun the Annihilator and some hungry rats in the dining room (area **B11**).

B2. OVERGROWN GRAVEYARD

TRIVIAL 1

A few tombstones stand at the far end of an artificial pond on the south side of the building. Insects buzz around the algae, weeds, and tall grass. The tombstones are leaning—one has toppled over—and each has a small mound of dirt nearby that seems too small for a buried corpse.

A previous owner used this area as a meditative garden. The tombstones don't indicate who is buried here.

Creatures: A tombstone troll named Nima lives here. She comes out only at night if she smells rotten flesh (which she cautiously interprets as potential food) or if she smells smoke (which she interprets as a dangerous fire). Nima's extreme emotions range mostly from desperate hunger to paranoid fright. If she encounters creatures she doesn't know, she usually makes a token effort at attacking before fleeing. She returns to her burrow beneath the tombstones as soon as it's safe.

The characters are likely to see Nima as a pest unless they overcome her erratic nature and gain her trust. Given enough time, and with the belief her burrow is secure, Nima may eventually travel into the foothills to seek a mate and return to her burrow to raise a family.

NIMA

CREATURE 1

Female tombstone troll 88

Initiative Perception +7

XP Award: If the characters befriend Nima and allow her to remain or convince her to relocate, award them 40 XP as though they'd defeated her in combat.

B3. FOYER

The small foyer is lined with low benches. A cracked mirror hangs on the wall opposite the door, and a five-foot-wide bone archway leads north.

A heavy iron bar lies forgotten in the corner. It can be set in sturdy brackets to further secure the door leading outside to area **B1**.

B4. COAT ROOM

An intricate armoire stands open on the west wall of the foyer. The armoire doors resemble a massive ribcage.

The armoire contains nothing but moldy coats, cobwebs, and dust.

B5. WAITING ROOM

Cushioned benches line the southern and eastern walls of this room, forming a comfortable—if dusty—seating nook. Picture frames line the walls above the benches, though dust obscures their contents.

A player character who wipes the dust from the picture frames discovers intricate sketches of landscapes, from craggy foothills and barren deserts to a gloomy, mist-shrouded forest. These are some of Qhallaqh's sketches. A character who succeeds at a DC 10 Art Lore check or a DC 13 Perception check while Investigating or otherwise examining the sketches notices each sketch includes a single, well-hidden unnatural element, such as a tree with skeletal roots, a shrub shaped like a demon's face, a dark cloud blowing in the opposite direction of the other clouds, or a rabbit with a backward head. These were Qhallaqh's signature embellishments, which he used in lieu of an autograph.

B6. WASH CLOSET

A simple bathroom and wash closet need thorough cleaning before their next use.

B7. BEDROOMS

Each of these four rooms contains a single bed, a side table, a chest of drawers, and a bookshelf. Sketches like those in area **B5** decorate the walls, but these sketches are of creatures rather than landscapes. Like the other sketches, they contain a hidden, unnatural element: a dog with chicken talons, a possum with a serpent for a tail, a vulture with human hair, and a single black cat hanging in a cave among a cloud of bats.

The rooms are dusty, but the furniture is otherwise in good condition.

B8. COURTYARD

Stone benches and desiccated potted plants surround a shallow, dried-up pool at the center of this room. Arches of twisted bones follow the curve of the high ceiling to a large chunk of red glass embedded in the apex of the dome, high above.

This courtyard isn't open to the sky above; rather, natural light filters through the glass to bathe the area in red illumination, as described in Qhallaqh Manor Features on page 21. The empty pool is 1 foot deep and tiled with polished bone chips.

B9. KITCHEN

This room contains a few small brick ovens, butcher counters, stoves and cauldrons, and other cookware. Everything is in disarray and covered in dust. Countless tiny, clawed tracks lead to and from the room.

Rats occasionally ventured into the surface rooms to loot the kitchen and pantry, leaving dusty footprints. These tracks are easy to follow to the dining room and basement stairs (areas **B11** and **B12**).

Treasure: An iron-handled meat cleaver embedded in a butcher's block is a +1 *hatchet*. The pommel is a skeletal hand clutching red glass, matching the design of the manor's key.

B10. PANTRY

This deep, walk-in pantry has numerous sturdy, barren shelves. Refuse and animal droppings litter the floor, along with a few torn sacks and moldy food.

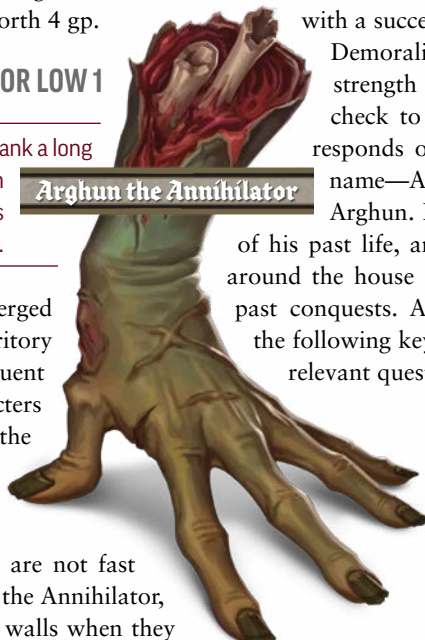
Nothing edible remains, except for creatures whose appetites includes rat droppings, shredded canvas sacks, and worm-ridden flour.

Treasure: Tucked at the back of a shelf is an ornate wooden spice box carved with flame-tongued demons. The spices are stale, but the box is worth 4 gp.

B11. DINING ROOM TRIVIAL 1 OR LOW 1

Numerous dusty yet comfortable chairs flank a long oak dining table. A mosaic of bone tiles on the east wall depicts thirteen skeletons gleefully feasting on one another's bones.

Creatures: A swarm of rats emerged from the basement to claim more territory in the manor—a relatively frequent occurrence. When the player characters arrive, the rats are scurrying about the floor while an animated severed hand named Arghun the Annihilator tries to chase them off by banging on the table and throwing things. The rats are not fast enough at climbing to catch Arghun the Annihilator, who scrambles up the bone-studded walls when they



Arghun the Annihilator

lunge for him, but Arghun the Annihilator's attacks are also ineffective against the rats. He occasionally hits one of them with a dinner plate, but there are far too many for it to make a difference.

The rats are quick to turn their attention on any other threat to approach the area, including the player characters. Arghun the Annihilator cheers the characters on with disgusting whistles and words of encouragement he emits by squelching air from his gory wrist stump. If the characters show any intention of harming the hand, he ceases his cheering and attacks them.

Arghun the Annihilator is all that remains of an ancient general who once lived in the manor. The left hand considers himself an advisor and servant to anyone who carries the manor's key, but only once he's convinced of their worthiness (see *Befriending the Hand*, below).

ARGHUN THE ANNIHILATOR CREATURE 0

Variant elite crawling hand (*Pathfinder Bestiary* 2 6, 56)

Skills Athletics +7, Stealth +8, Survival +4, Warfare Lore +5

Languages Common, Taldane

Str +1, **Dex** +3, **Con** +0, **Int** -2, **Wis** +0, **Cha** +1

RAT SWARM CREATURE 1

Pathfinder Bestiary 276

Initiative Perception +5

Befriending the Hand: Arghun the Annihilator begins tidying the dining room once the rats are defeated. He remains aloof until a player character either impresses him with a successful DC 16 Diplomacy check to Make an Impression, frightens him with a successful DC 16 Intimidation check to Demoralize him, or bests him in a test of strength with a successful DC 17 Athletics check to Grapple. Arghun the Annihilator responds only to what he considers his full name—Arghun the Annihilator—not just Arghun. He has a poor memory, especially of his past life, and is interested mostly in helping around the house and telling exaggerated stories of past conquests. Arghun the Annihilator can share the following key information if the characters ask relevant questions.

- Arghun the Annihilator knows about the secret door in the main bedroom (area **B14**).
- A secret passage exists somewhere in the basement. Someone stashed a body there, perhaps one or two years ago.

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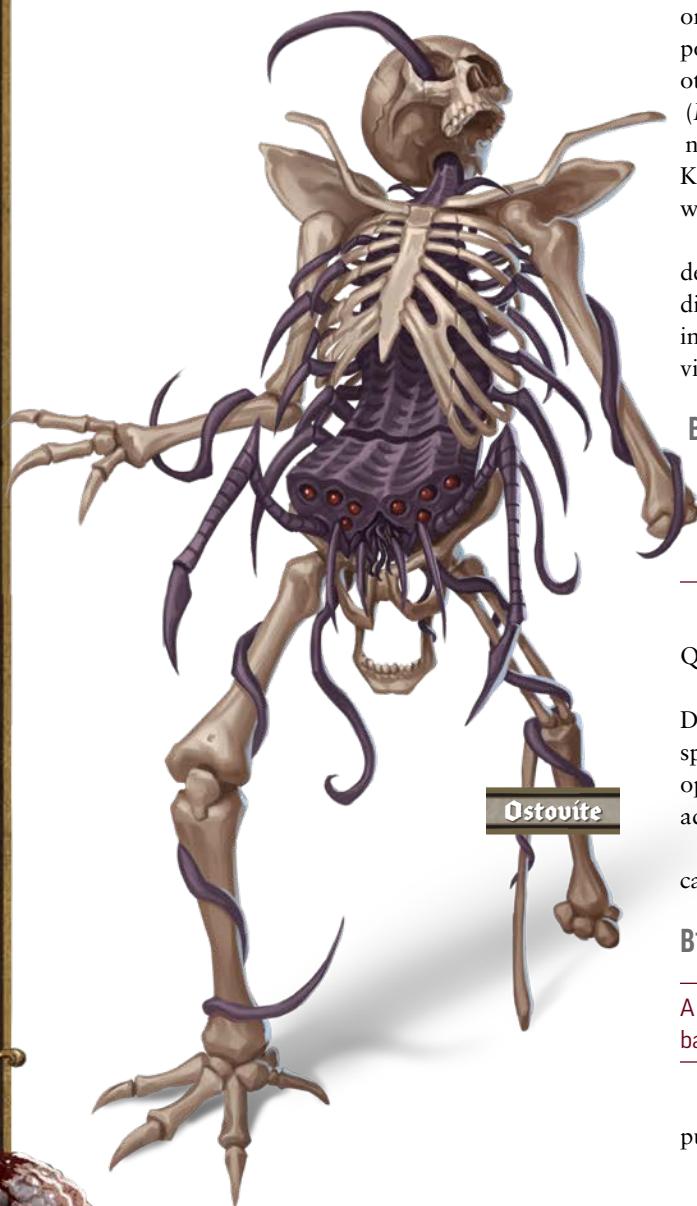
- Arghun the Annihilator remembers the original purpose of the roiling viscera in the scrying room (area B19), but he doesn't know how to make it work again.

XP Award: If the player characters gain Arghun the Annihilator's cooperation, award them 30 XP as if they had defeated him in combat.

B12. LANDING

Stone steps in the center of this room spiral downward. They are studded with finger bones, and a railing of femurs offers support.

These spiraling stairs lead to the basement (area B16). If the characters chased the rat swarm from the dining room, the rats regroup here.



B13. STUDY

Several comfortable chairs face a stone fireplace on the north wall of the room. Countless sketches on dusty parchment lie scattered throughout, many of them torn, crumpled, and trampled. Broken drawing implements and upended ink jars clutter the top of a writing desk against the west wall. The desk drawer lies in pieces on the floor near the opposite wall.

Qhallaqh spent countless hours sketching by the fire. When his children discovered his work was merely a mundane hobby and their father had left no occult secrets or power for them to inherit, they did their best to ruin his sketches in their frustration.

A player character who succeeds at a DC 15 Perception or DC 12 Art Lore check while Investigating or Searching the room discovers several sketches that possess a level of attention to detail that Qhallaqh's other sketches lack. These sketches depict ostovites (*Pathfinder Bestiary* 3 193), and a character who notices the sketches can attempt a check to Recall Knowledge about them. This might give them an edge when confronting the ostovites in the basement.

Treasure: A player character who Searches the desk and succeeds at a DC 15 Perception check discovers a secret compartment with a vial of ghost ink (*Pathfinder Advanced Player's Guide* 255) and a vial of silversheen.

B14. MAIN BEDROOM

This austere bedroom contains a wide bed, a chair, a writing desk, and a tall cabinet in an alcove in the southeast corner.

This room hasn't seen use in several years, as Qhallaqh often slept by the fire in the study.

Secret Door: A player character who succeeds at a DC 15 Perception check while Searching this room spots the secret door to area B15 in the east wall, which opens with the press of a small button concealed in the adjacent doorframe.

Treasure: A player character who Searches the cabinet finds a complete suit of full plate.

B15. SECRET ROOM

A stone altar occupies the north side of this room. A lead basin sits atop it, and a metal pail is on the floor nearby.

Previous owners concocted all sorts of nefarious purposes for a secret chamber adjoining the bedroom.

Qhallaqh's children never knew this room existed.

Treasure: A player character who peers into the pail finds several bloodstained teeth. Most are normal humanoid teeth. Two of them are a pair of platinum vampire's fangs worth 10 gp each. The lead basin contains a folded piece of paper closed with a plain wax seal. Inside is a note in Common that reads, "I leave my home to my most loyal companion, Smoke, whom I buried in the crypt.—Qhallaqh." A simple iron keyring with four small keys rests on the altar behind the lead basin; these are the keys to the basement cells, area **B20**. Alongside them lies a sketch of some bones protruding from a stone wall, one of them a skull with a tiny skeletal hand coming from it. This is a sketch of the switch that opens the secret door to area **B22**.

B16. BASEMENT HALLS

MODERATE 1

The spiraling stairs to the northeast lead up to the main floor landing (area **B12**).

Creatures: Two ostovites patrol this area and the two hallways leading south to their nest in area **B19**. They each occupy strange, mismatched aggregations of bone shards that don't resemble skeletons of any living creature. The ostovites are usually split up as they patrol, but if either of them encounters a threat, the other quickly arrives to join the fight. They relentlessly attack any intruders and fight to the death, though they do not pursue foes up the stairs or into the rats' territory (area **B21**).

OSTOVITES (2)

CREATURE 1

Pathfinder Bestiary 3 193

Initiative Perception +4

B17. NORTH CRYPT

Four stone coffins line the east wall of this room. Each is open and empty.

These coffins have held numerous dead and undead occupants over the years.

B18. SOUTH CRYPT

TRIVIAL 1

Four stone coffins line the east wall of this room. Three are open and empty, but the southernmost coffin is closed.

Any noise in this area draws a response from the closed coffin: faint, frantic scratching sounds, like claws on stone. Before he left his manor on the day he died, Qhallaqh stashed his two most loyal pets in the coffin. He tried to stow Arghun the Annihilator here as well, but the hand eluded him.

Creatures: This animated ribcage followed Qhallaqh everywhere—mostly because it was commanded to do so, but Qhallaqh liked to think of it as his pet. It mindlessly attacks anyone who opens the coffin, driven into a fury by its master's long-ago abandonment.

SCRABBLING RIBCAGE

CREATURE 1

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Initiative Perception +6

Treasure: Qhallaqh's "most loyal companion" was Smoke, an *onyx dog wondrous figurine* shaped like a jackal carved of smoky quartz, which he closed in the coffin with the scrabbling ribcage. Qhallaqh knew a bequest to a magic item (as provided on the parchment in area **B15**) wouldn't hold up in Geb's courts, but he couldn't bear to consider either of his children inheriting the manor.

B19. SCRYING ROOM

LOW 1

This long hall contains a five-foot-wide, thirty-foot-long trough of writhing viscera. The east and west wings of the room are heaped with countless bones; the bone pile to the west is riddled with tunnels and holes.

Lingering magic causes the roiling viscera in this room's central pool to stay relatively fresh despite being centuries old. The viscera pool was once a powerful magic item that allowed its user to scry on nearby areas. Qhallaqh learned the secret of the scrying pool, and he used it to get good views for his sketches, but he also began to see disturbing images in the steaming guts. What he saw eventually drove him from the manor, and the secret of the pool's magic followed him to the grave.

A player character who succeeds at a DC 15 Arcana or Occultism check to Identify Magic or Recall Knowledge recognizes the pool's function as a sort of *crystal ball*. On a critical success, the character discerns a command word that causes the viscera to create a glistening reflection of the graveyard garden (area **B2**), as if the viewer were looking up from the pond water. The pool cannot be made to show anything else unless you allow the player characters to acquire deeper knowledge of its function. Such knowledge is beyond the scope of this adventure, though command words for a scrying pool may be a reasonable reward at higher levels (such as when they've earned sufficient Reputation Points with a faction willing to share some knowledge about scrying upon their foes).

Secret Door: A player character who Searches the area and succeeds at a DC 18 Perception check locates

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a bone lever that opens the secret door leading to area **B22**. A character who learned about the secret passage from Arghun the Annihilator or who spotted peepholes in the cells (area **B20**) automatically locates the lever without a Perception check if they look around the room.

Hazard: The southwest bone pile harbors a colony of tiny ostovites. A sound like the droning of insects and clacking bones constantly issues from the mound. The mound's tiny inhabitants surge forward when anyone approaches within 15 feet of the nest.

OSTOVITE NEST

HAZARD 2

RARE **COMPLEX** **ENVIRONMENTAL**


Stealth +11 (trained)

Description A nest of bones resembling an ant hill contains countless miniscule scavenger vermin with vicious, acid-dripping mandibles.


Disable DC 18 Athletics (trained) to topple the mound and destroy it

AC 18; **Fort** +11, **Ref** +5

Hardness 7, **HP** 30 (BT 15); **Immunities** acid, critical hits, object immunities, precision damage; **Weaknesses** area damage 5, bludgeoning 5, splash damage 5

Skittering Surge  **Trigger** A creature comes within 15 feet of the nest; **Effect** A mass of skittering ostovite hatchlings crawls all over the nest, spewing acid in all directions. Each creature within 30 feet of the nest takes 1d10+4 acid damage (DC 18 basic Reflex save). A creature who fails the save also takes 1 persistent acid damage. The hazard then rolls initiative.

Routine (1 action) The hazard makes an acid spew Strike against the nearest creature.

Ranged  acid spew +11 (range increment 30 feet), **Damage** 1d10+4 acid

Reset The hazard deactivates if there are no targets for its acid spew at the start of its turn. The hatchlings return to the nest, and the hazard resets. If damaged but not destroyed, the nest recovers 1d6 Hit Points per hour as the hatchlings repair it.

Treasure: A player character who Searches the southeast bone pile and succeeds at a DC 17 Perception check discovers a single platinum vampire's fang worth 10 gp.

B20. CELLS

The far wall of this cell is made of skulls. The other walls are made of tightly woven ribs, and the floor is bare stone. An iron rung is bolted to the floor in the center of the chamber.

The doors to these cells are unlocked, but each has

a simple lock on the outside. The only keys are on the keyring in area **B15**.

These four cells are identical and unoccupied. A player character Searching any of these cells who succeeds at a DC 15 Perception check notices that several of the skulls on the west wall have peepholes. The skulls with peepholes all face into these cells; they have tiny holes in the back, lined up with the eye sockets, that would allow someone on the other side of the wall to observe the cell.

B21. TORTURE CHAMBER

LOW 1

This room is filled with stone tables bearing leather straps, chains, and other restraints. Racks of rusted blades, clamps, and other tools line the walls. On the north wall, an enormous oil painting depicts a fiercely grinning general with one hand tucked into his jacket while the other clutches an outrageously large halberd. Refuse lies in heaps in the southeast corner.

The door to this room stands open, allowing the rats who lair here to come and go. This torture chamber has not seen use in many decades.

If the player characters have befriended Arghun the Annihilator (see page 23) or otherwise ask him about the painting here, the excitable hand boasts about it ceaselessly, referring to it as "my portrait." If pressed for details, however, Arghun sheepishly admits that he's the hand tucked into the jacket, not the one holding the halberd.

Creatures: A few giant rats lair here, spawning litter after litter of rats in a constant battle of attrition against the ostovites with which they share the basement. They frequently raid the ostovite lair in area **B19** for viscera and occasionally send their offspring to the upper floor to claim more territory. They immediately attack anyone who intrudes upon this room, which they consider their domain, and fight to the death.

GIANT RATS (3)

CREATURE -1

Pathfinder Bestiary 276

Initiative Perception +5

B22. SECRET PASSAGE

The walls and ceilings of this passage are made of intertwining skulls and bones. Thousands of worn-down human teeth stud the floor.

Peepholes in the back of skulls lining the east wall allow someone here to spy on the cells (area **B20**).

B23. OSSUARY

MODERATE 1

Skulls and other bones comprise every inch of the walls and ceiling of this room. The floor is smooth stone. A stone altar piled with skulls, many of which still have bits of flesh clinging to them, stands against the east wall. A robed corpse lies on the floor at the base of the altar. Its skull seems to have burst open, as skull fragments litter the floor around it.

The corpse is that of the Kuthite priest Menetgash, a low-ranking member of Graydirge's temple to Zon-Kuthon, the Empty Threshold. Menetgash was secretly a member of the Builders League as well, and he had acquired knowledge of an old contract allowing the league to reclaim ownership of Graydirge Bank (see Chapter 2). He also knew of Qhallaqh Manor's hidden rooms from documents he discovered among the league's archives. Rivals dosed him with arsenic in an otherwise inconsequential and unrelated faction squabble, and the poison finally took effect once he made it here. He died in writhing agony, burying his secret—and an enchanted, ornate key to the bank vaults—with him.

Creatures: Menetgash was an expert in shadow magic and frequently called on shadowy fey creatures to do his bidding. When he died in a chamber of skulls, the fey energies lingering in the former priest spawned a skull fairy, which hatched from his head in a grisly explosion. Thinking itself the luckiest creature in the world to have been born surrounded by skulls, the creature is content to remain here for the entire duration of its admittedly short life—not that it had much choice, as it doesn't even know that the room has an exit.

The skull fairy viciously attacks anyone who intrudes on its home. The feral creature fights to the death to defend itself, but it does not willingly leave the ossuary. Though it was born from Menetgash's skull, it is a different creature entirely, and possesses none of the priest's knowledge or memories.

SKULL FAIRY

CREATURE 3

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Initiative Perception +10

Menetgash's Corpse: Player characters who Investigate the corpse determine this is the body of a male human with numerous piercings, tattoos, and intentional scarring. A character who succeeds at a DC 15 Medicine check determines the body has been here

for more than a year but less than two years. A character who is trained in Religion recognizes symbols among the body modifications indicating the man was a devout worshipper of Zon-Kuthon.

Treasure: Player characters who Search Menetgash's corpse discover his robes once had a concealed pocket, but the pocket has recently rotted through, spilling its contents onto the ground. The most significant item in these contents is an ornate key carved from obsidian. The shank and bow form a forked tongue, such that they'd stick out of a lock after the key is inserted. The key is wrapped in a scrap of leathery skin with the phrase "Death and Secrets" tattooed on it in faded green ink—an important clue for how the characters can ultimately use the key in Graydirge Bank.

The spilled pocket contents also include a minor oil of unlife (*Advanced Player's Guide* 258), a lesser focus cathartic (*Advanced Player's Guide* 253), and 2 gp.

XP Award: Award the player characters 30 XP for discovering Menetgash's corpse.

Housewarming

Berline is overjoyed to learn the player characters cleared their new manor of lingering dangers. Even if they don't inform her themselves, she learns of their success in a matter of days and shows up in a zombie-steed-drawn carriage laden with celebratory victuals. If her visit surprises the player characters, she remarks that one of the perks of being the only Blood Lord in Graydirge is any bit of significant news reaches her ears in short order. After all, "Sure, some people might try to kill you—but all the rest scramble to please."

Berline brings numerous delectable dishes, and she's done her best to modify this meal based on the characters' responses to their initial feast with her at the beginning of the adventure. She insists on sharing a meal with them and spends a good deal of time giving them advice on how to remodel their kitchen.

After the meal, if the players missed any key clues at the farm about the three-fingered skull symbol or the alchemical ingredients the intruders brought, Berline shares that information with them (although they don't retroactively earn XP for anything they missed). She has investigated on her own now the farm is clear of danger. She still needs to ask around Graydirge and see what else she can learn, and she hopes the characters do the same once they've settled in.

XP Award: Award the player characters 80 XP for clearing out the creatures and hazards in Qhallaqh Manor, and celebrating with Berline.

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Chapter 2: Marrow and Mystery

While the player characters might sense they've stumbled upon the early stages of a conspiracy to poison Graydirge, the events at Old Ergagh's Farm are but a small piece of a plot set in motion years ago. There are others across Geb working in secret to perfect a poison for Chancellor Kemnebi, and the conspiracy reaches the upper echelons of Geb's Blood Lords. For now, the characters have little to go on other than the symbol of the Three-Fingered Hand. Yet they are not the only ones who have taken an interest in the gang.

The gang's actions prior to its attack on Old Ergagh's Farm drew the attention of **Ortagar Stitch-Skull** (LN male human priest of Zon-Kuthon

4), head of Graydirge's temple of Zon-Kuthon, who learns of the characters' recent successes through their mutual friend, Berline. Seeing as their agendas are in alignment, Ortagar invites the characters to dine with him at the temple, a large and venerable building called the Empty Threshold.

It takes some time for Ortagar to piece together this information and to contact the player characters; you can determine just how much downtime they have to level up, recover, purchase equipment, and take care of other business in Graydirge. When you decide the time is right, the player characters receive a missive from Ortagar. It arrives via a skeletal thrush that repeatedly

flies into their front door until someone answers, waits for someone to take the note, and flies off.

When you and your players are ready to continue the adventure, give your players a copy of **Handout #1: Letter From Ortagar Stitch-Skull** on page 30.

Graydirge Rumors

A player character who wants to learn more about Graydirge or recent events can attempt a DC 17 Diplomacy check to Gather Information. With a successful check, the character learns a fact they don't already know from the list below. They learn two facts with a critical success. You can invent lies and rumors for the characters to discover if they critically fail a check. Characters from Graydirge may know some of this information automatically, at your discretion.

- "These days, you've got to watch over your money yourself. Graydirge Bank shut down a few years ago. All the money was withdrawn, of course... but some say there might be a few lockboxes still down in the vault that've never been claimed."
- "Ortagar Stitch-Skull works hard to ensure the Empty Threshold doesn't become too powerful or popular. Attract enough notice and the Celebrants might commandeer the fancy temple, or the Builders League might decide to plumb it for ancient secrets. Can't say I blame him—getting Blood Lords involved in your business isn't ever good."
- "Food and drink are getting pricier and harder to come by in Graydirge—just another way for the quick to suffer in Geb, I suppose. I heard a group was doing something about it, and that's great! We really need more people like that around here."
- "It's amazing that the Bone Shards gang can keep such a low profile, given how many people in Graydirge they've done jobs for (and backstabbed). I never actually believed they were fetchlings—y'know, creatures of half shadow?—but maybe it's true. How else could they stay so well hidden?"
- "The return of Geb to the public eye—may his undeath bring lasting pain and suffering to all—is cause for much celebration, but it's certain to bring some upheaval, as well. Politics between the Blood Lords have been riled up to unprecedented levels, for certain."
- "I saw a zombie dog the other day. In the Court of Ghouls, it was! Normally, you only see working animals like that out on the farms. Wonder where it ran off from..."

Dining at the Empty Threshold

The Empty Threshold is the epitome of Kuthite construction. In Geb, worshippers of Zon-Kuthon have no need to hide their faith in secluded basements or shrouded attics, as they do in other parts of the world. The temple is ostentatious, massive, and hideous. Its many intentional architectural defects and asymmetries are designed to cause as much aesthetic discomfort as the grimacing skulls and twisted sculptures that line its halls and alcoves.

The building serves primarily as a house of painful meditation and worship for devoted Kuthites who reside there. Most of them are living people rather than undead, as undead can't feel pain in quite the same way—though the Kuthites take pride in devising various unpleasant experiences, both physical and emotional, for any undead who wish to join their macabre rites.

CHAPTER 2 SYNOPSIS

The player characters receive an invitation to dine at the Empty Threshold, Graydirge's temple to Zon-Kuthon. This meal affords them the opportunity to make new allies and perhaps acquire useful knowledge—particularly about the corpse of a Kuthite priest the characters found hidden in their new manor's basement—but the priests want something from them as well. At the suggestion of Ortagar Stitch-Skull, the characters investigate the headquarters of a run-down gang and an abandoned bank as they follow up on the leads they've discovered thus far.

CHAPTER 2 TREASURE

The permanent and consumable items available as treasure in Chapter 2 are as follows.

- +1 handwraps of mighty blows
- +1 returning starknife
- crying angel pendant
- everburning torch
- infiltrator's elixir
- lesser darkvision elixir
- low-grade cold iron morningstar
- low-grade silver scimitar
- minor oil of unlife (*Advanced Player's Guide* 258)
- moderate acid flask
- scroll of comprehend language
- scroll of magic aura
- wand of harm (1st-level)

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Fellow friends of Blood Lord Berline Haldoli,

I invite you to dine with me in the shadowy, scream-filled halls of the Empty Threshold, where I faithfully fulfill my duties as head priest of the Midnight Lord. I have learned of your recent work to restore Mistress Haldoli's farm and the troubling things you discovered there. It pained me when I realized a member of my own congregation possessed information that may be related to your discovery. It seems the Dark Prince wished this information to emerge from the shadows only now. I believe it may be of use. Join me for dinner, and we can discuss the matter privately.

Eternally envious,
Ortagar Stitch-Skull

HANDOUT #1: LETTER FROM ORTAGAR STITCH-SKULL

BLOODY ABLUTIONS

A trio of acolytes greet the player characters at the temple's entrance: **Ygefka** (LE nonbinary human acolyte 2), **Rofela** (LE female human acolyte 1), and **Teket** (LE female human disciple 1). Each acolyte wears black leather garb and carries a serrated dagger at their hip. Ygefka is covered in tattoos depicting beautiful creatures in terrible pain, while Rofela and Teket bear fresh scars.

The acolytes lead the way through a small ablation room, offering to assist any character who is willing with the proper rites. This ceremonial washing involves the cleansing of blood from the supplicant's body. If the characters don't have blood to wash away, Ygefka explains with eagerness that the ablation is required; each character must bleed themselves or another to earn the blood to be washed away in Zon-Kuthon's name. Nearby chambers have the required implements, and Rofela offers herself as a victim if the characters want one. A character who chooses to bleed themselves can attempt a DC 16 Medicine or Religion check or DC 13 check with an appropriate Lore skill (such as Zon-Kuthon Lore) during the cut and cleansing. A character who chooses to bleed someone else can attempt a DC 16 Intimidation or Religion check while doing so. The acolytes do not begrudge any character who refuses to perform the ablutions, but a character who succeeds at a check when performing either gains a +1 circumstance bonus to skill checks to impress Ortagar during the upcoming meal.

DINNER WITH ORTAGAR

The acolytes escort the player characters through the temple to Ortagar Stitch-Skull's dining chamber. Their path takes them past a dark hall leading to the acolytes' living quarters, a few dead-end passages (one of which has another whimpering acolyte huddled in the corner, engrossed in some personal act of worship), crumbling stairs descending into the temple's basement

from which echo distant screams, a large worship hall that's currently empty, and finally through a discreet door leading to Ortagar's quarters. The priest stands and greets the characters, gesturing for the acolytes to remove the platter in front of him. Ygefka covers the platter containing a large, writhing arachnid—several of its trembling limbs separated from its thorax—and the acolytes leave. Ortagar wipes the silver spoon he was using on a black cloth, carefully arranges the cloth and spoon at his place setting, and invites the characters to introduce themselves.

As Ortagar and the player characters wrap up initial pleasantries, Ygefka reenters the room and announces dinner is served. The acolytes serve the food before excusing themselves for the evening. The meal, laid out in generous portions on platters decorated with gruesome scenes of dismemberment, is delicious. The fare includes pigeons stuffed with onions and spices, minced beef, roasted vegetables, stuffed dates, and buttery pastry drizzled generously with honey. Ortagar serves the characters wine and ale from pitchers on a small side table, though he himself does not partake, as alcohol dulls his sense of pain.

As the meal progresses, the player characters can speak with Ortagar about anything on their minds. The priest does not immediately discuss his reason for inviting them. He is curious about what brought each of them to Graydirge and asks for their stories. Ortagar shares that he was born in Graydirge and given to the temple at a young age when his parents died. He suspects they were victims of a violent crime or some undead creature's appetite, but he is nonchalant about their fate. Life, he says, is defined by loss. The loss of his parents set Ortagar on a path of greater understanding about the world and his role in it. He considers himself fortunate and, inasmuch as his faith permits it, happy.

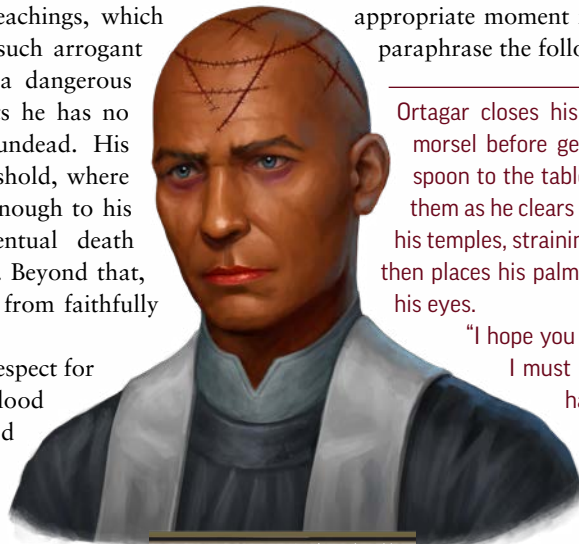
Other likely topics of conversation include the Blood Lords, Berline Haldoli, and the player characters'

recent adventures. Regarding the Blood Lords, Ortagar has little to say. They generally take little interest in Zon-Kuthon's teachings, which suits Ortagar; the envy of such arrogant and powerful creatures is a dangerous thing. Ortagar freely admits he has no interest in becoming an undead. His place is at the Empty Threshold, where he hopes to be important enough to his congregation that his eventual death causes them great suffering. Beyond that, he has few ambitions aside from faithfully serving the Midnight Lord.

Ortagar has much more respect for Berline than for the other Blood Lords. It's rare for a Blood Lord to choose to retain life rather than seek the all-too-common embrace of undeath. Ortagar and Berline share interest in delicious food and have refined many recipes together throughout the years. Their frequent meals also offer an excuse for them to share the experience of being powerful citizens of Graydirge who are nonetheless living people.

If the player characters discuss the Kuthite priest's body in the basement of Qhallaqh Manor with Ortagar, he recalls one of his priests, a man named Menetgash, went missing about two years ago. Ortagar can confirm it is the body of Menetgash if the characters describe it. He doesn't know why Menetgash visited Qhallaqh Manor or how the priest ended up dead. If the characters describe the ornate key they found, or show it to him, Ortagar says the key doesn't belong to him or to the Empty Threshold. He suspects the key belongs to Graydirge Bank, which closed about two years ago, around the time Menetgash went missing. He genuinely does not know why one of his priests would possess such a key, but he asks the player characters to let him know if they find out.

Impressing Ortagar: During the meal, allow each player character to attempt a skill check to earn Ortagar's favor. The base DC of these checks is 17. The appropriate skill should be something that arises naturally from the characters' interactions and conversations, such as a Diplomacy check if they are being friendly, or a Religion check if they speak about Zon-Kuthon or other faith-related topics. If at least half the party succeeds at these checks, or if any character critically succeeds, the party impresses Ortagar enough that he offers to have his acolytes teach them the Kuthite spells beginning on page 79 at the characters' convenience.



Ortagar Stitch-Skull

Ortagar's Mission: Eventually, Ortagar decides he can trust the characters with more information. At an appropriate moment in the conversation, read or paraphrase the following.

Ortagar closes his eyes as he enjoys one final morsel before gently returning his napkin and spoon to the table. He methodically straightens them as he clears his throat. He slowly massages his temples, straining the stitches on his head, and then places his palms on the table and snaps open his eyes.

"I hope you have enjoyed your food. Later, I must pay for the pleasure this meal has brought me," he says with a glance at his spoon, "but for now, we have important matters to discuss.

"I recently learned of an apparent plot to introduce some strange substance—poisons, perhaps—to Geb's food supply. This plot involved not just any remote farm, where the food would undoubtedly be shipped overseas and be no concern of mine, but a farm that supplies Graydirge itself, including this temple. You all know of what I speak, of course. I have a confession to make, about why I have brought you all here. Word of this plot did not reach me by way of our mutual acquaintance, the esteemed Reanimator, Mistress Berline Haldoli. No. I learned of this plot from a member of my own congregation.

"It is difficult for our worshippers to keep secrets from us. My acolytes are quite skilled, and it is easy to recognize when one of our own has grown accustomed to our ministrations and requires extra attention. One such congregant is a man named Dakramat, who is also a member of a Graydirge gang called the Bone Shards. We've long known Dakramat worked with the Bone Shards, but it did not concern us. It is a pathetic group, little more than struggling ruffians, unworthy of our attention—or so I assumed. It seems the group has a new leader. This individual plots to poison Graydirge's food supply. Dakramat heard about this from his gang's new leader, but as he wasn't in the inner circle, he couldn't provide any details, even under intense interrogation. Our modest congregation consists mostly of living people, and there are many other quick across Graydirge. A mass poisoning is no trifling matter.

"When word of what happened at Old Ergagh's Farm reached me, it was clear there truly is a plot against Graydirge... against its living residents, at least. I try to keep myself and the Empty Threshold insulated from such schemes, and I'd appreciate external assistance with this investigation. Thus, I have brought you here to share what I know. The Bone Shards are somehow connected to what

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BONE SHARDS HIDEOUT

1 SQUARE = 5 FEET



has happened, and what may yet happen, if no one acts. I can tell you where their hideout is. Try not to kill all of them. If they have information on this plot, we ought to learn who is involved."

After dinner concludes, the player characters have a couple of leads to pursue. They can choose to proceed first to the Bone Shards hideout or to Graydirge Bank. Ortagar can give them directions to the Bone Shards hideout, which he learned by interrogating Dakramat (Dakramat is no longer in any position to speak with the characters, or anyone else). Graydirge Bank may be abandoned, but its location is well known, and Ortagar's acolytes provide directions if needed.

XP Award: Award the player characters 30 XP for learning about the key and the poisoning plot over dinner with Ortagar. Award them an additional 30 XP if they impressed Ortagar with their conversation.

The Bone Shards Gang

The Bone Shards are a small gang of thieves and glorified errand runners. Many of Graydirge's aristocrats and merchants count on the Bone Shards to enable their

constant scheming against one another. These petty quarrels are nowhere near the level of the Blood Lords' machinations, but the Bone Shards' strategy of playing both sides has soured its relationship with more than one local tyrant. The Bone Shards have managed to avoid the destructive wrath of those they've worked against only by being useful to enough other groups that it would cause more trouble than it's worth to eliminate the pathetic gang.

The Bone Shards' only other advantage is that they've managed to spread a rumor that their members are fetchlings who ward the hideout with powerful shadow magic. A few gang members worship Zon-Kuthon (including Dakramat), and they supported this ruse with their knowledge of the Shadow Plane. With some mundane disguises, the gang kept the rumor going for several months.

Recently, the gang's fate changed. Kepgeda the Hag-Nailed, leader of the Three-Fingered Hand, is no stranger to fetchlings and shadow magic. Shortly after she set up shop in Graydirge, she investigated the Bone Shards' rumors and recognized their claims of Shadow Plane ties were utter fabrications. Kepgeda saw this as

an affront to her mother's work. She knew she could easily wipe out the gang, but her actual business in Graydirge—helping the Graveclaw perfect an insidious poison—distracted her from this idle act of destruction.

While researching the tremor paste the Graveclaw's operatives in Sallowshore sent to Graydirge, Kepgeda learned it was still sequestered in Graydirge Bank, which had closed. Furthermore, access to the lockboxes in the bank vault required special, ornate keys. After lengthy investigation, Kepgeda learned the Bone Shards had come into possession of just such a key. Using persuasive techniques she learned from her mother that would make even Kuthites flinch, she convinced the Bone Shards they'd be better off if she were in charge.

Kepgeda couldn't stand the Bone Shards' pretensions, so she didn't rely on them for long. Now informed of their headquarters and its secrets, she stamped them out by recruiting most of them into her Three-Fingered Hand gang, dead or alive (mostly dead). After all, how dare they play pretend with shadow magic? Surely, Kepgeda thought, Iron Taviah would be pleased she punished them. Besides, she needed the key to Graydirge Bank, and she didn't care to explain why she needed it. All things considered, it seemed more expedient to just murder the Bone Shards.

Bone Shards Hideout

Only a few Bone Shards gang members remain at their hideout after Kepgeda's purge. Their headquarters stands in an abandoned area of Graydirge's cavernous undercity beneath the Meat Market neighborhood. This massive chamber once served as a flesh rendering site, where necromancers used a powerful ritual to strip flesh from bones, scouring away the souls of the ritual's victims in the process. The ritual supplied Graydirge with countless thousands of bones in short order, while also preventing the mass death from producing haunts or lingering spirits. Geb has plenty of such dangers already, and the city's necromancer-architects desired to live in the city without being devoured by vengeful ghosts.

The flesh rendering site was once a prominent fixture of the city, but as it fell into disuse, few people remembered where to find it. Only one of the site's entrances remains open; the others are clogged with heaps of bones. While dining with Ortagar Stitch-Skull at the Empty Threshold, the player characters learned the only open route to the hideout. This route takes the characters through a textile market in the Meat Market quarter, down a lonely stairway between several rugmakers' shops, and then through a quarter mile of twisting bone passages. Without knowing

the proper directions, it's all but impossible to find the way through the winding undercity to the Bone Shards' hideout. What lies in the rest of Graydirge's catacombs is beyond the scope of this adventure, but you might have the characters encounter animated bones, ostovites, skeletons, or worse creatures as they travel through the tunnels. This is a good way to help player characters catch up if they haven't yet reached 2nd level.

BONE SHARDS HIDEOUT FEATURES

The walls, floors, and ceiling of the subterranean hideout are predominantly stone, but the number of bones embedded throughout the area is staggering. The hideout is unlit except where otherwise noted. There are no doors in the area—just archways resembling gaping maws with teeth made of thousands of actual teeth magically fused together.

Bones scatter the tunnels nearest the entrance to the Bone Shards' hideout, mostly pieces of the walls and ceilings that fell away long ago. A player character who succeeds at a DC 12 Survival check to Track discovers that multiple recently humanoids passed through the bone debris just outside the entrance, dragging heavy objects the size of corpses. With a critical success, the character also discerns that several of the humanoids' tracks were made by creatures with the rigid, shuffling gait of zombies.

The map of the Bone Shards Hideout appears on page 32.

C1. ENTRANCE

LOW 2

A gaping maw of fangs, each made of thousands of fused humanoid teeth, lines this short passage, which opens to the east onto a vaulted chamber of stone. The skeletal remains of four people sit propped against the walls where the passage widens into a larger alcove, two to either side. Each wears a simple leather skullcap strapped tightly beneath its jaw.

These skeletons are merely old remains—for the most part.

Creatures: The leather skullcaps strapped to each of the skeletons hold their jaws in place. These jawbones are actually chattering jaws, magically animated bones that the Bone Shards placed here as a sort of alarm system. The jaws chatter incessantly when anyone approaches within 30 feet, though the skullcaps prevent them from doing much harm unless anyone is foolish enough to get too close.

At the end of each round that one of the creatures chatters, it attempts a DC 15 flat check. On a success,

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its movement loosens its skullcap's leather chin strap enough that the chattering jaw falls away from the skeletal remains. A chattering jaw that takes any damage is also automatically freed. Any freed chattering jaws clatter along the ground to bite anyone nearby and fight until destroyed.

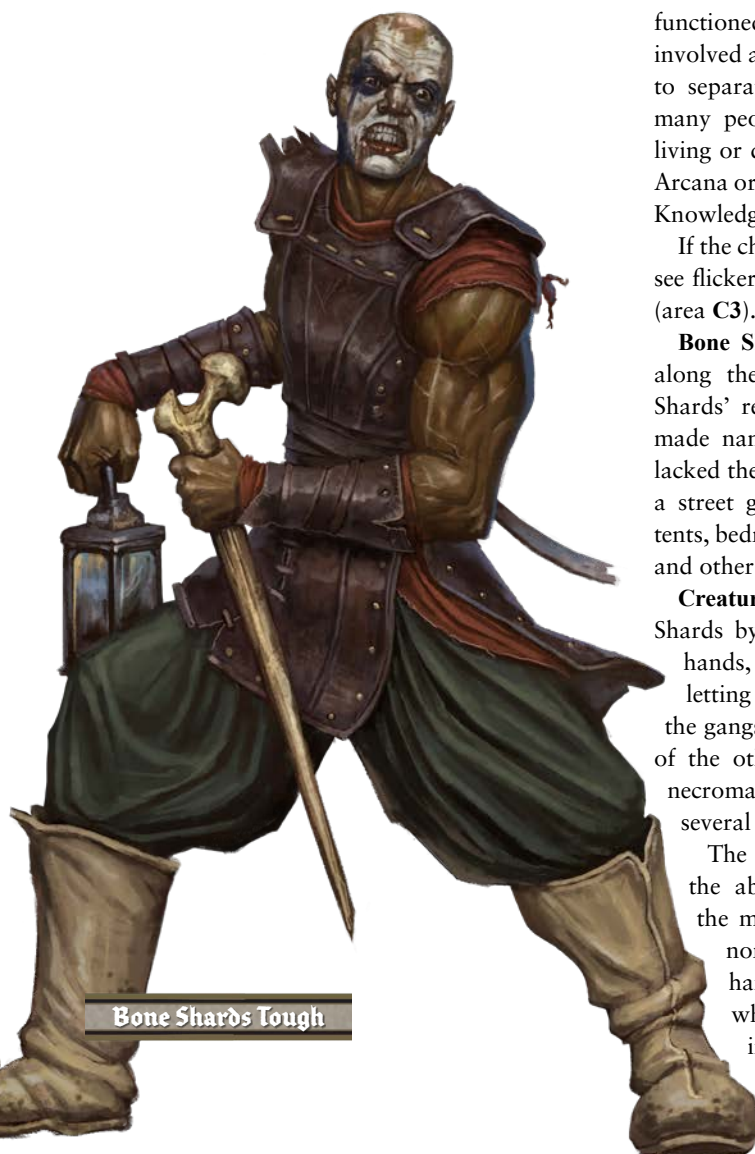
CHATTERING JAWS (4)

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Initiative Perception +3

Raising the Alarm: If the chattering jaws make any noise, the sound alerts the remaining Bone Shards in area C3 that someone has arrived. They take cover behind their makeshift wall, hoping that the intruders won't discover them.



Bone Shards Tough

C2. RENDERING CHAMBER

MODERATE 2

The vaulted ceiling of this enormous chamber rises some fifty feet above the floor. Six pits—each fifteen feet to a side, fifteen feet deep, and lined with red glass—stand in two rows along the floor. Arranged in a regular pattern on the floor between and around the pits are eight roughly circular mosaics of polished bone, each 10 feet in diameter. Along the south wall stand the remains of a makeshift camp: Canvases laid across poles of lashed bones to make tents, cook pots over fire pits ringed with sooty skulls, and other abandoned detritus litters the area. The east wall contains a wide opening onto another room piled high with bones.

The red glass is likely familiar to the player characters, as it's the same material used in the construction of Qhallaqh Manor. This entire chamber functioned as a rendering site. The ritual typically involved at least eight necromancers working together to separate the bones, flesh, and souls of however many people they could stack in the pits at once, living or dead. A character who succeeds at a DC 17 Arcana or Occultism check to Identify Magic or Recall Knowledge discerns the chamber's original function.

If the characters don't bring a lot of light, they likely see flickering campfire light up the stairs to the north (area C3).

Bone Shards Campsite: The abandoned campsite along the southern wall is evidence of the Bone Shards' relative poverty. Members may have briefly made names for themselves in Graydirge, but they lacked the vision and resources to be much more than a street gang. In all, the campsite contains enough tents, bedrolls, simple clothes, cookware, slop buckets, and other supplies for about a dozen people.

Creatures: Kepgeda made an example of a few Bone Shards by chopping off a finger from each of their hands, then removing the hands entirely before letting the victims bleed out, and finally reanimating the gangsters as zombies. All this took place in front of the other Bone Shards. She additionally poured necromantic energy into the severed hands, leaving several three-fingered crawling hands behind.

The hands lurk in two groups of three, one in the abandoned camp and one patrolling along the makeshift wall of bones on the steps to the north. Kepgeda commanded the crawling hands to strangle any Bone Shards members who attempt to leave the hideout. The hands instinctively attack anyone else who enters the room, as they're unable to distinguish the player characters from Bone Shards. They fight until destroyed.

CRAWLING HANDS (6)

Pathfinder Bestiary 2 56

Initiative Perception +5

Treasure: A character Searching the abandoned campsite discovers a silver mirror worth 5 gp, three disguise kits, and ten batches of replacement cosmetics (mostly bone-white makeup and black hair dye).

C3. OBSERVATION PLATFORM**MODERATE 2**

The remaining Bone Shards have a small campfire near the center of this observation platform, giving this area flickering illumination.

Stairs lead up to a wide, elevated platform. Bones are heaped on the stairs, except for a small clear path up the stairs' center.

The mass flesh rendering that once took place here was quite the spectacle—a gruesome spectacle, all the better in the eyes of the Blood Lords and other prominent Gebbites. From this elevated area, spectators could watch the entire process, from the piling of victims and corpses into the glass pits, to the lengthy and gruesome preparations for the ritual, to the flesh rendering itself: a crescendo of chanting and unearthly screams accompanied by a veritable cyclone of gore.

That was long ago. Now, the Bone Shards use the raised platform as a camp for higher-ranking members. After the Three-Fingered Hand eradicated most of the Bone Shards, the remaining few barricaded themselves here with a makeshift wall of bones.

Creatures: The last living members of the Bone Shards cower here. They're always on the lookout for the crawling hands that patrol the room to the south. The hands have left them alone so far, but the gang members don't have much faith in their ongoing safety.

Two of the remaining Bone Shards are low-level toughs named Osok and Getegr. The third is Sahreg the Dirge Screamer, a woman whose arrogance was dealt a serious blow but is still quite evident. All three still wear makeup that makes them look a bit like fetchlings, but it has largely worn off. The toughs wear dark leather, while Sahreg wears a white-and-black checkered leather tunic.

When the Bone Shards become aware of intruders (likely because of the chattering jaws in area C1) they hide behind the bone wall. They ignore any fighting that takes place throughout the rendering site, but if anyone approaches the observation platform, Sahreg calls out a warning and demands the intruders leave. If the characters don't leave and fail to convince the

CREATURE -1

Bone Shards to back down, they assume the characters are there to finish them off and attack. The toughs try to protect Sahreg while she pelts foes with bones using *telekinetic projectile*. When the first two gang members fall, the third surrenders if reduced below half their Hit Points.

BONE SHARDS TOUGHS (2)**CREATURE 0**

UNCOMMON NE MEDIUM HUMAN HUMANOID

Perception +6**Languages** Common

Skills Acrobatics +5, Athletics +5, Graydirge Lore +4, Stealth +5

Str +1, **Dex** +3, **Con** +2, **Int** +0, **Wis** +2, **Cha** +0

Items bone shards (3), lantern, leather armor

AC 15; **Fort** +6, **Ref** +7, **Will** +4

HP 20**Speed** 25 feet

Melee ♦ bone shard +8 (finesse), **Damage** 1d6+2 piercing

Ranged ♦ bone shard +8 (thrown 20 feet), **Damage** 1d6+2 piercing

Puncture ♦♦ (attack) **Requirements** The tough has two bone shards in hand; **Effect** The tough attempts to use one shard of bone to hammer another into a creature, creating a gaping wound. The tough attempts an Athletics check against the target's Reflex DC. On a hit, the target takes the listed bone shard damage and 1d4 persistent bleed damage.

SAHREG THE DIRGE SCREAMER**CREATURE 2**

UNIQUE NE MEDIUM HUMAN HUMANOID

Perception +6**Languages** Common

Skills Acrobatics +7, Deception +8, Diplomacy +8, Graydirge Lore +6, Occultism +6, Performance +8, Society +6, Stealth +7, Thievery +7

Str +0, **Dex** +3, **Con** +0, **Int** +2, **Wis** +1, **Cha** +4

Items flute, shortsword, thieves' tools

AC 18; **Fort** +6, **Ref** +9, **Will** +9

HP 30**Speed** 25 feet

Melee ♦ shortsword +11 (agile, finesse, versatile S), **Damage** 1d6 piercing

Occult Spontaneous Spells DC 18, attack +10; **1st** (3 slots) *command*, *illusory disguise*, *unseen servant*; **Cantrips (1st)** *chill touch*, *daze*, *ghost sound*, *mage hand*, *telekinetic projectile*

Bard Composition Spells DC 18, 1 Focus Point; **1st** *counter performance*; **Cantrips (1st)** *inspire courage*

What the Bone Shards Know: If the characters successfully negotiate with the Bone Shards or capture them alive, they're willing to explain the gang's history

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and circumstances (as described in the first two paragraphs of information in **The Bone Shards Gang** on page 32). They also know the following.

- Kepgeda the Hag-Nailed, the leader of a gang called the Three-Fingered Hand, took over the Bone Shards and massacred many of its members soon after. Kepgeda had allies: human gang members in red cloaks, a few ghouls, and some zombies. This is likely the first time the player characters hear Kepgeda's name. The symbol of the Three-Fingered Hand matches the scraps of cloth they may have found at Old Ergagh's Farm.
- They remaining members of the Bone Shards don't know the location of the Three-Fingered Hand's hideout; they're not even sure it's in Graydirge.
- Kepgeda's primary motivation seemed to be acquisition of an ornate key the Bone Shards

received as payment for a job a few years ago. She described it in clear detail and knew the key goes to Graydirge Bank. The Bone Shards don't know why Kepgeda wants it, and they don't know who gave the key to their gang in the first place; the member who handled the contacts for that mission is long dead. The key is made of granite, and its shaft is carved to look like a spine.

- The Bone Shards can provide a physical description of Kepgeda, including her missing finger that they assume is the reason she calls her gang the Three-Fingered Hand. Kepgeda was enraged by the Bone Shards pretending to be fetchlings, insisting "shadow magic isn't a thing for playing pretend." They emphasize her obsession with "putting her enemies to better use," such as by cooking them or raising them as zombies.
- Kepgeda raised several dead Bone Shards as zombies to join her ranks, and cooked "the leftovers" (her words) into Bone Shard soup in the vault to the east (area C4). She cooked them alive so their screams would intimidate the remaining Bone Shards into revealing where they kept the key. It worked.
- If the characters ask about Dakramat, the Bone Shards admit several of them worship Zon-Kuthon. Dakramat was among the most devout, and the gang members assume he quit the gang to join the acolytes full time.
- If characters ask about the corpse and key they discovered in Qhallaqh Manor, the Bone Shards know nothing about either.

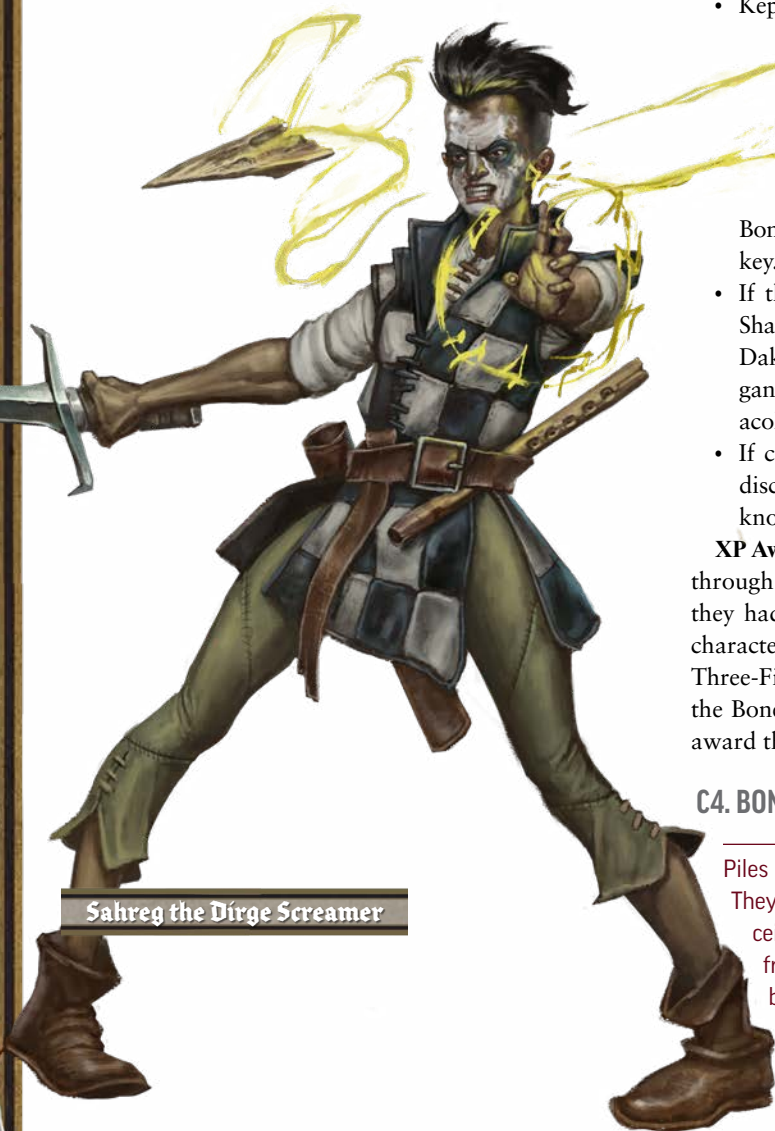
XP Award: If the characters resolve this interaction through nonviolent means, award them XP as if they had defeated the Bone Shards in combat. If the characters learn Kepgeda's identity, the name of the Three-Fingered Hand gang, and that Kepgeda attacked the Bone Shards to acquire a key to Graydirge Bank, award them 80 XP.

C4. BONE VAULT

MODERATE 2

Piles of bones lie in heaps throughout this chamber. They rise to twenty feet in places, nearly touching the ceiling, and they completely clog passages leading from the room to the north and south. The smell of burnt flesh fills the air.

The number of corpses required for this quantity of bones is staggering, though the truth is perhaps more shocking: these bones



Sahreg the Dirge Screamer

are merely those left over when Graydirge's builders finished their work on the city.

The bones clogging the north and south passages extend about a hundred yards. Excavating the tunnels requires days or even weeks of hard and careful labor. There's little of interest for the player characters in the miles of abandoned, mostly collapsed tunnels beyond. A character who succeeds at a DC 15 Graydirge Lore (or other related Lore) check or a DC 18 Society check to Recall Knowledge discerns these tunnels likely lead to the rumored flesh halls far beneath the city (see Gibbering Flesh Halls, below). The characters can also learn this information from Berline Haldoli or Ortagar Stitch-Skull if they describe the bone vault to either person.

Hazards: Though many of the bone piles have settled over the years, a few of them are treacherously unstable. The Bone Shards know to walk around the safe sides so as not to risk being crushed. Any creature moving too close to the unstable bones might set them off if they're not careful. The map on page 32 indicates the dangerous squares.

PRECARIOUS BONE PILES (2)

HAZARD 3

ENVIRONMENTAL

Stealth DC 23 (trained)

Description This ancient pile of bones appears stable, but the slightest disturbance topples them.

Disable DC 20 Acrobatics (trained) or Stealth (trained) to shimmy past the bones without disturbing them, or deal any amount of damage to trigger the collapse from a distance

Collapse ➤ **Trigger** A creature moves through the treacherous squares near the bone pile or damages the bones piled in one of the squares; **Effect** The bone pile collapses in a torrent of skeletal remains, spreading 5 feet in every direction from the bone pile's current area. This deals 6d4+9 bludgeoning damage to each creature within 5 feet of the bone pile (DC 20 basic Reflex save). The area becomes difficult terrain.

Creatures: After Kepgeda defeated the Bone Shards, she took several of them out of sight to torture and cook alive. All that's left is a squirming mass of indistinguishable chunks of flesh congealed into a squirming swill. It's in the northwest corner when the characters first arrive, but it emerges to investigate and attack anyone who comes near or anyone who disturbs one of the precarious bone piles.

THE LEFTOVERS

CREATURE 2

Squirming swill (*Pathfinder Bestiary* 3 256)

Initiative Perception +6

Treasure: Upon defeating the squirming swill, the player characters discover a few lumps of silver among the remains worth a total of 20 gp. A character who Searches the northwest corner of the room also finds a 1st-level *wand of harm* resembling a charred bone. Kepgeda dropped it while cooking the Bone Shards.

GIBBERING FLESH HALLS

The necromancer-architects of old Graydirge provided a great deal of sustenance for the city's ghoul and vampire populations, but they rendered more flesh than they could possibly use. Their solution was to bury it. Beyond the bone-clogged passages in area C4 lie several transportation tunnels that once led to the surface, and a solitary tunnel that leads below. After a few miles, the tunnel reaches a bowl-shaped ice cavern filled nearly to the brim with frigid flesh. The magic that froze the chamber's contents is wearing off, occasionally producing fleshy gibbering mouthers, more than one of which has made its way into Graydirge's catacombs and sewers. The surrounding tunnels teem with feral ghouls and other disgusting creatures drawn to the fathomless heap of flesh.

Though it would require hours of labor to dig a passage through the bones in the bone vault—and it is inadvisable for the player characters to delve into this region any time soon—you might decide to send them to the gibbering flesh halls as a consequence for failure later in the Adventure Path. Perhaps, following an altercation with an opposing Great Faction, a rival Blood Lord unceremoniously dumps the characters' bodies in a sewer trench that leads far below.



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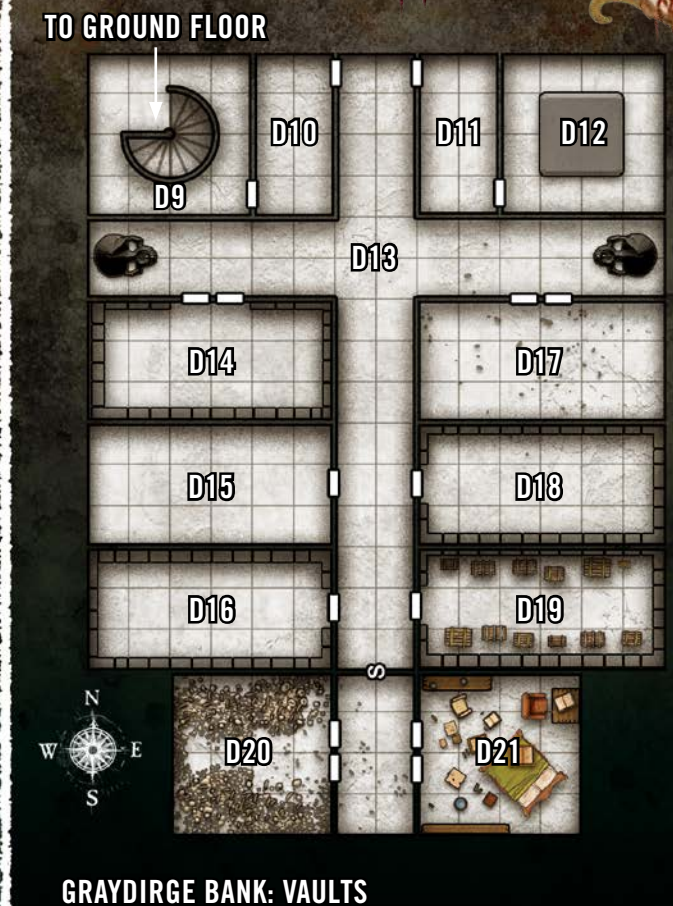
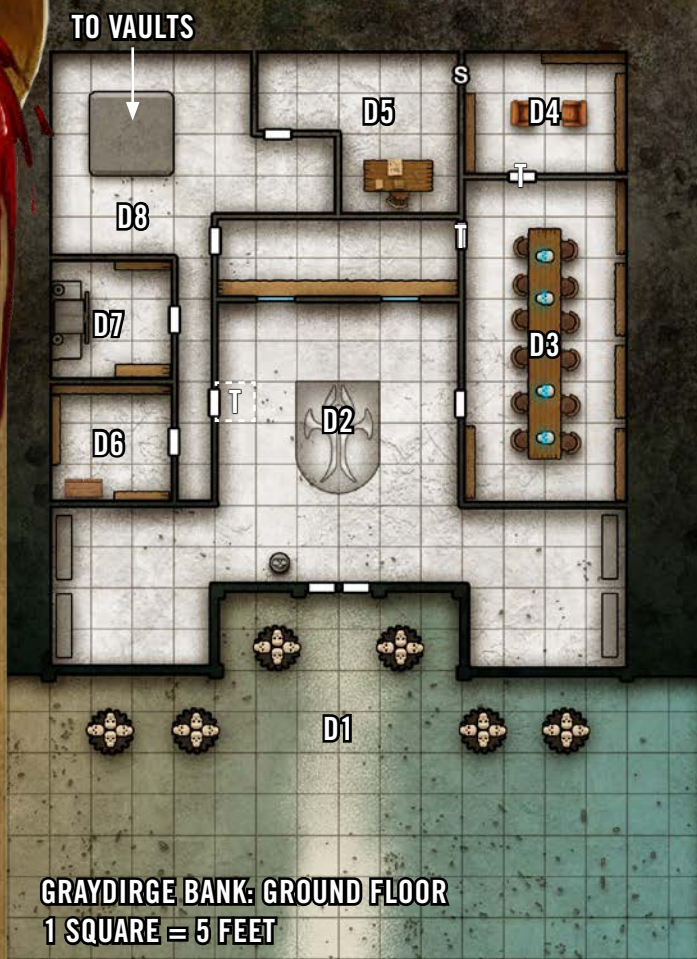
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The Leftovers



Graydirge Bank

When the player characters learn the key they discovered in the basement of Qhallaqh Manor likely opens something in Graydirge Bank, they may decide to pay the bank a visit. If they learn from the remaining Bone Shards gang members that a larger gang called the Three-Fingered Hand stole a similar ornate key when it raided the Bone Shards' headquarters, the characters have even more reason to explore the bank.

The Tax Collectors Union (see page 75) once operated Graydirge Bank, maintaining an iron grip on the city's finances. After a series of intense conflicts between the Tax Collectors Union and the Celebrants in the legal chambers of Mechitar, the Tax Collectors Union transferred its holdings from Graydirge Bank to the capital. Ostensibly, this transfer of funds was to help consolidate power for Geb himself, but the Celebrants simply wanted to frustrate the Union. The bank in Graydirge has been shuttered for nearly two years. It's common knowledge that the vast quantities of coins and jewels previously held in the bank were removed; the Celebrants organized a public procession when the money was withdrawn to show off Geb's wealth and to

flaunt their victory to the Tax Collectors Union. Some suspect a few goods remain stashed in deposit boxes in the bank's vaults. Their suspicions are correct, but it's impossible to access the vaults without one of the bank's few keys. The Tax Collectors Union also left a sinister bank guard and more than one devious trap, intending one day to reoccupy the establishment.

Shortly after attacking the Bone Shards, Kepgeda sent her most trusted Three-Fingered Hand enforcers to infiltrate Graydirge Bank. They were in and out in minutes, and they managed to avoid most of the bank's defenses as they snatched a shipment of tremor paste from Sallowshore. They did not avoid every danger, and five gang members died in the bank.

GRAYDIRGE BANK FEATURES

The bank is a windowless edifice of solid stone reinforced with iron bands forged in the shape of interlocking skeletal hands and jaws. Located on the north side of the Governor's Quarter, the structure is nestled between several other properties owned by the Tax Collectors Union. Each building merges with the banks' walls, such that the bank is surrounded by solid

stone on three sides. Only the south side is accessible. The Builders League, which provided the magic and expertise to seal the bank to its neighboring buildings, is rumored to have included multiple “back doors” to the structure. While the rumors are reasonable, given the league’s usual methods, they aren’t true. The Builders League is aware of Graydirge Bank’s secrets and has a contingency to claim the bank for itself.

Bank Keys: The bank’s architects crafted a magical door in the upper floor that leads to the bank’s vaults, along with a small number of magical keys. Any of these keys could open the door to the basement, and each was attuned to certain chambers therein. The player characters should have the key from the corpse of the Kuthite priest they discovered in the basement of Qhallaqh Manor. If they visited the Bone Shards, hideout, they likely know of another key the Three-Fingered Hand stole from the Bone Shards.

Unless otherwise noted, the bank’s ceilings are 15 feet high, and the bank’s halls and chambers are dark. The walls are incredibly durable, made of granite reinforced with (and magically shaped around) bands of iron. The bank carries a general air of long abandonment.

The doors are iron and set on tracks that allow them to slide into the walls; they are heavy, and the sliding mechanisms haven’t been maintained. A character trained in Athletics can open a door with a single Interact action, while an untrained character must use three Interact actions to open each side. They are unlocked unless otherwise noted.

Corpses: While the Three-Fingered Hand succeeded at its mission, five members died in the bank. The nature of their demises differed, but the corpses have some commonalities that anyone Investigating the bodies can discern. The robbers were all humans wearing blood-red cloaks stitched with emblems of a skeletal, three-fingered hand. They all died around the same time. The exact amount of time that has passed depends upon how long it has been since the player characters began the adventure, but they died a few days before the Three-Fingered Hand attempted to poison Old Ergagh’s Farm.

The map of Graydirge Bank appears on page 38.

D1. FRONT ENTRANCE

LOW 2

Six black columns stand outside the front doors of an edifice of solid granite lined with iron beams in the shape of interlocking jaws and finger bones. Atop each column is a three-foot-diameter skull carved from the same black granite as the columns, and each skull has its mouth wide in a different but equally exaggerated grimace. The entrance is an iron double door set into an archway of gaping skulls.

The surrounding buildings belong to the Tax Collectors Union and don’t see much use, so this street is usually deserted.

The bank doors are typically locked, but the Three-Fingered Hand used acid to destroy the mechanism. A player character Searching the door notices the damage. A character who succeeds at a DC 19 Perception check, or a DC 15 Crafting or Thievery check, determines the acid damage occurred in the past few weeks.

Creatures: When the Celebrants led a procession through the streets to commemorate the bank’s closing, they left jumbles of animated fingerbones behind. One phalanx of phalanges has been marching to the front door, then 20 feet directly south, then back to the door, repeating the same steps for 2 years. Another marches along the street between the columns and the building wall. Locals avoid getting in the way of the animated fingerbones. Anyone who lingers at the door too long risks crossing the bones’ predetermined path and disturbing them, rousing them to attack, though the phalanxes walk over and ignore one another. The Three-Fingered Hand snuck past them.

PHALANXES OF PHALANGES (2)

CREATURE 1

Page 83

Initiative Perception +5

D2. LOBBY

LOW 2

The white-and-black marble floor of this expansive lobby was shaped to proudly display the national symbol of Geb, the silver glyph of the wizard king. Low stone benches line a pair of alcoves to the east and west. To the north, iron doors flank the lobby. The northern wall is a tellers’ desk with a pair of thick panes of clouded glass. A single stone statue resembling a woman wearing a tattered cloak stands awkwardly a few feet from the doors leading outside, one of its hands reaching out and the other clutching a sack.

The statue is one of the Three-Fingered Hand gang members, petrified when the group triggered a trap while rushing from the bank. Due to critically failing their saving throw to recover from the condition, the petrification is permanent. A player character who succeeds at a DC 18 Medicine or Nature check discerns this was once a living person, but magic turned them to stone.

The alcoves to the southeast and southwest were waiting rooms where the bank would also post guards. During the frantic emptying of the bank’s vaults in its final days, employees used these alcoves as sorting and distribution nooks for the vast wealth. Empty crates, chests, and satchels lie strewn about inside.

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A player character who succeeds at a DC 18 Arcana check to Identify Magic while examining the tellers' desk discerns the clouded glass is enchanted, and there is likely a command word to turn it transparent as needed.

The area behind the tellers' desk contains empty shelves and cabinets. All bank records were removed or destroyed.

Lever: A player character can Interact with the lever next to the door on the east wall behind the tellers' desk to disable the sickle blade trap on the opposite side of the door (area **D3**), or to manually reset the trap if it has been triggered.

Hazard: The bank owners left a cockatrice summoning rune behind (marked with a T on the map) to protect the lobby from intruders until the bank could be reopened. The Three-Fingered Hand triggered the summoning rune and didn't disable it, so the trap has reset.

SUMMONING RUNE

HAZARD 3

COMPLEX MAGICAL TRAP

Stealth +10 (trained)

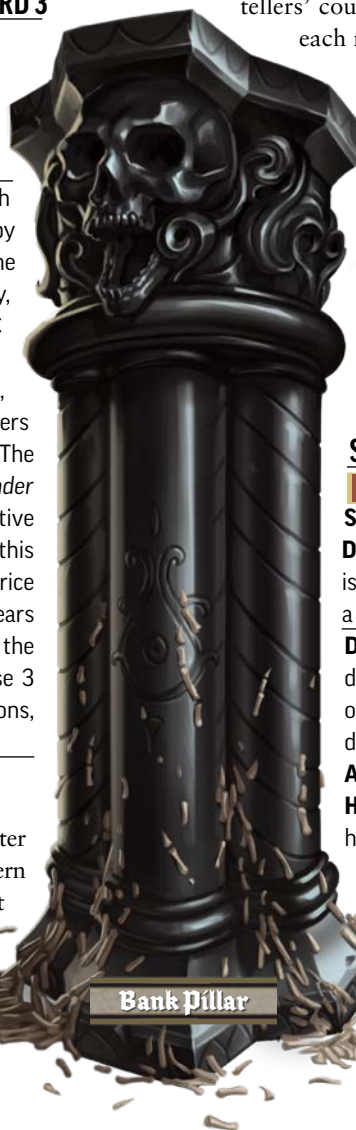
Description A cloud of invisible magical sensors floats in the square above an invisible floor rune.

Disable DC 18 Acrobatics to approach without triggering the trap followed by DC 20 Thievery (trained) to disrupt the rune's summoning effect; alternatively, *dispel magic* (2nd level; counteract DC 17) to counteract the rune

Summon Monster ➤ (arcane, conjuration, summon); **Trigger** A creature enters the cloud of magical sensors; **Effect** The trap summons a cockatrice (*Pathfinder Bestiary* 66). The cockatrice rolls initiative and remains for 2d6 rounds; after this duration, the spell ends and the cockatrice disappears. The cockatrice also disappears if someone disables the trap before the duration expires. The cockatrice can use 3 actions each round and can use reactions, unlike most summoned creatures.

Reset The trap resets after 24 hours.

Treasure: A player character Investigating or Searching the southern alcoves finds only empty containers, but a character who succeeds at a DC 15 Perception check discovers a secret pocket in one of the satchels containing a *scroll of magic aura*.



D3. PUBLIC RECORDS

Mostly bare bookshelves line the walls of this long chamber. A long table with a dozen cushioned chairs stretches across most of the room. Five skulls with blue flames flickering in their eye sockets like candles sit in a row atop the table. The room has two iron doors in the west wall and a single iron door to the north. The northernmost door on the west wall, and the door on the north wall, each have a small plaque on the wall directly to the right.

The Tax Collectors Union sought to control not only much of Graydirge's finances but a large portion of its official records as well. Its arrangement with city officials required many records to be accessible to the public (or, at least, anyone with enough clout to receive permission to peruse them). The public records were kept here.

The plaques next to the door leading behind the tellers' counter in area **D2** and north to area **D4** each read "Restricted" in Common.

Hazards: Bank employees installed lethal hazards here to punish intruders too curious to remain in the public record room. A skeletal arm wielding a sickle lashes out from a groove in the ceiling to strike at anyone who slides open the trapped doors (as marked on the map) without first disabling the mechanism using the lever on the other side of each door.

SICKLE BLADES (2)

HAZARD 3

UNCOMMON MECHANICAL TRAP

Stealth DC 20 (trained)

Description A skeletal arm holding a sickle is concealed in the ceiling and connected to a mechanism in the sliding door below it.

Disable DC 20 Thievery (trained) on the door frame or ceiling groove, or Interact to operate a lever on the opposite side of the door (in areas **D2** and **D4**, respectively)

AC 19, **Fort** +12, **Ref** +4

Hardness 11, **HP** 44 (BT 22); **Immunities** critical hits, object immunities, precision damage

Sickle ➤ **Trigger** A creature attempts to open the door; **Effect** A skeletal arm swings a sickle from the ceiling, making a Strike against the triggering creature.

Melee ➤ sickle +16, **Damage** 2d12+11 slashing

Reset The trap resets after 15 minutes. Additionally, a creature can manually Interact with the lever on the opposite side of the door to reset the trap.

Public Records: A few shelves contain dusty tomes, scrolls, and other records primarily pertaining to Graydirge's people, history, establishments, government, and so on. Bank employees moved the most important records offsite when the bank shut down; anything highly confidential would not have been kept here in the first place. While in this room, a player character can use the records as a scholarly journal compendium, gaining a +1 item bonus to Recall Knowledge about Graydirge, though the records are poorly organized and require 10 minutes to peruse in this way instead of the usual 1 minute.

If a player character spends 1 hour sorting through the records, they can bundle the most significant ones into a single scholarly journal (Graydirge Lore; see *Pathfinder Core Rulebook* 291). Compiling the journal allows the character to take it with them and reduces the time required to reference the records to the usual 1 minute. The room itself no longer functions as a useful reference once the records have been removed.

Treasure: The five skulls operate as *everburning torches*, but they shed light only as bright as candles. They're firmly bolted to the table. A player character who succeeds at a DC 31 Athletics check to Force Open the bolts or a DC 21 Thievery check to Disable a Device can remove a skull without damaging it. On a critical failure, the skull breaks, its light goes out, and it becomes nonmagical.

D4. RESTRICTED ARCHIVE

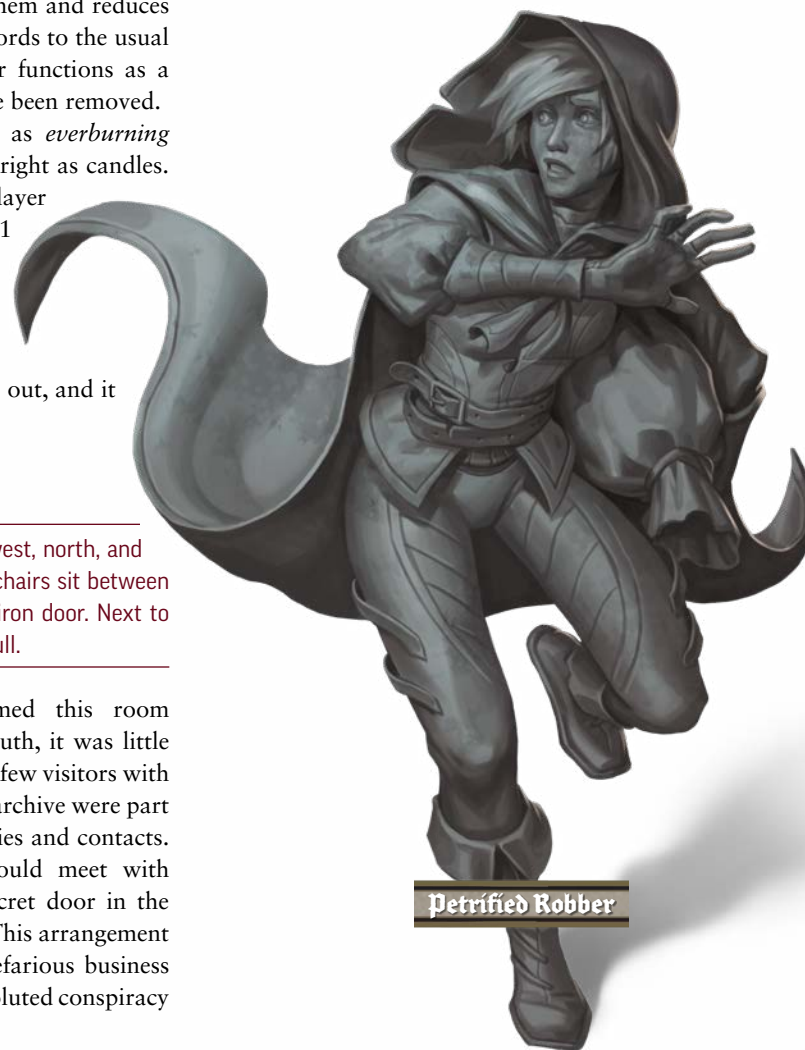
Crowded bookshelves stand along the west, north, and east walls of this room. Two cushioned chairs sit between them. The south wall contains a single iron door. Next to the door is a lever topped with a tiny skull.

Lower-ranking bank staff assumed this room contained sensitive records, but in truth, it was little more than a meeting room. The select few visitors with permission to access to the restricted archive were part of the bank manager's network of spies and contacts. After being escorted here, they would meet with the bank manager, who used the secret door in the northwest corner to enter discreetly. This arrangement allowed the manager to attend to nefarious business without anyone discovering her convoluted conspiracy theories (see area D21).

The books here all have titles suggesting grim and esoteric subject matter, such as *Delusions of the Boiled Rat* and *In Service to the Flagellating Fang*. Most of the books are filled with gibberish and meaningless diagrams. A player character who attempts to read the books and succeeds at a DC 18 Occultism or Society check to Decipher Writing determines the books largely contain nonsense deliberately fashioned to resemble occult lore.

Lever: A player character can Interact with the lever next to the door on the south wall to disable the sickle blade trap on the opposite side of the door (area D3), or to manually reset the trap if it has been triggered.

Secret Door: A player character who succeeds at a DC 18 Perception check while Searching this room notices a pattern of dust near the shelves in the northwest corner suggesting the shelf can swing out into the room. Upon closer examination, the character discovers a switch behind one of the books that causes the shelves to swivel open, revealing a secret entrance to area D5.



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Treasure: The book that conceals the switch to the secret door, as well as a handful of others on the same shelf, are the former bank manager's personal collection of cookbooks from distant lands. They include recipes from nearby nations such as Osirion and Katapesh, as well as more far-flung nations such as Galt and Ustalav. These books collectively fetch 10 gp from someone with an interest in food for living people, such as Berline or Ortagar.

D5. MANAGER'S OFFICE

MODERATE 2

A large desk takes up the southern portion of this room. A gray-robed corpse with an elaborate headdress sits in an ornate chair, hunched over plates and bowls filled with chips of bone and insect husks. A pair of folded notes are stabbed to the table with a starknife.

A player character trained in Religion or who succeeds at a DC 12 Religion check to Recall Knowledge recognizes the headdress as the raiment of a low-ranking worshipper of Urgathoa.

The bank manager was a mid-level member of the Tax Collectors Union, a human woman named Tylegmut who schemed against her faction and attempted to join the Celebrants while also spying on the Builders League. Her efforts at spycraft made Tylegmut more enemies than friends, and she took her own life with poison when it became clear

her time with any of the Great Factions was coming to an end.

Tylegmut has a small silver key in her pocket. A player character who Searches the corpse discovers the key. It opens a cabinet in the armory (area D6) as well as the manager's vault concealed in the basement (area D21).

Hazard: Tylegmut's spirit infused substances on the desk with energy to become a haunt.

TYLEGMUT'S LAST MEAL

HAZARD 4

UNIQUE COMPLEX HAUNT

Stealth +22 (trained)

Description The former bank manager's ghostly presence tempts creatures to partake in a dubious meal.

Disable DC 18 Religion (trained) to say a prayer to Urgathoa and put the haunt temporarily to rest until it resets, DC 22 Occultism (trained) to commune with the bank manager's spirit and convince her to permanently pass on, disabling the haunt

Foul Temptation (necromancy, occult) **Trigger** A creature looks over the contents of the desk; **Effect** The haunt tempts nearby creatures to eat from the plates and bowls arrayed on the desk by concealing it in an illusion of food the viewer finds delicious. Each creature in area D5 must attempt a DC 21 Will save. The haunt then rolls initiative.

Critical Success The creature sees through the illusion entirely and is temporarily immune to the haunt's routine for 1 minute.

Success The creature is not tempted by the food.

Failure The creature believes the food is appetizing and becomes driven to consume it. The creature takes 4d4+4 slashing damage as it chews the jagged bones and husks.

Critical Failure As failure, but the creature takes double damage and is paralyzed for 1 round as the haunt continues to tempt it.

Routine (1 action) The haunt sends a cloud of dust and bone shards hurtling about the room. The dust and bones batter all creatures in the room, dealing 4d6 bludgeoning damage (DC 21 basic Reflex save). Creatures who fail the save are blinded for 1 round (or 1 minute on a critical failure).

Reset The haunt re-forms after 1 hour. The haunt becomes disabled and doesn't re-form if a creature eats a full meal at the desk—this can be any food, not just the "food" at hand.

Harsh Correspondence: Two brief letters lie on Tylegmut's desk. One is written in crisp and meticulous Common and

Tylegmut's Last Meal

says, “With the shuttering of Graydirge Bank, your position with the Tax Collectors Union is hereby terminated. Besides, I know you’ve been working with the Celebrants for years, you traitorous filth. You probably orchestrated all this yourself. Remember, the Tax Collectors always come calling. Watch your back.—VQ.” The note is dated just over two years ago, on the day the bank closed. The second note is written in overly elaborate Common and reads, “Regretfully, though the church appreciates your devotion and the many services you’ve performed in the name of Geb and the Pallid Princess, your petition to join the Celebrants is denied.” The note is neither signed nor dated.

Treasure: The headdress is made of silk fabric on a wire frame and resembles an insect shaped like a skull. The fabric is dusty and torn, and some of the wires are bent; the headdress has the broken condition. It’s worth 10 gp in its original condition. A character can restore the item with magic or Repair the headdress by succeeding at a DC 17 Crafting check.

The starknife is a +1 *returning starknife* with the initials “VQ” engraved on the center handle.

D6. ARMORY

Empty armor and weapon racks line the walls of this room. A heavy oak cabinet occupies the southwest corner. Fine carvings of cavorting imps adorn the cabinet’s doors.

The bank owned several impressive weapons it lent to its guards. When the bank closed, the Tax Collectors Union emptied the armory, except for manager’s cabinet. The bank manager assured them she’d handle those items personally but never did.

Treasure: The cabinet has an average lock. The key to it is in the manager’s office (area D5). Anyone who opens the cabinet discovers several useful items inside: a low-grade silver scimitar, a chain shirt with a *crying angel pendant* affixed to it, a *minor oil of unlife*, a *scroll of comprehend language*, and a belt pouch containing 18 gp.

D7. KITCHEN

A large stone oven takes up the west wall of this simple kitchen. Storage cabinets and racks for cookware occupy the rest of the room.

Most of the bank’s staff were undead and had no need to eat, but the bank manager insisted on adding a kitchen to the premises for herself. The food in the cabinets is fine fare, all spoiled.

Treasure: Most of the cookware is simple and functional, but anyone who sifts through the cookware notices an exquisite wooden box made of a dense, dark, aromatic wood. The box is worth 4 gp. It contains a hand-carved bone soup ladle with a silver handle. The ladle is worth 10 gp.

D8. BASEMENT VAULT LID

LOW 2

A ten-by-ten-foot slab of unadorned iron is embedded in the stone floor in the northwest corner of this room. A hallway lined with four doors leads south, and a large alcove to the east has another door in its north wall. A corpse lies in a dried pool of blood a few feet south of the iron slab.

The iron slab is a door of sorts that conceals the stairs to the basement’s vaults. A player character who examines the corpse and succeeds at a DC 12 Medicine check discerns the victim was a male human who was pummeled to death. The severe beating made his facial features indiscernible. He wore a red cloak with the Three-Fingered Hand gang symbol, like the ones the player characters discovered at Old Ergagh’s Farm. Furthermore, the pool of blood stops where the stone meets the iron slab, though there does not appear to be even the slightest gap between the two. This Three-Fingered Hand gang member ran afoul of the bank vault guard on the way out.

Creatures: Graydirge Bank has a single remaining guard, a bodak named Opkherab, who has long protected the stairs to the basement. The Tax Collectors Union conditioned the unruly and malevolent Opkherab to fear a select few members of the bank staff, as well as those in possession of the bank’s keys. The bodak is significantly less powerful than others of his kind; a Sarenite priestess removed his eyes and drained much of his power in a futile attempt to restore his soul. Opkherab is nevertheless imposing, strong, and difficult to evade or coerce.

When the Tax Collectors Union shuttered the bank, they let Opkherab keep his post to deter squatters. Over time, the bodak’s conditioning has waned. The Three-Fingered Hand gang members held him off by presenting one of the bank’s vault keys, but when they came back this way after robbing several items from the vault, including a small reliquary containing Opkherab’s smoky eyes, the bodak flew into a fit of rage. He managed to get one of his eyes back and stuffed it into its socket before the gang members escaped.

In the likely event that Opkherab attacks the player characters, he initially attempts to Shove people from the room while babbling incoherently at them and gesturing for them to leave, even if they present a

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bank key. If anyone approaches within 5 feet of the vault lid, Opkherab attacks them relentlessly with his fists. He fights until destroyed, and chases intruders into the basement if they manage to get past him. He doesn't pursue anyone outside the bank.

OPKHERAB

CREATURE 3

UNIQUE CE MEDIUM UNDEAD

Variant bodak bank guard (*Pathfinder Bestiary 2* 42)

Perception +10; darkvision, lifesense 30 feet

Languages Abyssal, Common



Opkherab

Skills Acrobatics +10, Athletics +8, Intimidation +11, Stealth +10

Str +3, **Dex** +1, **Con** +1, **Int** -3, **Wis** +3, **Cha** +2

AC 19; **Fort** +6, **Ref** +9, **Will** +12

HP 50, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** good 5

Key Conditioning Opkherab has a -1 circumstance penalty to attacks against anyone holding one of the bank's keys.

Sunlight Vulnerability If exposed to direct sunlight, Opkherab can't use actions with the death trait and becomes slowed 1. The slowed value increases by 1 each time Opkherab ends his turn in sunlight. If he loses all his actions this way, he is destroyed.

Draining Peek ☞ (death, necromancy, occult, visual)

Trigger A living creature within 30 feet that Opkherab can perceive with his lifesense starts its turn; **Effect** The target must attempt a DC 17 Fortitude save. If it fails, Opkherab regains 3 Hit Points, and the target becomes drained 1. Opkherab can't use Draining Peek for 1d4 rounds.

Speed 20 feet

Melee ☞ fist +12 (agile, finesse), **Damage** 1d6+4 bludgeoning plus Grab

Death Grip (death, necromancy, occult) When Opkherab Grabs a living creature, including a Grab to extend the effect on a grappled creature, he gains 3 temporary Hit Points, and the creature must succeed at a DC 17 Fortitude save or become drained 1. This increases the value of the creature's drained condition by 1, to a maximum of drained 4.

Zombie Spawn (necromancy, occult) Any humanoid who dies while drained by Opkherab rises as an autonomous zombie 24 hours after their death. You might use this opportunity to allow the player to keep playing the same character, rebuilt with the zombie archetype (*Pathfinder Book of the Dead* 60).

Opening the Vault Lid: The iron trapdoor is magically sealed shut. It's difficult to open without one of the bank's keys (such as the one the player characters discovered in Qhallaqh Manor). When someone in possession of such a key touches the trapdoor, it sinks a few inches and swivels open over the course of 1 round. It remains open for 1 hour or until touched again by a key holder. Stone stairs beneath this trap door lead to the basement landing (area D9).

Without one of the bank's keys, a creature must counteract the door's magic seal (*dispel magic*; 6th level; counteract DC 30) or destroy the door (Hardness 18, 72 Hit Points, Force Open DC 35) to gain access to the lower level.

Treasure: A character who Searches the Three-Fingered Hand gang member's corpse finds a moderate acid flask and a lesser darkvision elixir.

D9. BASEMENT LANDING

A spiral staircase leads up from the center of this twenty-foot-square chamber. A single iron door stands in the southern end of the east wall.

There is a viewing slot in the door, but it's locked. It can easily be opened from the security checkpoint on the other side of the door (area **D10**). A character can open the slot from this side with a successful DC 16 Thievery check to Pick a Lock.

D10. WEST SECURITY CHECKPOINT

The corpse of a human in a red cloak lies in a pool of dried blood in the northwest corner of this plain stone room. Mangled scrap metal dangles from the ceiling, a broken blade at its end.

This hall once had guards posted to confirm anyone coming or going from the vaults had appropriate authorization and a security escort, if necessary.

The corpse belonged to a member of the Three-Fingered Hand, as evidenced by the usual insignia stitched into her cloak. Her compatriots looted her belongings after her death but left the cloaked body here.

The cause of the gang member's death is obvious: a sickle blade trap, like the one in area **D3**, was built into the ceiling just above the checkpoint's west door; it sliced her nearly in half. The other Three-Fingered Hand members destroyed the trap before it could hurt any more of them.

There is a viewing slot in the west door, with a latch on this side. It allows a character to peer into the adjoining room (area **D9**).

D11. EAST SECURITY CHECKPOINT

This security checkpoint never saw much use, as no one knew how to open the vault lid in area **D12**. There is a viewing slot in the west door, with a latch on this side. The viewing slot allows a character to peer into the adjoining hall (area **D13**).

D12. CELLAR DOOR

A ten-by-ten-foot slab of unadorned iron is embedded in the stone floor of this room. Cramped writing covers the north and east walls.

The "cellar door," as the bank staff called it, leads to another vault below this level. No one in the bank knew how to open it; they tried every key they had to no effect. Ultimately, they started testing it by touching mundane items to the vault lid. To avoid repetition, they kept a running list of everything they tried, crossing items off when they didn't work. The writing on the walls is this list, and it consists of thousands of entries, ranging from likely ("gold key," "bone key," "knife," "copper coin") to very unlikely ("rusty flute," "rye muffin," "brass button"). Each entry is crossed off. The list should make it clear to the player characters that people tried to open this lid for many years without any success.

Questions of what the lower vault contains and how it's opened are beyond the scope of this adventure. Its contents could forever remain a mystery to the player characters, or you could craft an interesting diversion from the Adventure Path (such as by having the Great Faction that controls the bank at the end of the adventure open it and send the characters below to explore its unknown chambers).

D13. VAULT CORRIDOR

MODERATE 2

Ten-foot-wide corridors form an intersection of unadorned stone passages. Multiple heavy iron doors line the walls. Doors along the east-west corridor are twice as wide as the other doors. A pair of humongous skulls made of black granite stand at opposite ends of the east-west corridor. A large amount of shredded netting lies in tatters in the corridor intersection.

This cross-shaped corridor contains a host of defensive measures to deter unwelcome visitors, including a pair of strange guardians.

The doors to areas **D14** through **D19** are of similar construction, though the doors to areas **D14** and **D17** are wider than the others. Each door is made of iron, and each has a single skull made of iron embedded in the wall directly to its right. Each skull has its mouth open wide around a keyhole. Using the proper key causes the skull to emerge slightly from the wall—each skull is the head of an iron lever that can be pulled only if the correct key is used. Pulling the lever causes the adjoining door to slide into the wall or to close again. It takes 1 round for a vault door to grind open or closed. Pushing the lever into the wall relocks the door again.

The Three-Fingered Hand had a key to unlock the east vaults (areas **D17**, **D18**, and **D19**). Not knowing exactly where to find the tremor paste, they unlocked each door, eventually discovering a few boxes of the substance in area **D19**. The doors to areas **D18** and

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D19 are unlocked and open. The door to area **D17** is closed—the gang shut it quickly after one of their members fell victim to a trap inside—but the skull lever is still unlocked and protruding from the wall. It can be opened by pulling the lever.

The key the player characters discovered in Qhallaqh Manor unlocks the west vaults (areas **D14**, **D15**, and **D16**). When the characters arrive, the doors to these rooms are shut and the skull levers are locked.

Secret Door: A player character who succeeds at a DC 21 Perception while Searching the south end of the corridor discovers a secret door and the mechanism for opening it: a small, concealed lever that causes a door-shaped portion of the wall to lower into the floor.

Creatures: A pair of granite vultures squat at opposite ends of the east-west corridor, perched on a pair of 3-foot-tall skulls made of the same pitch-black granite as the vultures. These granite vultures are a fiendish imitation of guardian beasts (*Pathfinder Bestiary* 3 124). Rather than protecting sacred entryways, they guard profane treasures and sites of great evil. They're usually dormant unless provoked. The vultures awoke from their torpor when the Three-Fingered Hand members pillaged the vaults and attacked. Some of the gang members

fended off the vultures with nets while others went for the vaults. The vultures are more alert than they've been in months and ready for a fight.

While traditional guardian beasts are free to leave their vessels as incorporeal spirits, these granite vultures are far more restricted in how far and how quickly their spirit bodies can travel. They typically remain in their vulture-shaped vessels. However, they have one advantage typical guardian beasts lack: a linked back-up receptacle can reconstitute their bodies even if their vessel is destroyed. The large granite skulls serve as these back-up receptacles (as well as their perches).

The granite vultures assault the player characters on sight, assuming they are robbers like the ones here recently. They fight until destroyed, which hurls their essence into the spirit receptacles (the skulls). Though the vultures' instinct is to fight, the characters might delay their attack with quick conversation and skillful lies. The granite vultures are unpleasant conversationalists; one keeps mentioning how tasty the characters look and which of their parts might make the best morsels, while the other belittles and condescends to them.



Granite Vulture

GRANITE VULTURES (2)

CREATURE 2

RARE LE MEDIUM FIEND

LE variant guardian beast (*Pathfinder Bestiary* 3 124)

Perception +10; darkvision, scent (imprecise) 30 feet

Languages Common, Infernal; telepathy 60 feet

Skills Acrobatics +8, Athletics +6, Religion +8

Str +2, **Dex** +4, **Con** +0, **Int** +1, **Wis** +4, **Cha** +0

Anchored Soul A granite vulture is mystically bonded to a vulture-shaped stone vessel. It must remain within 60 feet of it.

AC 18; **Fort** +6, **Ref** +8, **Will** +10; +1 status to all saves vs. good

HP 28; **Immunities** disease, paralyzed, petrified, poison

Bonded Vessel The condition of a granite vulture's primary vessel dictates the vulture's maximum Hit Point value. Undamaged, the vulture-shaped vessel is an object with 28 Hit Points (BT 14). While the vulture is in spirit form, damaging them doesn't hurt the vessel, but damaging the vessel deals an equal amount of damage to the vulture. While the vulture inhabits their vessel, they're a single target, and damage reduces the Hit Points of both the vulture and the vessel. If the vessel is broken, the vulture can still fight normally while inhabiting the vessel and suffers no ill effect; if the vessel is destroyed, the vulture is instantly incorporated into its secondary vessel.

Reconstitution (divine, necromancy) When the vulture reaches 0 Hit Points, their spirit dissipates. If their vessel

remains intact, the vulture re-forms within it after 2d4 days, fully healed. If the vessel is broken, their receptacle reconstitutes the vessel in 2d4 days, and the vulture re-forms within it in another 2d4 days. In the meantime, the vulture's consciousness inhabits their spirit receptacle. If both their vessel and receptacle are destroyed, the vulture is instantly slain and can't reconstitute.

Spirit Receptacle If the granite vulture's bonded vessel is destroyed, their spirit inhabits an inanimate skull-shaped receptacle. In this state, they're petrified and can take no actions other than to speak telepathically until they are Reconstituted. The spirit receptacle has 56 Hit Points (BT 14, Hardness 7).

Speed 20 feet, fly 25 feet

Melee ♦ jaws (agile, finesse), **Damage** 1d6+4 piercing plus 1 persistent bleed damage

Divine Innate Spells DC 17; **1st** *detect alignment* (at will; chaos or good only)

Inhabit Vessel ♦♦ (manipulate) The vulture touches and melds with their bonded vessel, bringing the statue to life. They can cease Inhabiting their Vessel by spending a single action, which has the concentrate trait. While Inhabiting the Vessel, they gain **Immunities** healing, nonlethal; **Resistances** physical 3 (except bludgeoning); and the following Strike.

Spirit Body When not Inhabiting their vessel or receptacle, the vulture is incorporeal, is slowed 1, and gains resistance 3 to all damage (except force damage and damage from Strikes with the *ghost touch* property rune; double resistance against non-magical).

The Vultures' Knowledge: If the characters defeat the vultures' vessels, the creatures inhabit the skull receptacles and begin to telepathically bemoan their fates. A character who successfully Makes an Impression or Coerces the creatures can learn some information from them. In defeat, they are unfriendly toward the characters rather than openly hostile. They don't share that the skulls can slowly reconstitute their forms, hoping the characters leave the skulls alone. They are quick to share what they know if anyone starts damaging the skulls, hoping to buy some peace with information. They vultures can share the following key points.

- The vultures have been guarding the vaults for their whole existence, which spans several centuries. They've never left and are rarely spoken to. They are genderless and do not have names. They wonder what names taste like.
- They like to sample corpses that have aged for varying periods of time. No one feeds them, as they cannot ingest food. They just like to chew and savor flavors.

- The most recent bank manager came here alone many times, always rambling to herself about the complex relationships between taxes, celebrations, and builders, none of which sounded especially appetizing. She has a secret vault to the south; there's a lever in the wall. Maybe she hides tasty things in it.
- The vultures want to know what the characters taste like. They can taste things in their skull vessels just as well as in their vulture vessels.
- Other people came here recently. They wore red cloaks and did not stay long. A few of them trapped the vultures in nets while the others took several boxes from the vaults. Neither the visitors nor the boxes smelled good.
- The people who came here recently smelled heavily of yeast. They referred to what they came to steal as "the ingredient." It was for someone called "the poisoner," who was apparently worried the ingredient might have spoiled after so much time in the bank.
- Something in the northeast vault (area **D17**) likes to hiss and snarl a lot. A robber went in there and didn't come out. "Maybe you should go in there. Whatever it is probably isn't hungry anymore."

Treasure: Superstitious bank employees and visitors would throw coins into the eye sockets of the granite skulls, thinking the vultures might grow resentful and attack them if they didn't. A character who Searches the skulls discovers a total of 4 gp, 18 sp, and 20 cp between them.

D14. EMPTY VAULT

Heavy lockboxes line the walls of this room. All of them are open and empty.

This vault once contained the accumulated riches of several prominent Gebbites.

D15. REGIMENT STORAGE

MODERATE 2

Bone chips and bits of rotten flesh are smeared on the frame of this room's heavy door and on the floor nearby.

This vault contains no lockboxes or treasure—just a small piece of some minor aristocrat's personal army. They deposited the regiment here for safekeeping but never came to collect before the bank shut down. The Tax Collectors Union decided it was best to leave the regiment alone and deal with it another time.

A player character who succeeds at a DC 16 Perception check to Seek hears numerous faint moans through the heavy door. Between the noise and the bits

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of bone and flesh smeared on and around the door, the character can attempt a DC 19 Religion check to Recall Knowledge about shambler troops.

Creatures: The zombies in this regiment have formed a shambler troop. If the vault door opens even slightly, they wrench it open and shamle out to attack whomever they encounter and fight until destroyed.

SHAMBLER TROOP

CREATURE 4

Pathfinder Bestiary 3 302

Initiative Perception +7

Packed for Storage The shambler troop occupies 12 squares, even at its maximum Hit Points in the highest threshold.

Treasure: Four zombies have matching onyx gemstones embedded in their foreheads. A player character can spend 1 minute and attempt a DC 18 Crafting or Thievery check to remove a gemstone without damaging it. On a failed check, the gemstone gains the broken condition and loses half its value. Each gem is worth 20 gp on its own, though all four undamaged gems are worth a total of 100 gp if sold as a matching set. A character who succeeds at a DC 16 Society check or related Lore check realizes no one in Graydirge would think it strange if they simply removed the heads and sold the gems “pre-mounted” that way.

D16. BUILDERS VAULT

Heavy lockboxes line the walls of this room. All of them are open and empty.

All of Graydirge Bank’s keys allow someone to access the basement and open one or more vault doors, but the key the player characters recovered from the corpse of the Kuthite priest contains hidden magic. When the key is inserted into the skull outside this vault, the skull’s eyes glow with faint green light, and it speaks in a disembodied, gravelly voice to the person holding the key, asking, “On what is greatness built?” If the key holder responds, “death and secrets,” the skull replies, “the work is never done,” and the door briefly glows with the same eerie green light before opening. If the key holder has no response, or an incorrect response, the skull says, “leave the work to those who know,” and the door opens normally.

This room is like the other empty vaults, but it contains a compartment secretly installed (and later forgotten) by the Builders League, the Great Faction originally responsible for constructing Graydirge Bank. If the door opens after the key holder spoke the correct phrase, “death and secrets,” a few moments

later, a low humming energy permeates the vault, and a faint outline of green flames appears around a 2-foot-by-2-foot segment of the floor in the center of the room. This segment of stone slowly sinks a few inches into the floor and slides aside to reveal a small cubic compartment containing a single iron tube with silver skulls on either end: a scroll case. Inside the case, which opens by twisting off either one of the skulls, is a brief document.

The document is an official government contract between the Builders League and the Tax Collectors Union. Where it would normally indicate a date, it simply states, “Upon the Momentous Occasion of the Foundation of Graydirge Bank.” The contract is a legally binding agreement stipulating the Builders League agrees to grant full rights and ownership to the bank, upon completion of the site, to the Tax Collectors Union, and that its authority regarding all matters concerning the bank is second to the union’s authority. However, there is a final clause in which parties from both Great Factions agreed that full authority over the structure and its operation would revert to the Builders League if the Tax Collectors Union fails to continuously operate the bank for a period of a year and a day. The condition has come to pass, as the bank has been abandoned for 2 years.

For now, the characters have little use for this knowledge. However, at the adventure’s conclusion, they may choose to act on the information and throw their support behind one of these two Great Factions in their first major Faction Reputation decision of the Adventure Path.

XP Award: Award the player characters 30 XP for discovering the contract.

D17. PRISON VAULT

LOW 2

Deep scratches mar the floor and walls of this vault. Aside from a corpse with a red cloak lying in the center of the room, the vault is empty.

The Tax Collectors Union tasked bank staff with training an esobok psychopomp named Deppik as a bank guard, thinking her abilities were ideally suited to the task—if the creature could be broken and reconditioned to serve the union faithfully. When the bank closed, the training was still incomplete, and the esobok was caged in this empty vault.

Deppik managed to snag one of the Three-Fingered Hand bank robbers when they opened the door. The others left their companion behind. After the psychopomp wrenched the victim’s spirit free, she left the body alone.

Creatures: Deppik casts *invisibility* when she becomes aware of someone coming, such as the sounds of combat with the granite vultures in area **D13**. She attacks anyone who enters, living or undead, assuming they have torture in mind. She has little interest in talking. Only if the characters refuse to fight back after 3 rounds does the esobok realize the characters aren't her tormentors. She then attempts to flee, negotiating for her release in her low and gravelly voice if necessary to secure her departure from the bank and Graydirge.

DEPPIK

CREATURE 3

Female esobok (*Pathfinder Bestiary 2* 208)

Initiative Perception +12

Treasure: Player characters who Investigate or Search the corpse of the Three-Fingered Hand gang member discover a small hip flask containing an infiltrator's elixir affixed to its belt. More importantly, there is an insignia on the flask: a coffin with its lid askew. A character who succeeds at a DC 18 Graydirge Lore or DC 21 Society check to Recall Knowledge recognizes this as the logo of a local brewery, the Crooked Coffin. The dead robber also wears +1 *handwraps of mighty blows*.

D18. EMPTY VAULT

Heavy lockboxes line the walls of this room. All of them are open and empty.

This vault was emptied of anything valuable.

D19. SHIPMENT VAULT

Heavy wooden chests and lockboxes line the walls of this room. Most of the lids hang open, revealing the chests to all be empty. A corpse lies near a chest with a torn label in the far corner.

These chests and lockboxes once stored a great deal of wealth from other parts of Geb, but the vault was emptied when the bank closed. However, the bankers left a single heavy, nondescript chest because they couldn't find any record of who owned the chest or when it appeared in the vault. Their only clue was a torn label, and they did not have time to follow up on it. They shoved the chest in a corner and forgot about it. The Graveclaw—a coven of hags of which Kepgeda's mother, Iron Taviah, is a member—sent this chest from Sallowshore and paid for it to be deposited in secret. The coven didn't anticipate the bank's sudden closure.

The Three-Fingered Hand accessed this vault using the key from the Bone Shards and found the chest. With their numbers dwindling from the guards and traps in the bank, the gang members stole the contents—several jars of tremor paste—rather than attempt to lift the lead-lined chest itself.

Some of the robbers had secret orders direct from Kepgeda. To ensure they'd found the correct substance, she instructed them to test the tremor paste by combining it with a small sample of brain grit and feeding it to an unsuspecting low-ranking gang member. It worked, and they left the man's corpse behind.

Investigating the Corpse: As the poison leaves no trace, a player character examining the corpse finds no indication of the cause of death. The corpse is that of a middle-aged male human. This relatively new recruit to the Three-Fingered Hand kept a small journal on his person at all times. Any character Investigating or Searching the body discovers it in the corpse's vest pocket. The journal dates back only a couple of weeks. Most of the entries describe the mundane details of the man's life: the weather, people to avoid, shopping lists of cheap goods, and the like. It's clear the man was down on his luck



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and desperate for some lucrative opportunity to improve his fortunes. A more recent entry has the heading “New Job” and a simple sketch of several complicated street intersections. This is a quick map the man created of a small portion of the Court of Ghouls district between the city’s east gate and the Crooked Coffin Brewery and Tavern (both of which are marked) to keep from getting lost in the mazelike market when approaching the gang headquarters. Anyone who has spent some time in Graydirge recognizes the area depicted on the map and can easily find the Crooked Coffin.

Investigating the Chest: Although the robbers emptied the chest, the characters can still learn from it. One of the jars had an imperfect seal, and some residue leaked into the bottom of the chest. If the characters previously found the tremor paste at the farm, or if Berline found it and later told them about it, the characters immediately recognize this residue comes from the same paste.

A torn label on the chest indicates it was shipped from someplace called “Sallows.” (In fact, this once read “Sallowshore.”) This information is not immediately useful to the characters, but Sallowshore is a location they are bound to visit during the next volume of the Adventure Path.

XP Award: If the player characters find the chest with the torn label, identify or collect the residue, and surmise this was what the Three-Fingered Hand was after, award them 80 XP.

D20. BONE VAULT

This secret vault opens just like the those in area **D14** to **D16**, so the characters’ key opens it. This vault is packed with bones, deposited in centuries past by a forgotten client who never came to collect them. They are stacked floor to ceiling, but they conceal a treasure.

Hazard: The bones are packed tight, and the opening of the vault door causes them to pour into the room.

BURSTING BONE VAULT


HAZARD 3

ENVIRONMENTAL

Stealth DC 23 (trained)

Description This bone-filled vault disgorges its contents the moment the vault door slides open.

Disable DC 20 Thievery (trained) or Stealth (trained) to carefully open the vault door without disturbing the bones

Collapse  **Trigger** A creature opens the door to the vault; **Effect** The bones spill from the vault and into the adjacent corridor, dealing 2d10+13 bludgeoning

damage to each creature within 10 feet of the door (DC 20 basic Reflex save). The area becomes difficult terrain.

Treasure: A small, unlocked chest is buried among the bones. A player character discovers the chest if they spend at least 10 minutes sorting through the bones or succeed at a DC 18 Perception check to Search the room. The chest’s opening is lined with real teeth, and red velvet lines the interior. It contains a low-grade cold iron morningstar forged in the shape of a spiked human skull, as well as 50 sp. The chest itself is worth 10 gp.

D21. MANAGER'S VAULT

LOW 2

This room resembles a disheveled combination of office and living space more than a bank vault. An ornate bed sits in one corner, and dusty shelves and tables line the walls. Scrolls and journals cover most of these surfaces and much of the floor. Glass jars, metal flasks, ink vials, and a collection of belt pouches are mixed with the other detritus scattered about.

This is Tylegmut’s so-called “Vault of Secrets,” where she conducted the majority of her research into Geb’s Great Factions and concocted her plans to swindle them. Copious haphazard scribbblings cover nearly every piece of parchment in the room. These are Tylegmut’s notes on the Great Factions, written in Common. By skimming the notes, a character can discover Tylegmut had more questions than answers about the Great Factions and the Blood Lords, as described in more detail on page 51.

Creature: Tylegmut was paranoid that someone would discover her plots. She paid an exorbitant sum to the Builders League to craft a trapdoor in the ceiling that would open 1 minute after the door to this vault is opened unless someone speaks a magical passphrase. The door blends almost seamlessly with the ceiling, and a character spots it only if they succeed at a DC 30 Perception check when Searching the room. Tylegmut never shared the passphrase with anyone, so 1 minute after the characters enter the room, the trapdoor opens. A necrophidius she stored in the recess above the trapdoor drops into the room, adjacent to the door, and attacks. The construct is mindless and fights to the death.

NECROPHIDIUS

CREATURE 3

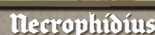
Pathfinder Bestiary 2 180

Initiative Perception +9

XP Award: Award the characters 30 XP for discovering Tylegmur's notes and learning of her fanciful conspiracies regarding the Great Factions.

With the clues from both the Bone Shards' hideout and Graydirge Bank, the player characters

XP Award: If the player characters piece together enough clues to determine the Three-Fingered Hand operates from a local brewery called the Crooked Coffin, award them 80 XP.



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The Three-Fingered Hand is headquartered in the Court of Ghouls district, where they maintain a brewery and public tavern as a front for their criminal activities. The catastrophically bungled mission to Old Ergagh's Farm sent the gang's leader, Kepgeda, into a seething rage. With limited quantities of braingrit and tremor paste, she directed the gang's poisoner, Pesgahi, to find a way to brew more poison. She desperately waits for Pesgahi to conduct his experiments—each batch of poison takes several agonizingly long days to ferment—in her chambers within the hideout.

At this point, the player characters should know of the Three-Fingered Hand and Kepgeda. They should

also know the Crooked Coffin Brewery and Tavern is a front for the gang's activities. Asking around is sufficient to locate the brewery. A character who wants to learn more about it and who succeeds at a DC 16 Diplomacy check to Gather Information learns several staff members are living people, while others are ghouls. The brewery operates a tavern that's open to the public, though service there has been poor lately. On a critical success, the character also learns the Crooked Coffin once had a much larger operation and delivered casks of ale to other establishments in and around Graydirge. It scaled back a few months ago, ostensibly to focus its efforts on perfecting a "new brew."

The Crooked Coffin

The Crooked Coffin Brewery and Tavern occupies the entirety of a covered market plaza in Graydirge's Court of Ghouls district. Many of the plaza's interior walls have collapsed over the centuries, leaving plenty of room for a brewery and tavern as well as basic living quarters. The only entrance to the Crooked Coffin is through an archway on the north side of the plaza. The surrounding area is a rather rundown market district. Similar archways lead to countless other covered streets, alleys, plazas, shops, and homes. It's easy to walk past the Crooked Coffin without realizing there's a tavern inside, as there's no sign or other indication of what lies beyond the archway, making it an ideal cover business for the Three-Fingered Hand.

CROOKED COFFIN FEATURES

The plaza containing the Crooked Coffin is made of the same stone and bone materials as the rest of the Court of Ghouls. None of the establishment is fully open to the sky; instead, the entire plaza has ceilings made from a mesh of old bones and thin canvas. During the day, the corridors and chambers in dimly lit. At night, the Three-Fingered Hand lights oil lanterns throughout its hideout. The ceilings in the central courtyard are 20 feet high, and are 15 feet high everywhere else. The interior doors are all made of wood, and only a few are locked, as noted.

Iron grates—recently installed by Kepgeda—separate some of the corridors and chambers, as shown on the map. The grates are securely bolted to the wall. Some of them don't open, while others have hinged gates as noted. The gaps between the bars on these grates are 3 inches wide. The grates have Hardness 18 and 72 Hit Points, and require a DC 30 Athletics check to Force Open. Gratings with gates are generally locked with average locks. These locks share the same key shape, so a key that unlocks one of them unlocks them all. Tesayna carries a grate key (area **E4**). There's also a grate key in Pesgahi's room (area **E5**) and another in Kepgeda's quarters (area **E14**).

The Crooked Coffin map appears on the inner back cover of this volume.

INFILTRATING THE CROOKED COFFIN

The Three-Fingered Hand lost many members in recent weeks. The attack on the Bone Shards, the Graydirge Bank robbery, and the failed infiltration of Old Ergagh's Farm each resulted in significant losses. However, the gang's dwindling forces are supplemented by numerous zombies. Most of these are locked in pens, as Kepgeda can't control all of them at once. A gang member who recognizes a serious threat is under instructions to release the zombies from their various cells and kennels (areas **E7**, **E11**, and **E12**). Things might get out of hand for the party if it faces multiple groups of enemies at once, and even the most careful player characters might run out of resources by the time they reach Kepgeda if they meticulously eliminate every zombie in their path.

Kepgeda is unlikely to notice anything going on beyond the confines of her chambers (areas **E13** and **E14**) due to the constant screams of her dead coven members' anguished spirits in her cauldron. She finds the noise soothing, and even sleeps through the screams.

This area puts the PCs' knowledge of zombies and their mindless behavior to the test. In some areas, they might be able to lure zombies away, barricade them behind gates or barrels, bypass them by climbing

CHAPTER 3 SYNOPSIS

The characters now know the gang responsible for sabotaging Berline Haldoli's farm calls itself the Three-Fingered Hand. This gang attacked the Bone Shards to bolster its own numbers and to acquire a key to Graydirge Bank, and then infiltrated the bank to obtain an ingredient necessary for their poisonous plot. In their haste, they left clues revealing the Crooked Coffin, a brewery in Graydirge's Court of Ghouls neighborhood, to be their base of operations. In their assault on the brewery, the player characters learn of the gang's experiments with various poisons and confront Kepgeda the Hag-Nailed. Soon after, the PCs find themselves summoned before Graydirge's governor—like it or not, they've drawn the attention of Geb's Great Factions.

CHAPTER 3 TREASURE

The permanent and consumable items available as treasure in Chapter 3 are as follows.

- +1 striking dagger
- bag of holding type I
- bracelet of dashing
- lesser maestro's instrument
- mentalist's staff
- moderate frost vial
- stone fist elixir
- oil of weightlessness
- ventriloquist's ring

Zombie Feast

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along walkways, or create diversions and sneak past the hungry hordes. The adventure is written assuming the characters approach this area with such tactics in mind. Even more so than usual, you're encouraged to devise appropriate skill checks and reward players for clever tactics beyond what is written in this adventure.

For some players, having characters wade through an unrelenting horde of zombies can be fun! Keep your group's preferences—and your own—in mind. An extended combat involving creatures from multiple nearby rooms could quickly become overwhelming and complex due to the sheer number and variety of

zombies and other foes. On the other hand, it might be exactly what your group wants from an adventure called "Zombie Feast." Make any adjustments you feel necessary to fine-tune the pacing of the encounters to your group's play style.

E1. NORTH ENTRANCE

A jagged archway of grinning skulls—one of many such archways in the surrounding market—leads to a dim passageway with a ceiling of canvas and interlocking bones. Another archway leads to a spacious room to the east. An iron grate blocks the passage to the south.

The Three-Fingered Hand doesn't post guards directly at the entrance, as that would make the presence of illicit activities a bit too obvious. Passersby aren't challenged when entering this room or the tavern (area E2).

E2. TAVERN

LOW 3

Smoky oil lanterns cast flickering light across the room. Old planks and doors are laid across barrels and crates to make tables and stools. The bar that runs along much of the room's south wall is made of wooden planks crudely nailed together. Behind the bar, dilapidated shelves hold mugs, small casks, and other supplies. The room is sparsely furnished and lacks decorations of any kind. There is a single wooden door in the south wall, behind the bar.

The Three-Fingered Hand keeps this area lit at all times. It's the only portion of the lair accessible to the public, and the gang wants to keep an eye on any guests who might wander through. There is usually a handful of customers here, almost always living people. The bar serves only ale, and only one kind. Nobody stays here for long.

Several barrels of average-quality ale support the bar. They have spigots resembling retching, skeletal gargoyles; filling a flagon from these fast-pouring barrels requires a single Interact action.

Creatures: A few members of the Three-Fingered Hand are present at all hours: two human brewers named Namerten and Kemat-ebek, and a ghoul named Anqt-em-kheb. They don't wear any obvious gang symbols. Kepgeda recruited these original brewery staffers into her gang to help maintain the illusion everything is still normal at the Crooked Coffin. The humans wait on tables and keep the place tidy. Anqt-em-kheb watches from behind the bar and



Anqt-em-kheb

makes sure nobody goes any deeper into the site. She outranks the brewers by a smidgen and doesn't let them forget it.

The gang members initially assume the characters are patrons seeking ale, for which they charge 1 cp per flagon. They don't let anyone who isn't a member of the Three-Fingered Hand go through the door to area E3, and they resort to violence should anyone try. The brewers are adept at quickly moving furniture around to bar intruders' paths, and Anqt-em-kheb tries to scurry past frontline combatants to attack those who appear physically weaker. If two gang members fall, the third flees to area E4 to warn their allies.

Any disturbance here causes other patrons to flee. Unless the action is especially loud, it is unlikely to penetrate the stone walls or drown out the other noises throughout the brewery. At your discretion, notably loud noises might alert the gang members in area E4 to the presence of intruders.

ANQT-EM-KHEB

CREATURE 1

Female ghoul (*Pathfinder Bestiary* 169)

Initiative Perception +7

CROOKED COFFIN BREWERS (2)

CREATURE 1

UNCOMMON LN MEDIUM HUMAN HUMANOID

Perception +6

Languages Common, Osiriani

Skills Alcohol Lore +5, Athletics +6, Crafting +4, Intimidation +4

Str +2, **Dex** +2, **Con** +3, **Int** +1, **Wis** +1, **Cha** +0

Items flagon, leather armor

AC 14; **Fort** +8, **Ref** +6, **Will** +4

HP 25

Speed 25 feet

Melee ♦ flagon +8 (agile), **Damage** 1d6+2 bludgeoning

Ranged ♦ flagon +8 (agile, thrown 20 feet), **Damage** 1d6+2 bludgeoning

Hasty Impediment ♦♦ (manipulate) **Requirements** The brewer is adjacent to a barrel, crate, chair, table, or similar wooden object; **Effect** The brewer heaves the object up to 15 feet and it breaks, sending splinters in a 5-foot burst. Each creature in the area of splinters takes 2d6 piercing damage (DC 14 basic Reflex save), and the area becomes difficult terrain.

Chug ♦ (manipulate) **Requirements** The brewer is holding a flagon of ale; **Effect** The brewer Interacts to quickly quaff the flagon's contents. For 1 minute, the brewer gains a +2 item bonus to Athletics checks, damage rolls, and saving throws against fear, but becomes clumsy 1.

Interrogation: These are among the lowest-ranking members of the gang. If the player characters

RETREAT AND REINFORCEMENTS

If the player characters retreat from the Crooked Coffin, Kepgeda reinforces the site as best she can by reanimating more zombies at a rate of one per day. She is desperate to see her plans through and stubbornly remains as long as Pesgahi survives. If he's defeated, she spends another few days trying to create a suitable poison herself before giving up. If the player characters have yet to defeat her at that point, the vengeful Kepgeda plans a retaliatory attack against them, but first she warns her mother, Iron Taviah, about the characters by casting *dream message*. This may involve making some adjustments to Iron Taviah's tactics in the upcoming volume of the Adventure Path.

Zombie Feast

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Crooked Coffin Brewer

interrogate them, they can describe the gang's recent efforts to extort (or capture and reanimate) the occasional customer, but they don't know about Kepgeda's poison-related plots.

Treasure: A small lockbox with a simple lock sits on a shelf behind the bar. It contains two *oils of weightlessness*, 5 gp, 20 sp, and 45 cp.

E3. STOREROOM

This storeroom contains several barrels and empty crates.

There is little of value here, though the crates and barrels might make useful barricades. They have Hardness 4, 16 Hit Points (BT 8), and 2 Bulk each (except for the few that contain ale, which are 4 Bulk).



Tesayna

E4. BREWERY

MODERATE 3

A raised wooden walkway allows access to the top of seven large wooden vats that occupy the west side of this room. Distribution pipes run along the ceiling, connecting the vats to each other. A wide pipe leads from the easternmost vat along the ceiling and through a hallway to the east.

It's been a few weeks since the Three-Fingered Hand put any serious effort into operating or maintaining the actual brewing equipment in the purported brewery. Everything here, from the pipes and vats to the walkways, must be cleaned or replaced if the brewery is ever going to return to full production. That is not Kepgeda's intention; she killed most of the Crooked Coffin's best brewers when she took over.

Anyone here detects zombies in the adjoining pens to the south and east (areas E7 and E11), as the zombies cram themselves against the grates separating these areas, snarling and moaning. If tempting targets are present, the brutes in area E11 might break free (see Shoddy Grate on page 60).

The raised platform is about 10 feet off the floor and has no railings.

Distribution Pipes: Distribution pipes run along the ceiling between the vats, and east from the easternmost vat through area E7, finally connecting with the southernmost vat in area E9. A player character can easily reach these pipes while standing on the raised platform. Climbing along the pipes requires a successful DC 15 Athletics check to Climb and keeps someone from the reach of zombies on the ground.

Creatures: A few Three-Fingered Hand gang members are usually here, either to operate the vats on the increasingly rare occasion the gang decides to brew some ale, or simply to stand guard. These mid-ranking gang members include two human ruffians named Amorose and Hasila, and a ghoulish creature named Tesayna. The ruffians fight intruders from the raised platform, hoping to maintain an advantageous position. Tesayna flees to warn Pesgahi in area E5 or E6 of intruders, and then returns to join the fight. Fearful of Kepgeda's displeasure, these gang members don't surrender or flee.

TESAYNA

CREATURE 1

Nonbinary ghoulish creature (*Pathfinder Bestiary* 169)

Initiative Perception +7

Items Crooked Coffin grate key

RUFFIANS (2)

CREATURE 2

Pathfinder Gamemastery Guide 209

Initiative Perception +8

E5. PESGAHI'S QUARTERS

LOW 3

Gruesomely detailed images of dissected humanoids and animals cover several workbenches and adorn nearly every inch of the walls of this cramped room. A few old grain sacks cover something lumpy in the southwest corner.

This room was once used for grain storage, but it currently houses for Pesgahi the Poisoner. He displays his illustrations of the bodies he's dissected over the years. Closer examination reveals that each of these illustrations depicts a body wracked by illness, poison, or both: many depict bloated organs, pockmarked skin, shriveled limbs, bleeding orifices, and other grim results of Pesgahi's work. Each is annotated with a combination of letters and numbers—Pesgahi's own shorthand that indicates the processes by which he attained the results depicted in his illustrations.

The grain sacks in the corner cover a few spare body parts and bits of flesh that have fallen off Kepgeda's zombies. This is Pesgahi's bed—he doesn't need rest, but he reclines here to munch on flesh and think.

Spoiled Brewery Note: There's a note pinned on the inside of the door here, written in Common, with an accompanying sketch. The sketch depicts a brewing vat—much like those outside this room—bulging at the seams with mold and seepage. The note says, "Something grows within. It hungers. It spawns. Must clear it out before it runs out of spoiled brew." This note refers to the sewer oozes in area E9.

Keys: Two keys hang on a nail to the right of the door leading north. One is a key to the Crooked Coffin's grates. The other is an iron key to the door leading from area E12 to area E13.

Creatures: Pesgahi is here about half of any given day, busily comparing his notes from prior experiments or resting in the corner. If he's not here, he's in his lab (area E6). Pesgahi dresses like a bartender and usually has one or two severed hands tucked into his apron. He likes to chew their fingers off while he's thinking.

If anyone interrupts his work or contemplation, Pesgahi viciously attacks them for 1 round. While he is a poisoner, he specializes in slow-working poisons. In combat, he uses alchemical bombs against undead foes or paralysis against the living. After 1 round, he uses his *bracelet of dashing* and Swift Leap to bypass remaining foes, and goes to free the dirge piper in area E7 so it can distract intruders. He then runs to attract other zombies to the characters, flinging the occasional bomb if he can.

PESGAHI THE POISONER

CREATURE 4

UNIQUE NE MEDIUM GHOUL UNDEAD

Male ghoul poisoner (*Pathfinder Bestiary* 168)**Perception** +11; darkvision**Languages** Aklo, Common, Necril**Skills** Acrobatics +10, Athletics +8, Crafting +12, Medicine +9, Poison Lore +12, Stealth +11**Str** +1, **Dex** +4, **Con** +2, **Int** +4, **Wis** +1, **Cha** +1**Items** alchemist's tools, *bracelet of dashing*, formula book**Infused Items** Pesgahi carries the following infused items, which last for 24 hours or until the next time he makes his daily preparations: lesser antidote (2), lesser smokestick (2), moderate acid flask (6), moderate frost vials (4)**AC** 21; **Fort** +10, **Ref** +12, **Will** +11

Pesgahi the Poisoner

Zombie Feast

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HP 60, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 30 feet, burrow 5 feet

Melee ♦ jaws +12 (finesse), **Damage** 2d6+5 piercing plus ghoul fever and paralysis

Melee ♦ claw +12 (agile, finesse), **Damage** 1d4+9 slashing plus paralysis

Ranged ♦ acid flask +13 (range increment 20 feet, splash), **Damage** 1 acid damage plus 2d6 persistent acid damage and 2 acid splash damage

Ranged ♦ frost vial +13 (range increment 20 feet, splash), **Damage** 2d6 cold damage plus 2 cold splash damage

Consume Flesh ♦ (manipulate) **Requirements** Pesgahi is adjacent to the corpse of a creature that died within the last hour. **Effect** Pesgahi devours a chunk of the corpse and regains 2d6 Hit Points. He can regain Hit Points from any given corpse only once.

Ghoul Fever (disease) **Saving Throw** Fortitude DC 19; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as stage 2 (1 day); **Stage 4** 2d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as stage 4 (1 day); **Stage 6** dead, and rises as a ghoul the next midnight.

Paralysis (incapacitation, occult, necromancy) Any living, non-elf creature hit by Pesgahi's attack must succeed at a DC 19 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

Quick Bomber ♦ Pesgahi can use Interact to draw a bomb and then Strike with it.

Swift Leap ♦ (move) Pesgahi jumps up to half his Speed. This movement doesn't trigger reactions.

E6. PESGAHI'S LAB

TRIVIAL 3

Planks laid across barrels form a pair of tables set into alcoves in the north and south walls of this room. They're slick with gore, a partially dissected human corpse spread atop each. A viscera-filled bucket sits on the floor next to each table.

The partially dissected corpses are some of Pesgahi and Kepgeda's recent poisoning victims. They did not achieve the intended results, so Pesgahi has been trying to determine what went wrong. He was unaware that the two victims had already contracted a disease that killed them before the poison he was slowly introducing had noticeable effects.

Creatures: Any disturbance here causes both corpses to rise as plague zombies and attack anyone nearby. They're used to Pesgahi, so the ghoul's presence alone doesn't rouse them, and they don't attack Pesgahi if he's present. Pesgahi doesn't know they're zombies.

PLAGUE ZOMBIES (2)

CREATURE 1

Pathfinder Bestiary 340

Initiative Perception +3

E7. ZOMBIE PEN

LOW 3

A pair of iron grates separate this T-shaped hall from rooms to the west and east. Each grate is about ten feet high, leaving a ten-foot gap between the top of the iron bars and the ceiling. A distribution pipe runs along the ceiling through this gap, connecting to large vats in the rooms to the east and west. Another grate to the south has a hinged door in the center.

This used to be the passage that led from the plaza's south entrance to the inner courtyard, but Kepgeda blocked it with iron grates to keep prisoners here. The door in the south grate is locked with an average lock. Pesgahi might attempt to open this door so the dirge piper can cause a distraction, but he has to get his key from area E5 first.

Creatures: The pen contains a few of the Bone Shards whom Kepgeda reanimated as zombies, including a sly street musician who arose as a rare form of zombie called a dirge piper. The zombies still have some of the Bone Shards' typical bone-white makeup on their skin and black dye in their hair.

ZOMBIE SHAMBLERS (2)

CREATURE -1

Pathfinder Bestiary 340

Initiative Perception +0

DIRGE PIPER

CREATURE 3

Page 89

Initiative Perception +8

Treasure: The dirge piper was clutching her flute when she died, and no one has been able or willing to wrench it from her grasp. If she's destroyed, she finally drops it. It's a *lesser maestro's instrument*.

E8. OBSERVATION CELL

An iron grate with a locked hinged door separates this ten-foot-by-ten-foot cell from the hall to the north.

Pesgahi usually keeps people in this cell after afflicting them with a poison or disease to observe them as they die. The cell contains a prisoner with whom Kepgeda hasn't decided what to do yet. Any of the gang's grate keys opens the cell's average lock.

Creatures: The cell's current occupant is Minister **Se-Maut-Get** (LE male husk zombie propaganda writer

2; *Book of the Dead* 171), a distant cousin of Ombteg, the former owner of the Crooked Coffin Brewery and Tavern (now deceased). Se-Maut-Get is a mid-ranking member of the Celebrants faction. After learning of the recent rising food prices in Graydirge, the minister arranged a trip to the city. He tried to visit his cousin at the Crooked Coffin, but the Three-Fingered Hand captured Se-Maut-Get when they learned of his government affiliation. Kepgeda hopes to be long gone by the time the Celebrants learn the minister is missing, but she's decided not to destroy him in case she needs to use the minister as a bargaining chip in the future.

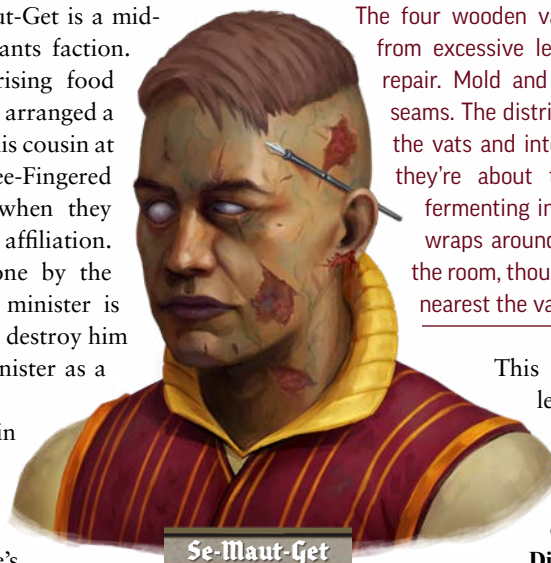
Se-Maut-Get is a thin husk zombie—formerly a human—with a filthy but finely made outfit of vibrant gold-and-crimson fabric. He's desperate to be freed after spending several agonizing days subjected to the disturbing sounds of the dirge piper in area E7. As he's a zombie, the piper isn't interested in accosting him. While he has nothing of value to offer, Se-Maut-Get readily offers to praise the player characters to his superiors in the Celebrants should they rescue him.

Se-Maut-Get shares the following information with the player characters if they free him. Work these facts into a conversation with the minister.

- If the characters ask, he explains his history and reason for being here as described above.
- He says the ghoul who has been observing him has also been keeping a careful eye on the moldy vats to the west (area E9). Se-Maut-Get hears things moving inside them sometimes, and he's afraid they'll burst at any moment.
- He has seen Kepgeda a few times and can describe her appearance (see page 90). She has grown increasingly angry lately, and Se-Maut-Get was afraid she would destroy him out of rage. He hasn't seen her in a few days.
- Kepgeda has another prisoner closer to her quarters, somewhere to the north. They seem to be someone Kepgeda kept alive for other reasons than a bargaining chip, perhaps someone from whom she seeks information, but Se-Maut-Get isn't certain.

Faction Reputation: If the characters rescue Se-Maut-Get and he survives the adventure, they earn 4 Reputation Points with the Celebrants.

XP Award: Award the player characters 30 XP for learning Se-Maut-Get's story.



Se-Maut-Get

E9. SPOILED BREWERY

MODERATE 3

The four wooden vats in this room are stained from excessive leaks that have gone without repair. Mold and seepage crust their bulging seams. The distribution pipes leading between the vats and into a hall to the west look like they're about to burst from whatever is fermenting inside them. A raised walkway wraps around the south and east walls of the room, though the portion of the walkway nearest the vats is covered with mold.

This brewery has seen even less use than the one to the west, and the undead, necromancy, and general filth has caused the vats' contents to fester.

Distribution Pipes: Pipes near the ceiling connect all four vats and then run west through area E7 to the vats in area E4. The player characters can climb along the pipes as described in area E4, but climbing the pipes over a vat disturbs the vat's occupant.

Creatures: An infestation of sewer oozes grows in each neglected vat. Pesgahi is aware of the oozes and has been watching their development, although he thinks they're a single creature instead of four separate ones. While the oozes can sense movement outside the vats, they have plenty of festering brew on which to gorge themselves. They can easily burst through the rotted wood of the vats, but they emerge only if disturbed. Anyone climbing along or otherwise jostling the distribution pipes above the vats or walkway disturbs the oozes, as does anyone who walks on the moldy walkway segment directly adjacent to any of the vats. Touching the vats in any way similarly disturbs the oozes. If any zombie creature ends any movement or makes a Strike while adjacent to a vat, it disturbs the vats with its lurching, uncontrolled actions on a successful DC 15 flat check.

Once disturbed, all four oozes burst from the rotten vats in a surge of spoiled ale and moldy sludge. They mindlessly attack anything nearby, including zombies, until they're destroyed. If you think it narratively appropriate to create some dramatic tension, one or more sewer oozes might slither through the distribution pipes and emerge in the vats in area E4.

SEWER OOZES (4)

Pathfinder Bestiary 254

Initiative Perception +0

CREATURE 1

Zombie Feast

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E10. GANG BARRACKS

Several shoddy bunk beds fill most of the space in this room. A row of wooden pegs lines the south wall. A dozen or so red cloaks hang from the pegs. Aside from a few chamber pots, there is little else here.

Many of the living in the Three-Fingered Hand don't live in the Crooked Coffin. Instead, they eat and take care of other business in cramped apartments in the surrounding neighborhood. To entice them to remain nearby, Kepgeda installed meager accommodations for them with the promise of upgraded living space once she successfully poisons Graydirge.

Gang members know to be careful when coming and going from this room so as not to draw the attention of the zombie hounds in the kennel (area E12).

Treasure: A *bag of holding* type I hangs among the cloaks. It contains two moderate frost vials and two stone fist elixirs.

E11. ZOMBIE PEN

SEVERE 3

An iron grate separates this hall from the room to the west, and another separates it from the room to the east. The grates each have hinged doors in the center.

Any of the gang's grate keys opens the average lock on this cell door.

Shoddy Grate: While the door itself is secure, the grate separating this room from area E4 wasn't properly set in the walls. Instead of being set deep into the stone, the iron bars along the south side of the grate are set in ancient bones that threaten to crumble under pressure. The DC of the Athletics check to wrench this gate from the wall is 25 rather than 30. The zombie brutes haven't had reason to try opening it yet, but if the player characters cause a disturbance nearby, one of the zombie brutes shoves on the grate until it breaks free, releasing all the zombies to attack. You can either roll Athletics checks for the brute or determine a suitably dramatic moment for the zombies to escape.

Creatures: Six former Bone Shards, wearing makeup like the zombies in area E7, are packed into this room along with a pair of massive zombie brutes. The brutes used to be docile laborers under the control of the Crooked Coffin's previous owners, but they now serve the gang and have gotten used to violence. A Three-Fingered Hand member might unleash these zombies to help defend the brewery, but the zombies are more likely to break out on their own (see Shoddy Grate, above).

ZOMBIE SHAMBLERS (6)

CREATURE -1

Pathfinder Bestiary 340

Initiative Perception +0

ZOMBIE BRUTES (2)

CREATURE 2

Pathfinder Bestiary 341

Initiative Perception +4

E12. KENNEL

LOW 3

Scraps of flesh and torn cloth litter the stone floor of this room. The room's west wall has a sturdy wooden door. A large sheet stained with blood and pus covers a bulky object in the northeast corner.

The sheet covers a massive, rotten, fleshy hand with only three fingers. This was a giant crawling hand (*Pathfinder Bestiary* 2 56) Kepgeda planned to give her mother, Iron Taviah. She destroyed it in a fit of rage after the failure at Old Ergagh's Farm.

An average lock secures the reinforced wooden door to area E13. The gang's grate keys don't open this door. Kepgeda carries a key, and there's another key in Pesgahi's quarters (area E5).

Hushing Lock: Kepgeda has a magical alarm of sorts on the door to area E13. As soon as a key (or anything else, such as a lockpick) is inserted into the lock, the constant screams emanating from her cauldron immediately cease, alerting her that someone is trying to enter. The screams resume after precisely 13 of Kepgeda's heartbeats (about 2 rounds). Anyone examining the lock detects this unusual alarm with a successful DC 20 Occultism or Perception check. A successful DC 18 Occultism or Thievery check disables the alarm, but failure triggers it.

Creatures: Kepgeda keeps a few hounds here to deter visitors, including any member of the Three-Fingered Hand aside from Pesgahi. The hounds attack anyone other than Kepgeda or Pesgahi, and fight until destroyed. They generally stay in this area unless they notice a disturbance to the south, in which case, they lumber from the kennel to attack.

ZOMBIE HOUNDS (6)

CREATURE -1

Page 16

Initiative Perception +1

E13. KEPGEDA'S KITCHEN

SEVERE 3

Curtains of beaded finger bones and teeth adorn the walls of this chamber. Numerous corpses lie along the walls of the room, and another human figure slumps in an alcove to the south, imprisoned behind iron bars. An enormous

iron cauldron caked with burnt flesh bubbles and hisses at the center of the chamber, spewing bone-white fog that roils along the floor. Shapes like human faces occasionally push from the burnt flesh on the sides of the cauldron, opening their gap-toothed mouths in an unceasing litany of screams.

Kepgeda fondly refers to this room as her kitchen and describes her activities in cooking-related terms, though the only things she generally cooks in her cauldron are zombies and suffering. This is where the Three-Fingered Hand brings corpses to Kepgeda for reanimation. Nine gruesomely decayed corpses line the room, all of them people whom Kepgeda hasn't gotten around to reanimating yet.

Hazard: Kepgeda's cauldron is a mundane object that's haunted by the souls of her murdered coven and the many other people she's cooked in it over the years.

KEPGEDA'S KEENING CAULDRON

HAZARD 3

UNIQUE COMPLEX HAUNT


Stealth +10 (trained)

Description The cauldron's ear-splitting keening calls forth spectral claws to assail ears and souls alike.

Disable DC 22 Athletics to tip the cauldron, or DC 20 Occultism or Religion (trained) to ward against the cauldron's effects. Any combination of three successful attempts is required to fully disable the haunt. When the haunt is disabled, the coven seeks vengeance (see Coven's Vengeance, right)

AC 20; **Fort** +12, **Ref** +6, **Will** +6

Hardness 10, **HP** 48 (BT 24); **Immunities** critical hits, object immunities, precision damage; **Weaknesses** positive 5

Crescendo of Claws  (emotion, enchantment, fear, mental) **Trigger** A creature other than Kepgeda is within 15 feet of the cauldron for at least 1 round; **Effect** The screams increase in intensity, and a torrent of phantasmal, three-fingered hands with iron claws spews from the cauldron to assail creatures in area **E13**. Each creature in the room must attempt a DC 23 Will save, with the following results. Kepgeda is immune to the haunt's effects, as she loves the cauldron's screams. The haunt then rolls initiative.

Critical Success The creature is unaffected.

Success The creature becomes frightened 1.

Failure The creature becomes frightened 2 and becomes flat-footed as long as they remain frightened.

Critical Failure The creature becomes frightened 3 and is grabbed as long as they remain frightened.

Routine (1 action) The spectral hands scurry about, grabbing at all of Kepgeda's foes in area **E13**. Each such creature takes 3d6 mental damage (DC 20 basic Will save) as the spectral claws assail them. A creature that

takes mental damage from this effect doesn't reduce their frightened value at the end of their next turn.

Reset The haunt becomes inert (resuming its usual screaming) at the end of any round in which no creatures other than Kepgeda remain in her kitchen.

Creatures: Kepgeda is here, and she defends herself and her cauldron to the death. If she has a few moments to prepare (such as a warning from her magical alarm on the door to area **E12**), she casts *invisibility*, and then waits for creatures to trigger her keening cauldron before attacking. She uses her most powerful spells first, focusing on spreading debilitating spells to as many different opponents as possible, and then wading in with damaging attacks to finish off foes caught in the cauldron's clutches.

KEPGEDA THE HAG-NAILED

CREATURE 5

Page 90

Initiative Perception +12

COVEN'S VENGEANCE

LOW 3

When Kepgeda's cauldron is disabled, the heads and three-fingered hands of her two former coven members (a dhampir human witch named Samaygdi and an elderly human necromancer named Naunylet) emerge to exact vengeance on their traitorous sister.

Creatures: These creatures are single-minded in their effort to slay Kepgeda if she's only unconscious or incapacitated, or to mutilate her body if she's dead. These creatures then drag Kepgeda's body into the cauldron to cook her until nothing remains but charred bones. They cease these activities only if someone interrupts them, in which case, they attack until the threat is gone and resume their grim business. Once they've cooked Kepgeda, these creatures fall apart into loose flesh and are destroyed.

CRAWLING HANDS (4)

CREATURE -1

Pathfinder Bestiary 2 56

Initiative Perception +5

SEVERED HEADS (2)

CREATURE -1

Pathfinder Bestiary 3 30

Initiative Perception +6

KEPGEDA'S PRISONER

Kepgeda keeps a prisoner shackled behind an iron grate just south of her kitchen. This is **Altinmered** (NE female human extortionist 3), a low-ranking member of the Export Guild. The cage is just out of range of the haunt in the cauldron, though she's been living with its constant screams. Kepgeda's poisoning

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plans require extensive information about Geb's food supply chains. She needed to know which farms grew food to send abroad, which ones grew food for local consumption, who monitored food production, how distribution worked, and so on. Kepgeda had been grooming Altinmered as a contact for several months before moving to Graydirge. Altinmered had been extorting local officials for several years, and Kepgeda offered her power in exchange for information—even a place in her coven, if Altinmered was receptive, and a visit to her powerful mother for even more favors. Altinmered agreed, but Kepgeda's intentions soon became clear. Altinmered tried to flee and warn others of the poisoning, but Kepgeda captured her.

Altinmered is perpetually starved, and spends most of her time unconscious in her cell or curled up with her hands against her ears in a futile attempt to drown out the screams. If the characters manage to rouse her with some food, water, or healing, she can share the following information, but she is willing to speak with them only if they can prove Kepgeda is dead and remove her shackles (doing so requires a single Interact action but can't be done by someone in the shackles).

- Altinmered explains the events that resulted in her capture, including Kepgeda's treacherous offer to join her coven and meet her mother, a hag. Kepgeda's mother is a member of a coven of hags called the Graveclaw, and the plot to poison Graydirge was just a test of one combination of ingredients. The Graveclaw is pursuing other nefarious plans throughout Geb, though Altinmered is not sure what those plans entail.
- Kepgeda admitted she only kept Altinmered alive to make her suffer, and to gloat about how Altinmered was never worthy to meet her mother.
- Altinmered is a member of the Export Guild. At Kepgeda's pointed prompting, Altinmered shared extensive secrets about Geb's food supply lines. She suspects Kepgeda selected her because she was knowledgeable of the Reanimators' food production efforts near Graydirge without being a member of that faction herself, which could have drawn suspicion.

Faction Reputation: If the player characters free Altinmered, they earn 4 Reputation Points with the Export Guild.

XP Award: If the player characters learn Altinmered's story, award them 30 XP.



Altinmered

E14. KEPGEDA'S SANCTUM

Dirt, sticks, dried moss, and stones cover the floor of this room. Dying vines hang from pegs set in the stone walls. In the southeast corner is small wooden box and a burlap sack bursting with dead leaves.

Kepgeda furnished this room such that it would remind her of the Axan Woods where she spent so many nights sleeping on the cold, hard ground both as punishment and as training for the cruelties of the world.

The sack of leaves is her pillow. Hidden within it is a key made of granite, its shaft carved to look like a spine. This is the Graydirge Bank key that Kepgeda stole from the Bone Shards.

Treasure: The wooden box puffs out black smoke when opened. It contains a few large pieces of human skin inscribed with the magical rituals Kepgeda knows: *create undead* (crawling hands) and *create undead* (zombies). It also contains five onyx gemstones worth 16 gp each, and two larger onyx gemstones worth 60 gp each. One of these larger gemstones is rounded, like an eyeball, and constantly seeps black smoke. This is Opkherab's missing eye, which Kepgeda hoped would be particularly powerful when used in a ritual.

CLEARING THE CROOKED COFFIN

Once they defeat Kepgeda and end the threat of the Three-Fingered Hand, award the player characters with any XP from mindless zombies and oozes they bypassed throughout the Crooked Coffin, as if they'd defeated those foes in combat. If they found ways to avoid such foes, there's no need to have them battle every last enemy. One of their allies, such as Berline Haldoli, can handle any leftovers.

Governor's Feast

A few days after defeating Kepgeda, the player characters receive a summons from **Taf-gekhta Seven Stomachs** (LE ghost aristocrat 5), the high governor of Graydirge who heard of their recent accomplishments. They are to dine with the governor at his manor, along with their benefactor, Berline Haldoli.

When you are ready to proceed to the adventure's final scene, read or paraphrase the following.

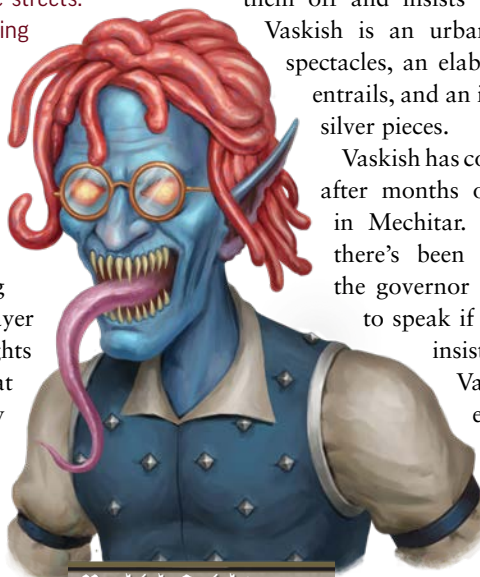
The governor's mansion is a veritable fortress of bones with a pair of spires rising high above the city. Two dour

ghouls lead the way through narrow passages and down stairways to a chamber well below the streets. In this impressive ossuary-turned-dining room, a fine meal is laid out on low tables surrounded by comfortable cushioned chairs.

The meal consists of some of Berline's specialties, as well as several dishes specially prepared for ghouls and other undead. During the meal, Taf-gekhta asks the player characters about the various fights they had around town, hinting that he's somewhat displeased by any disturbance they might have caused, but Berline interrupts to express her delight and gratitude at their successes. The governor grumbles a bit, but he agrees the characters aren't in any kind of trouble. He'd certainly never accuse the allies of Graydirge's only resident Blood Lord of causing him trouble—no, certainly not—but he nonetheless would like to hear of their activities in their own words.

You can role-play a brief scene in which the characters recount their deeds or gloss over the matter. Berline is cheerful about what they've done, no matter how they present it. If the player characters found Tylegmur's "vault of secrets" and describe what they learned about the Graydirge Bank manager's plots, schemes, and conspiracy theories, Taf-gekhta grows increasingly alarmed with each revelation. Berline merely laughs. She was not aware of Tylegmur's affiliations with so many Great Factions, but based on what the characters discovered, it seems the bank manager was in well over her head. Berline dispenses some serious advice: the Great Factions are not to be trifled with, and while they all have Geb's best interests in mind, they are often at odds with each other. Favoring one often means slighting another. While it's possible, it's quite difficult to establish and maintain extensive relationships with several different Great Factions at once, as evidenced by Tylegmur's fate. As for Tylegmur's conspiracies, none of them seem all that plausible to Berline, though she confides, "This is Geb, after all. Some Blood Lords have more schemes than I have fingernails in my attic, and that's saying something!"

During the meeting, a representative of the Tax Collectors Union named **Vaskish Quicktongue** (LE male ghoul banker 7) barges in, demanding to see the governor at once. The governor's staff follows the



Vaskish Quicktongue

banker, making apologetic gestures, but Berline waves them off and insists the banker speak his mind. Vaskish is an urbane ghoul with wire-rimmed spectacles, an elaborate wig made to look like entrails, and an immaculate vest studded with silver pieces.

Vaskish has come to reopen Graydirge Bank after months of bureaucratic maneuvering in Mechitar. He demands to know why there's been violence there. Berline and the governor give the characters a chance to speak if they wish, though they don't insist. The governor authorizes Vaskish to reopen the bank with exaggerated magnanimity, though he doesn't offer any sort of compensation for the damages. He heavily implies the Tax Collectors Union should have done more to protect its assets. If the characters reveal the contract granting the bank to the Builders League, Vaskish is livid but doesn't challenge the rival faction's claim, and he slinks away shortly thereafter. It's up to the characters whether the Tax Collectors Union reclaims Graydirge Bank, or whether the Builders League does so instead.

Faction Reputation: If the player characters allow Vaskish to reopen the bank, they gain 8 Reputation Points with the Tax Collectors Union and lose 4 Reputation Points with the Builders League (to a minimum of 0). If they reveal the Builders League's legal claim, they instead gain 8 Reputation Points with the Builders League and lose 4 Reputation Points with the Tax Collectors Union (to a minimum of 0).

Treasure: As a reward for their service to Graydirge, the governor gives the characters a *mentalist's staff*.

XP Award: Once the player characters favorably conclude their business with the governor, award them 120 XP.

Concluding the Adventure

The player characters thwarted the plot to poison Graydirge. However, they also learned Kepegda was associated with the Graveclaw, a coven of hags with nefarious plots across Geb. Berline expresses they've proven themselves to be valuable assets. As she uses her position as a Blood Lord to learn more about the Graveclaw, she'll be sure to keep the characters informed of her findings. In the meantime, she suggests they take time to settle in at their new manor—and to get that kitchen fixed up!

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Bone-shrouded Graydirge is a remote city located in the eastern foothills of the Shattered Range in north-central Geb. Ancient and grim, the city has remained free of significant invasions or disasters for thousands of years, despite its distance from larger fortified cities like Mechitar and Yled. This is largely due to the city's impressive fortifications of bone and stone and its sizable population of ghouls and necromancers, as well as the zombie-tilled fields that surround it for miles in every direction and provide it a natural—or unnatural—barrier to any would-be invaders.

Graydirge's relatively remote location insulates the city from the politics of cities in Geb's border regions. Its remoteness and the difficulty of expanding the city, given the relatively slow influx of building materials in modern times, also serves to keep the population relatively stable. Graydirge receives few visitors except those with a specific reason to see the city, such as pilgrims visiting the Empty Threshold of Zon-Kuthon, representatives of the Reanimators auditing food production, members of the Builders League studying the ossuary-city's construction, or others conducting official government business.

The mazelike streets and narrow alleys of the old city provide additional defense against would-be invaders, and visitors to the city do well to hire discreet guides lest they stand out as outsiders when they inevitably become lost. This is especially true for the quick, unless they're known to be under the protection of a powerful citizen or faction.

History

Graydirge once served as a remote military outpost positioned to intercept troops invading Geb along the eastern edge of the Shattered Range, rapidly expanding during the war between Geb and its rival Nex. The city's architects first decided to use bones to construct the city's buildings and fortifications simply because the material was so plentiful and provided an unmistakably disconcerting appearance. What began as a convenience quickly evolved into a tradition, then a respected architectural style.

Blood Lords visiting Graydirge were impressed by the intimidating edifices and began another grim tradition: punishing those who refused to serve Geb in undeath by sending them to Graydirge, where their flesh would be violently stripped from their skeletons to produce both building materials and food for Geb's ghoulish population. History tells of at least one wealthy aristocrat who provided the exorbitant funds to have the dead resurrected before putting them through the excruciating rendering process, ensuring the punishment wasn't easily avoided.

Graydirge has changed little in the intervening centuries since the Nex-Geb War ground to a halt. Far removed from politics (both international affairs and the internecine strife between the Blood Lords in Mechitar), the city has had little reason to expand or adapt. The most significant change has been the steady expansion of the zombie-worked farms surrounding the city, coinciding with the nation's increasing dependence on food exports as a significant source of income. Otherwise, those in power have been content to remain in power, while those living under the heel of their oppressive undead overlords have no voice in the city's future. Only very recently, with Geb's return to the public eye, have the Great Factions' machinations begun to reach as far as Graydirge.

Government

Graydirge has no councils, representative bodies, senates, or other decision-making groups, just a single high governor with absolute authority over all municipal decisions. In practice, the high governor can do little to enact changes in policy and serves mostly as the enforcer of existing laws. The city's civic administrators comprise a small coterie of functionaries that are appointed by (and can be removed by) this high governor; unsurprisingly, all of them are mere toadies who grovel before the high governor to maintain their sinecures. The high governor is never a Blood Lord—rather, they are appointed by a secret committee of Blood Lords who in turn are selected by undisclosed means. Some rumors suggest the

GRAYDIRGE

SETTLEMENT 6

LE CITY

Remote and somber ossuary-city

Government government-appointed municipal dictator (high governor)

Population 9,400 (75% undead, 20% humans, 3% halflings, 2% other ancestries)

Languages Common, Kelish, Necril, Osiriani

Religions Nethys, Urgathoa, Zon-Kuthon

Threats feral ghouls, feuding aristocrats, haunts, hungry undead residents, wandering zombies

Undead Rule Graydirge follows a strict hierarchy which places undead above all others and limits the rights of the living. Undead have broad discretion to mistreat or even slay living residents who aren't under the protection of another undead. Most living NPCs are helpful toward undead characters out of fear, while undead NPCs are generally indifferent to living characters, at best.

Berline Haldoli (LE female halfling necromancer 6) Low-ranking Blood Lord who is a member of the Reanimators and oversees many of Graydirge's zombie-worked farms.

Ortagar Stitch-Skull (LN male human priest of Zon-Kuthon 4) Head of the Empty Threshold, Graydirge's temple to Zon-Kuthon.

Taf-Gekhta Seven Stomachs (LE ghast aristocrat 5) High governor of Graydirge.

appointment committee is chosen at random, while others claim that Chancellor Kemnebi is the only member of this "group" who appoints Graydirge's high governor. Regardless of the method, the high governor doesn't know who put them in power. Thus, they never have any idea as to which Blood Lords or, by extension, which Great Factions, have the authority to remove them from power. This arrangement prevents Graydirge's high governor from stepping out of line, such as by interfering with food production, changing local laws too rapidly, or plotting against the Blood Lords in the gray wastes far removed from Mechitar.

Most Blood Lords consider the high governor to be a powerless pawn, but as far as the people of Graydirge are concerned, the high governor is all-powerful and holds unquestioned sway over their lives.

People of Graydirge

Graydirge is a city of grim secrets, old grudges, and oppressive traditions. Most of its residents are undead, and many have lived in the city for centuries. Numerous ghouls inhabit surface dwellings, while vampires tend

to claim older structures with larger chambers beneath the streets. The city draws undead Gebbites who aren't powerful enough to meddle in the dangerous politics of the capital but who nonetheless desire to dominate others, such as Graydirge's living population.

Being a living person in Graydirge is a dangerous prospect, but the city has a sizable population of humans, halflings, and other ancestries. Many of these people live here not by choice, but by birth, and they remain in relative destitution. Even among this population, people constantly vie for power and influence among their neighbors. Certain dwellings or entire neighborhoods might be known as the feeding ground of a local vampire or ghoul, and acquiring a living space that's just a few more homes removed from a ravenous undead neighbor can be expensive. But what else are the quick to do? Sitting in a walled city atop a hill in the center of a nation of the undead, surrounded by zombies and feral ghouls in all directions, countless miles away from any major river or port, they're as safe as they can be—and living in the crowded alleys and filthy apartments of Graydirge is better than being sent to the nearby death ranches that raise people as mere livestock.

The living residents of Graydirge, surrounded by the bones of those who refused to serve Geb as undead, face a constant reminder of their ultimate fate. One way or another, their deaths won't be the end. All of them will serve Geb, whether as food, as zombie laborers, or—if they manage to scrape together enough influence (or luck)—as a more powerful undead who retain their memories and free will.

NOTABLE PERSONALITIES

The following Graydirge residents have prominent roles in the city.

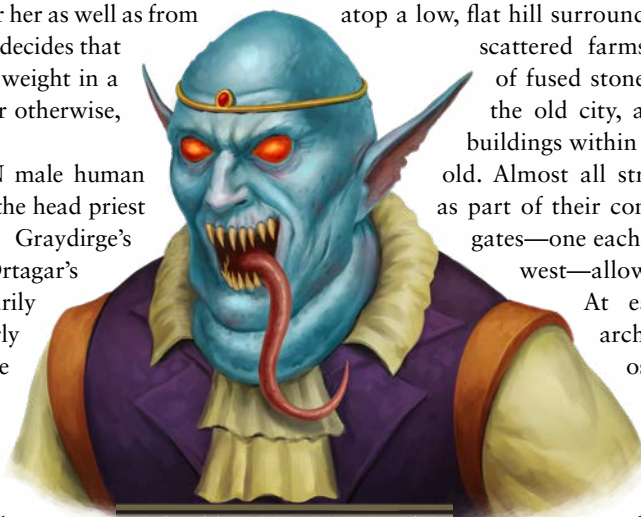
Berline Haldoli (LE female halfling necromancer 6) is a low-ranking member of the Blood Lords, which nevertheless makes her one of the most powerful people in Graydirge. She also serves as Geb's official representative in the city, in the rare need such representation is required. As a necromancer with close ties to the Reanimators faction, Berline creates many of the zombie workers who labor on surrounding farms. Berline delights in training junior corpse tenders in their task of overseeing these workers, and she just as happily murders and reanimates those who don't demonstrate sufficient skill. Berline enjoys good food, polite company, and the fruitful results of hard work. She has little interest in ceremonies other than feasts. While she's generally satisfied with her current station, Berline always keeps on the lookout for useful allies. Many consider Berline to be a fair and equitable

employer, but few would call her kind. She's always forthcoming about her expectations. She demands much of those who work for her as well as from her friends and allies. If she decides that someone isn't pulling their weight in a relationship, professional or otherwise, she'll quickly cut ties.

Ortagar Stitch-Skull (LN male human priest of Zon-Kuthon 4) is the head priest of the Empty Threshold, Graydirge's temple to Zon-Kuthon. Ortagar's congregants are primarily among the living, as nearly all undead are far more inured to pain and thus less interested in the sacraments of the Midnight Lord's church. As the living tend to form an underclass within

Graydirge, Ortagar often finds himself advocating on behalf of the living against depredations by undead elite, and many of the non-religious programs his church supports might be considered benevolent social welfare in other societies. Ortagar has a longstanding friendship with Berline Haldoli based on mutual respect and a shared love of good food, but also because having the influential Blood Lord on his side means he can eke out more protections for the living worshippers in his congregation.

Taf-Gekhta Seven Stomachs (LE ghast aristocrat 5) is the current high governor of Graydirge. He took over from his predecessor about 10 years ago, and everyone is shocked that Taf-Gekhta has remained in power amid all of the chaos following Geb's return to the public eye. He considers himself lucky to have avoided any fallout from the ensuing disputes between the Blood Lords and the rising tensions between the Great Factions. Taf-Gekhta is tall and heavy, and his terrible posture gives him the perpetual appearance of being doubled over in pain. He works to keep his reek in check with heavily scented oils and pomanders and quickly dispatches of underlings who complain of the smell. Taf-Gekhta constantly changes his mannerisms, including how he dresses, to please whichever Blood Lord or Great Faction representative might be present on a given day. Thus, he has recently eschewed the ostentatious clothing of his peers, thinking Berline Haldoli prefers simpler attire. In truth, Berline couldn't care less about how the obsequious governor dresses, though she likes to drop subtle insinuations that she's on the secret council of Blood Lords with the power to determine his fate, just to keep the high governor on his rotted, stinking toes.



Taf-Gekhta Seven Stomachs

Graydirge at a Glance

Graydirge is a sprawling fortress of stone and bone atop a low, flat hill surrounded by arid wastes and scattered farms. A 30-foot-tall wall of fused stone and bones surrounds the old city, and most of the stone buildings within are thousands of years old. Almost all structures feature bones as part of their construction. Three large gates—one each to the east, south, and west—allow access to Graydirge.

At each gate, a massive archway flanked by ossuary-towers serves as a grim reminder of exactly how the city was built and what sort of people live within.

Little traffic passes through the city, and the gates are almost always shut to outsiders. Certain citizens—mostly undead—come and go as they please, but the quick must endure an hour or more of intrusive questioning and seemingly pointless waiting whenever they enter or leave. Graydirge's city guards are as bureaucratic as they are martial, and they take every opportunity to relentlessly oppress anyone they can.

The city's main thoroughfares, leading between each of the gates, are rarely crowded, but that's largely because living residents are forbidden from gathering on the main streets in groups larger than seven people. Given the number of undead residents, Graydirge is just as active at night as during the day. Most of the city's activity takes place in narrow alleys, crowded backstreet markets, and underground parlors—typically after dark, as many of the city's undead residents remain at home until sundown. A few living residents keep a nocturnal schedule, either as a requirement of whatever business they conduct (for example, a tailor for vampires can't effectively operate during the day) or, for some, out of sheer paranoia. Drawing attention in Graydirge can be deadly, so even the busiest markets are relatively quiet, somber places where business transactions happen quickly and efficiently.

On occasion, and with greater frequency in the past few years, the Celebrants decide to throw a grand procession that parades through Graydirge. Hordes of undead pass through the city, dancing through the parade grounds, and the city's living residents are required by law to crowd the nearby streets and observe the celebration with cheers. This event is the

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only time public gatherings of more than seven living residents are permitted, so many families enjoy this excuse to socialize.

Neighborhoods

Graydirge consists of five neighborhoods within its walls, plus two neighborhoods that more recently arose outside the south and west gates. Additionally, a sizeable portion at the center of the city is dedicated to the public parade grounds, and the city's only resident Blood Lord owns a massive estate within the city walls that's practically a neighborhood by itself.

Blood Lord's Grace: Berline has allowed significant construction outside the city walls on the hillside to the south despite the myriad laws that make expansion costly or outright prohibited. She insists that the city needs to expand beyond the walls to increase food production and that it faces no danger from invasion, but she has run up against rivals in Geb's capital who don't want the city to grow too much, too quickly, or at all. Most of this district, often just called "the Grace," is populated by halflings, humans, and husk zombies or withered zombies (*Pathfinder Book of the Dead* 170-173), the vast majority of whom are Berline's employees or associates.

Bonescrape: This district is one of Graydirge's oldest areas and was once the most opulent. Most of Bonescrape's population lives in belowground residences, wedged between the buried walls of old fortresses and keeps that dotted the hillside before the city's founding. Most residents here are minor undead or quick who've escaped the Meat Market. Bonescrape includes one of the city's most notable buildings: the Empty Threshold, a temple to Zon-Kuthon.

Court of Ghouls: This neighborhood is the city's largest market and artisans' district. Many of the market plazas are covered by roofs of meshed bones and canvas to block out the sun. Many of the residents are indeed ghouls, but the name is a holdover from a brief and forgotten period in the city's history when only ghouls were allowed in the district at all.

The Gnashes: This largely residential area is inhabited by much of Graydirge's middle class, including many undead who serve in the nearby wealthy homes of the Governor's Quarter and Haldoli's Estate.

Governor's Quarter: The city's most opulent district contains the high governor's residence and homes and shops for wealthy undead. Functionaries the high governor employs to help run the city also live here, scheming against each other for wealth and influence.

Haldoli's Estate: This walled villa holds the residence of Graydirge's only permanent Blood Lord, Berline Haldoli. She maintains some of the city's only

gardens and orchards. Only a few of her more trusted servants live here with her, and few of them are alive.

Meat Market: This relatively poor neighborhood largely contains dismal residences for Graydirge's living denizens. Rumors tell of abandoned flesh rendering sites buried beneath the district, but the maze of tunnels and rumors of dangerous creatures and gangs dissuades most people from searching for them. Multiple tanneries operate on the surface, where the Reanimators employ dozens of tannery workers to dye the massive quantities of leather produced on the farms of Graydirge's hinterlands. The method these tanners use to color leather, whether from animal or humanoid skin, hasn't changed in centuries.

The Ovens: One of Graydirge's recent governors allowed several families of living people who had recently arrived from the death ranches to construct dwellings west of the city, granting these new residents both amnesty and citizenship. After one month, that governor burned them alive in their homes. Now, decades later, the current high governor has ordered the district rebuilt, but he has yet to explain why.

Notable Locations

Significant locations in Graydirge are detailed on the following pages and correspond to the numbers on the map on the inside front cover of this volume.

1. Avenue of Burning Skulls: The main street running through the Governor's Quarter is lined with skulls that burn with heatless, magical flames. Some say Geb himself can see through their fires. All the burning skulls sometimes go dark or flare with bright intensity, seemingly at random.

2. Berline Haldoli's Residence: Nestled against the wall on the south side of her sprawling estate, Berline's personal residence is the finest in Graydirge and boasts some of the city's most open green space.

3. The Crooked Coffin: The Crooked Coffin is one of Graydirge's largest breweries, occupying an entire covered market plaza in the Court of Ghouls. It once supplied much of the city with fine ale, but it has reduced production lately. Rumors say that it has come under new ownership and that these mysterious owners are perfecting a new brew.

4. Empty Threshold: This temple to Zon-Kuthon is one of the largest public edifices dedicated to the Midnight Lord in the Inner Sea region, at least outside of Nidal. Like most of the buildings in Graydirge, a good portion of the temple extends underground. The structure contains numerous intentional architectural defects: cramped hallways, low ceilings, uneven floors, and other "features" designed to cause discomfort. It's otherwise filled with accoutrements one might expect

from a temple dedicated to the Prince of Pain: torture chambers, grisly feast halls, bloody surgical suites, and prison cells.

5. Graydirge Bank: The city's largest bank has been closed for two years following a dispute between the Tax Collectors Union and the Celebrants that resulted in the death of the bank manager. Some old city officials whisper that the Builders League, which constructed the bank, has some right to occupy it, but the details remain a mystery. The bank is presumed to be empty.

6. Old Textile Market: The quick depend on cheaply produced textiles from this area near the tanneries—they don't have personal tailors or rugmakers like the city's elite, so they must rely on goods permanently imbued with the tanneries' stink. When an undead passes through the old textile market, it's almost always in search of one of the many entrances to Graydirge's catacombs that riddle the old neighborhood. Most of these old entrances lead to dead ends occupied by squatters or mazelike tunnels that only local gangers know how to navigate. Some gangers boast of operating from an abandoned flesh rendering site somewhere beneath the market, secure that they're the only ones who know how to reach it.

7. Reservoir of Tears: The city's only public water source collects rain from the surrounding neighborhoods' roofs and awnings. Living residents from across the city are forced to trek through the streets and collect their meager ration of water from this reservoir, when it's available, or struggle to find potable water elsewhere.

8. Taf-Gekhtha's Residence: Each newly appointed high governor has the right to select any structure in Graydirge as their home. Taf-Gekhtha made the unusual decision to live in an old fortress made largely of bones, with two massive spires that rise above the nearby buildings. The building is more decorative than defensible, though some say it sits atop a much larger underground complex that the governor is secretly excavating. Taf-Gekhtha viciously silences anyone who spreads this rumor, either because it simply isn't true or because he doesn't want the Blood Lords thinking he's up to something.

Graydirge Hinterlands

The following locations are outside Graydirge but near enough to fall under its governance.

Death Ranches: Like most of Geb's larger settlements, Graydirge has numerous death ranches nearby. These ranches protect and raise humanoid prisoners from birth until they're big enough to be shipped off to the cities, where they become food for

Geb's flesh-eating undead. The ranches near Graydirge need little to deter prisoners from escaping, as all that awaits escapees are miles of desolation and fields of zombies in every direction.

Farms: Graydirge is a central hub for many of Geb's interior farms, where crops are grown for the nation's living residents or for shipment to Mechitar as exports to neighboring nations. The Reanimators are responsible for the almost exclusively undead labor force that works these farms. When Berline Haldoli learns of a disruption at one of these farms—Old Ergagh's Farm, to the southwest—she calls on some of her associates to investigate, kicking off the Blood Lords Adventure Path!

Gray Wasteland: North of the city lies an ancient battlefield, one of many like it that extend for miles to the north along the foothills of the Shattered Range. Necromantic energy scoured these sites before, during, and after the battles again Nexian forces that took place here long ago, and nothing grows in the wasteland even now, many generations later. There aren't even corpses left to fertilize the soil, as the fallen soldiers were collected and repurposed as mindless zombies for Geb's armies or used as building materials throughout Graydirge.

Qhallaqh Manor: This ancient manor lies about a mile south of Graydirge, topped by a red glass dome that spreads a baleful crimson light across the countryside. The manor has been abandoned for several years, but rumors persist that dangerous creatures now occupy it.

Shattered Foothills: The peaks of the Shattered Range loom to the west of Graydirge, and few Gebbites have any reason to explore the range's desolate foothills. The Reanimators determined decades ago that attempts to recover the mindless zombies stuck in the foothills' rocky crevices and narrow ravines are too dangerous to be worthwhile. Rust monsters, wandering creatures warped by the lingering magic of the Gray Wasteland, supernatural storms, and other unnatural threats have claimed the lives of more than one necromancer looking to expand their workforce with these lost soldiers or wayward farm workers.

Waystations: The Builders League constructed multiple towering waystations on the road that leads east from Graydirge to Geb's larger cities. The Tax Collectors Union collects heavy fees from those who seek shelter at these waystations, but even many of Geb's undead citizens would rather pay the fee than face the dangerous creatures wandering the nation's countryside. The nearest waystation to Graydirge is something of a "retreat" where elite undead from the city sometimes vacation.

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The day-to-day administration of Geb falls under the purview of about 60 Blood Lords, most of them necromancers, undead, or both. Each Blood Lord has ties to one of several formalized power groups that control specific aspects of life in Geb, from its military to trade and infrastructure. The five Great Factions have more influence than the more numerous Lower Factions, though each faction's prestige and influence ebb and flow as the Blood Lords' schemes play out.

One of the only significant matters that Geb's factions don't control is the nation's extensive network of spies and secret police, which is instead orchestrated by **Seldeg Bhedlis** (LE male graveknight spymaster 17), who reports directly to the ghost king Geb.

Great Factions

The Great Factions operating in Geb at the beginning of the Blood Lords Adventure Path are the Builders League, Celebrants, Export Guild, Reanimators, and Tax Collectors Union. The organization stat blocks accompanying each faction's description provide an at-a-glance summary of key information. This stat block includes the faction's alignment and that of nearly all of its members, but keep in mind that Blood Lords (including the player characters once they gain influence later in the Adventure Path) rarely join factions as members, but instead manipulate them to advance personal political goals. Some Great Faction stat blocks list one another as allies or enemies, indicating positive or negative attitudes toward the other factions. In truth, each Great Faction both supports and opposes all the others.

You can use the following details to facilitate how the player characters might interact with the Great Factions in ways beyond the events described throughout the Adventure Path.

BUILDERS LEAGUE

The most traditional of the Great Factions, the Builders League is responsible for Geb's architecture, civic improvements, and public works. Any such project occurring anywhere in Geb, whether new

construction or the expansion or demolition of an older building, must be approved in advance by the Builders League and thoroughly inspected afterward. The Builders League wields its approval or rejection of construction projects like a weapon—sometimes like a slender knife, subtly modifying or redacting plans to further the League's agenda, and sometimes like a sledgehammer, blatantly banning construction projects in an entire settlement for no other reason than to show its disapproval of an upstart local authority.

The Builders League specializes in buildings of occult significance and harbors countless ancient secrets in its holdings across Geb. To protect the knowledge it has accumulated over the centuries, the League constantly upgrades various edifices with secret passages, false walls, hidden rooms, deadly traps, and underground vaults. Such construction projects require vast numbers of workers, and the Builders League generally relies on the Reanimators for cheap heavy labor. The League's obsession with the occult doesn't extend to respect for outsiders who possess occult knowledge or significant secrets—rather, the League sees such people as targets.

Suspicion and paranoia also lead to strained relations between the Builders League and the Export Guild. The League can't stand the idea of foreign agents prying around in Geb and knows that many spies operate under the guise of merchants and traders. Furthermore, money is merely a means to an end to members of the Builders League, who believe true wealth lies in possessing exclusive knowledge.

While many of Geb's factions include the quick among their members, Builders League members are almost exclusively undead. The faction builds things that last, which takes time, and most of its members long to see their grand designs come to fruition. A typical mortal life simply isn't long enough to collect and curate a vast library of occult knowledge, rebuild and enhance an entire nation's system of roads and bridges to last for centuries, or carve an immense, labyrinthine fortress into the ground—without anyone knowing it's even there—and then bury one's enemies within it.

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BUILDERS LEAGUE

LE MEDIUM GOVERNMENTAL

Tradition-bound architects and occultists

Scope and Influence national (Geb)

Goals administer architecture, civic improvements, and public works; harbor ancient and occult knowledge

Headquarters Yled

Allies Reanimators, traditionalists

Enemies Export Guild, foreign agents, saboteurs, vandals

Assets financing, influence, magic items, training

Membership Requirements complete a lengthy apprenticeship or make a significant contribution to the Builders League in the form of architectural accomplishments, occult knowledge, or services that further the League's goals

Accepted Alignments LE (LN, N, NE)

Values architectural achievements, durable construction, occult power, secret knowledge, tradition

Anathema damaging buildings, destroying knowledge, eschewing tradition, sharing the League's secrets, withholding secrets from the League

CELEBRANTS

The Celebrants are the most recent faction to rise in status from Lower Faction to Great Faction, a transition due entirely to Geb's recent return to public view. The Celebrants honor their ruler and his victories by organizing immense processions, extravagant ceremonies, gruesome feasts, tournaments, and public holidays. Most Celebrants are priests of Urgathoa, and their devotion to a goddess of gluttony and undeath is evident in their macabre and frenzied festivities.

These public events are so commonplace that it's impossible to visit a sizable settlement in Geb on any given day without seeing some form of parade, feast, ceremony, speech, or other celebration of Geb's greatness. The Celebrants have a mandate granting them complete autonomy to draw on the coffers of the Tax Collectors Union to fund such events, an arrangement they never hesitate to use.

While the Celebrants' extravagance and carefree spending annoys the Tax Collectors Union, rival Blood Lords and faction members understand that the true threat from the Celebrants comes not from their public activities, but from their secret operations in the chambers deep within the confines of the Cathedral of Epiphenomena, the grand temple to Urgathoa in Geb's capital, Mechitar. Within these chambers, the Celebrants operate Geb's free-spending, malevolent, and ruthlessly efficient propaganda machine. Obsessive priests and brainwashed assistants work tirelessly—often literally without resting, as many of them are undead—to put a positive public spin on

any and all events remotely affecting Geb. Through an arrangement with the Export Guild, the Celebrants occasionally receive “correspondence” from across the Inner Sea in the form of well-traveled captives. The priests invite these living “guests” to dine with them, forcing them to feast with ravenous zombies and ghouls to intimidate them into sharing everything they know about life beyond Geb's borders. They inevitably talk—but they tend to stay as dinner regardless. The Celebrants twist this knowledge of the outside world, ensuring the public perceives people outside Geb as uncultured, weak, and unworthy (unless they have profitable arrangements with Geb, which are naturally presented as the result of clever negotiations on the part of the Blood Lords to curry favor). From time to time, they also seek to tarnish the reputation of specific Blood Lords or even the other Great Factions, if necessary. The secretive nature of the Builders League, in particular, often angers the Celebrants, who distrust anyone who withholds information from Geb's “public relations” division.

With practically unlimited funding, the Celebrants have agents stationed across Geb who serve not only to spread propaganda at every opportunity, but to listen for dissent and discontent. Anyone who speaks out against Geb (the nation or the ruler), especially in public, risks being reported to the authorities and arrested as a traitor. The subsequent interrogations often lead to further arrests. Once they've determined how to manipulate the public into viewing the dissenters as vile heathens and blasphemers, the Celebrants arrange for them to be tortured and executed—in full view of the public, of course, and preferably during a feast.

CELEBRANTS

NE MEDIUM GOVERNMENTAL

Gluttonous priests overseeing public events and propaganda

Scope and Influence national (Geb)

Goals celebrate and promote Geb by organizing massive events and controlling public perception

Headquarters Cathedral of Epiphenomena (Mechitar)

Allies informants, public figures, worshippers of Urgathoa

Enemies Builders League, dissenters, those who keep secrets from the government or oppose the Celebrants' propaganda

Assets contacts, financing, influence

Membership Requirements undergo conditioning at the Cathedral of Epiphenomena

Accepted Alignments NE (CE, LE, LN, N)

Values celebrations of Geb, devotion to Urgathoa, gluttony

Anathema abstinence, moderation, spreading damaging information about Geb

EXPORT GUILD

The Export Guild governs Geb's foreign trade and, despite its name, handles all imports from other countries as well as exports. Many members are younger or less traditional than those of some other Great Factions, such as the Builders League and Tax Collectors Union, yet the Export Guild is filled with staunch loyalists and nationalists. In their minds, going against Geb's traditions is a good thing if doing so helps Geb extend its international reach or solidify its economic or political power. While they inevitably prioritize their own selfish interests in many dealings, Export Guild members frequently consider the costs and benefits to Geb as a whole in their decisions.

Management of Ossum Harbor in Mechitar falls to the Export Guild. This harbor is relatively small but vital to Geb's foreign relations, as it's the primary outlet for the nation's food exports. Most foreigners enter Geb via Ossum Harbor, and the Export Guild works with the Celebrants to ensure that important visitors receive appropriate honors and accolades on their arrival. As the harbor's staff is made up almost entirely of the city's massive underclass, these events often require the harbor to shut down its operations for a few hours when especially important visitors arrive, lest the slovenly workers disgust new arrivals. The Export Guild presents these lost hours to workers as "time off" but doesn't pay them and generally doesn't decrease quotas accordingly. Workers who fall behind—or who dare show up during hours when they're supposed to remain unseen—are generally carted off to Geb's interior to work its farms, if they're ever seen again at all.

The Export Guild has a complicated relationship with the Reanimators. The latter faction's ostentatious necromancy, which hurts Geb's image among other nations, is nonetheless necessary for the creation of most of Geb's workforce, including the zombies and other laborers responsible for food production, which remains Geb's most profitable foreign export. The Export Guild recently began encouraging the Reanimators to find ways to move food production out of sight of Geb's busiest cities, or perhaps even underground, but the issue of funding such a massive infrastructure project also involves the Builders League (who would approve and manage the project), the Celebrants (who would manage the public perception of the project), and the Tax Collectors Union (who would fund it). The involvement of all five of Geb's Great Factions in a single large-scale issue often indicates that the planning alone is bound to take decades. For a variety of reasons,

some of the Great Factions have buried this project in an overwhelming tide of bureaucratic red tape. The Export Guild's leaders are at a loss as to why, but they know it's only a matter of time before they learn their rivals' motivations.

EXPORT GUILD

LE MEDIUM GOVERNMENTAL

Managers of foreign trade

Scope and Influence national (Geb) and regional (Impossible Lands)

Goals broaden and strengthen Geb's foreign relations, govern foreign exports and imports

Headquarters Ossum Harbor (Mechitar)

Allies Celebrants, foreigners interested in dealing with Geb, influential artisans and merchants



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Enemies Reanimators, isolationists, pirates, those who tarnish Geb's image

Assets armaments, contacts, financing, influence, transport

Membership Requirements demonstrate loyalty to Geb, including passing an extensive background check regarding potential foreign entanglements

Accepted Alignments LE (LN, NE)

Values lucrative trade deals, relations with foreign nations

Anathema damaging Geb's image or reputation, impeding the exchange of goods and ideas, jeopardizing foreign relations, mistreating important visitors

REANIMATORS

Many Blood Lords of other factions view the Reanimators, who are responsible for raising the dead to work Geb's farms, as the least desirable of the Great Factions. However, few question their importance to Geb, nor their necromantic might—though they don't frequently wield it outside their established responsibilities. While few people know the exact number, most Blood Lords recognize that the Reanimators control untold numbers of mindless undead spread across Geb's countryside. The possibility that they might one day use their "workforce" for something beyond farming isn't often uttered but is always at the back of other faction leaders' minds when they think of the Reanimators.

Most of the Reanimators, and especially the Blood Lords who eagerly align themselves with the faction, are necromancers, but many serve the faction only in an administrative capacity or as corpse tenders out on the farms. Few engage in necromantic animation on a daily basis. The Reanimators also retain a small number of officers whose primary responsibility is to enforce the law requiring anyone who dies on Geb's soil to be reanimated as undead to serve the state. In their patrols across Geb, these officers—informally called Dead Solicitors—also watch for any signs of the use or presence of positive energy, which they're authorized to stamp out using any means necessary. Many Dead Solicitors are rumored to be members of Geb's secret police as well.

The organizational structure of the Reanimators is based on regional control, with each local branch maintaining the autonomy to manage its affairs as it sees fit. The faction maintains a headquarters in Graydirge, and each regional authority must submit regular production updates to the central office. However, barring large-scale disruptions or labor shortages, the faction's leaders are content to leave one another alone.

The Reanimators resent the Tax Collectors Union, who levy heavy taxes on their crop shipments and tend

to show disdain for the Reanimators' "dirty work" of raising zombies and growing food. They work closely with the Export Guild to ensure that an uninterrupted stream of crop shipments—and thus, wealth—passes through Geb's harbors.

REANIMATORS

LE MEDIUM GOVERNMENTAL

Necromancers managing food production and labor

Scope and Influence national (Geb)

Goals operate and improve Geb's food production, raise undead to serve as Geb's labor force

Headquarters Graydirge

Allies Export Guild, farmers, necromancers loyal to Geb, suppliers of corpses

Enemies Tax Collectors Union, worshippers of Pharasma or others opposed to undeath

Assets contacts, influence, magic items, training

Membership Requirements create a significant number of undead to serve Geb or otherwise demonstrate the ability to manage food production

Accepted Alignments LE (LN, NE)

Values efficiency, hard work, serving Geb in life and undeath

Anathema destroying mindless undead without prior authorization, disrupting production and distribution of food, using positive energy

TAX COLLECTORS UNION

In most nations, some of the wealthiest individuals are among the oldest families. This is especially true in Geb, where many members of such powerful families are more or less immortal. With no incentive to squander their fortunes in their later years or divide the family's assets among squabbling offspring, many of Geb's oldest families are so preposterously rich that mortals—and even younger undead—have difficulty comprehending the scale of their wealth. The Tax Collectors Union likes to keep it that way.

Several prominent aristocrats and bankers make up the upper echelons of the Tax Collectors Union, with most of the faction's other members being part of their extended families, their employees, or both. Nepotism is the norm in the Tax Collectors Union. Exorbitant bribes aren't only accepted but expected. The status quo is sacred.

The Tax Collectors Union works to prevent drastic shifts in Geb's power balance. The recent rise of the Celebrants alarmed Union members, despite the obvious benefits of Geb's return to public view. The Celebrants' flaunting of wealth irritates the Union, whose leaders view any displays of wealth from outside the Union as threats to their economic superiority. In the rare event that individuals outside the ranks of

Faction Name	Reputation Points (RP)	Notes
Builders League		
Celebrants		
Export Guild		
Reanimators		
Tax Collectors Union		

the Blood Lords rise to prominence in Geb, the Tax Collectors Union keeps careful watch on its coffers—and coffins—paranoid that anyone seeking to make a name for themselves in Geb must be after their money, their ancient titles, or both.

Of the other factions, the Tax Collectors Union is most accepting of the Builders League, which it largely views as fellow even-handed traditionalists. The League's methods of creating hidden, impenetrable vaults are also of particular use to Geb's wealthy elites. Beyond the Builders League, most other factions in Geb—indeed, most people in Geb, living or dead—view the Tax Collectors Union as out of touch.

While Mechitar boasts the Venerated Vaults, a central bank that's ostensibly the Union's headquarters, most Union leaders are too paranoid or too proud to deposit their personal assets there—or in any of the other banks and counting houses across the nation. They instead use these establishments to control others' wealth, dole out stingy high-interest loans, and facilitate tax collection, but they maintain no centralized offices or systems for the management of their own wealth.

TAX COLLECTORS UNION

LE MEDIUM GOVERNMENTAL

Ostentatious aristocrats and bankers

Scope and Influence national (Geb)

Goals collect taxes, gain influence through wealth

Headquarters Venerated Vaults (Mechitar), numerous banks and counting houses across Geb

Allies Builders League, loyal government officials, traditionalists

Enemies Celebrants, criminals (especially bank robbers and thieves), other Gebbites who accrue or flout wealth

Assets contacts, financing, influence, transportation

Membership Requirements exorbitant fees, sponsorship

Accepted Alignments LE (LN, NE)

Values amassing wealth for its own sake, enforcing laws

Anathema aiding or abetting thieves, avoidance of fees or taxes, disrespect of authority or tradition, generosity

LOWER FACTIONS

In addition to Geb's five current Great Factions, numerous Lower Factions operate within the nation. The delineation between a Great Faction and Lower Faction has less to do with a faction's area of authority and more to do with the degree of its influence and the whims and machinations of the Blood Lords.

The most significant of the Lower Factions is the Carters Consortium, responsible for shipping and transportation within the country. The Carters Consortium was a Great Faction until only a few decades ago, when rivals exposed their leaders as secret worshippers of Pharasma. Other Lower Factions include the Bellator Mortus (the Mechitar city guard), the Clothiers (responsible for textiles, clothing, and fashion), and the Seven Signs (responsible for regulating magic aside from necromancy). In your campaign, you might introduce new Lower Factions for the player characters to interact or even gain influence with as they pursue their goals across Geb.

FACTION REPUTATION

Over the course of the Blood Lords Adventure Path, the player characters gain favor and accumulate disservice with the five Great Factions of Geb using the Reputation subsystem beginning on page 164 of the *Pathfinder Gamemastery Guide*. The player characters gain or lose Reputation Points with a particular faction based on their choices and actions, and these points determine their standing with each of the Great Factions. The Blood Lords perpetually vie for power and influence in Geb. Their bitter rivalries often mean that earning Reputation Points with one Great Faction results in losing Reputation Points with another. You can use a tracking sheet like the one presented above to conveniently track and refer to Reputation Point totals over the course of play. The sheet contains lines for the five Great Factions as well as the Carters Consortium, along with blank lines you can use to add any Lower Factions or factions of your own creation that you wish to add to your campaign.

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The following new rules supplement the player characters' adventures in *Zombie Feast*.

Undead Companions

The characters can acquire undead companions during the adventure, perhaps by finding and befriendng them or by earning them as rewards from Berline in Chapter 1. Rules for undead companions appear on page 37 of *Pathfinder Book of the Dead*.

SKELETAL BIRD OF PREY

UNCOMMON

Your companion is the skeleton of a bird of prey like a falcon or an owl.

Size Small

Melee ✦ jaws (finesse), **Damage** 1d6 piercing

Melee ✦ talon (agile, finesse), **Damage** 1d4 slashing

Str +2, **Dex** +3, **Con** +1, **Int** -5, **Wis** +0, **Cha** +0

Hit Points 4

Skill none (mindless)

Senses darkvision

Speed 10 feet, fly 50 feet

Special mindless

Support Benefit The bird flaps around and throws your foe off balance. Until the start of your next turn, when you damage a creature in the bird's reach with a Strike, that creature becomes clumsy 1 until the end of your next turn.

Advanced Maneuver Unnerving Screech

UNNERVING SCREECH ✦

AUDITORY

Your skeletal bird of prey makes an earsplitting, unnatural screech, deafening and startling an enemy within 30 feet. The target must attempt a Fortitude save. The target is then temporarily immune for 1 hour. The frightened condition is a mental, emotion, and fear effect, but the creature can still be deafened if it's immune to these.

Critical Success The target is unaffected.

Success The target is deafened for 1 round and frightened 1.

Failure The target is deafened for 1 minute and frightened 1.

Critical Failure The target is deafened for 10 minutes and frightened 2.

SKELETAL CONSTRICTOR

UNCOMMON

Your companion is the skeleton of a constrictor snake such as a boa or python. Red lights burn deep in its eye sockets.

Size Small

Melee ✦ jaws (finesse), **Damage** 1d8 piercing

Str +2, **Dex** +2, **Con** +1, **Int** -5, **Wis** +1, **Cha** +0

Hit Points 4

Skill none (mindless)

Senses darkvision

Speed 20 feet, climb 20 feet, swim 20 feet

Special mindless

Support Benefit Your snake sways, captivating an enemy.

Choose one creature within 20 feet of the constrictor that can see it. Until the start of your next turn, your Strikes that deal damage to the chosen creature make the target flat-footed until the end of your next turn.

Advanced Maneuver Bony Constriction

BONY CONSTRICTION ✦

Requirements The constrictor has a creature grabbed.

The skeletal constrictor deals 12 piercing damage to the grabbed creature with its sharp ribs; the creature must attempt a basic Fortitude save. If the constrictor is a specialized companion, increase this damage to 20. This uses a trained DC using the constrictor's Constitution modifier, or an expert DC if the constrictor is specialized.

UNDEAD HAND

UNCOMMON

Your companion is a large skeletal or fleshy humanoid hand, similar to a giant crawling hand (*Pathfinder Bestiary* 2 56).

Size Small

Melee ✦ claw (agile, finesse), **Damage** 1d6 slashing

Str +2, **Dex** +2, **Con** +1, **Int** -5, **Wis** +1, **Cha** +0

Hit Points 4

Skill none (mindless)

Senses darkvision

Speed 20 feet, climb 20 feet

Special mindless

Support Benefit The hand viciously batters the foes you attack. Until the start of your next turn, each time

you hit a creature in the hand's reach with a Strike, the creature takes 1d6 bludgeoning damage from the hand. If your hand is nimble or savage, the bludgeoning damage increases to 2d6.

Advanced Maneuver Grip Throat

GRIP THROAT ◆

The hand attempts to Grapple a Medium or smaller creature by the throat. If the Grapple succeeds, in addition to the normal effects, the creature has difficulty speaking. While it remains grabbed or restrained by the hand, it must spend an extra action to perform any action that has the verbal trait.

ZOMBIE CARRION BIRD

UNCOMMON

Your companion is the zombified corpse of a large scavenging bird, such as a vulture or a raven, that subsists upon meat.

Size Small

Melee ◆ jaws, **Damage** 1d8 piercing

Str +2, **Dex** +1, **Con** +3, **Int** -5, **Wis** +0, **Cha** +0

Hit Points 6

Skill none (mindless)

Senses darkvision

Speed 10 feet, fly 30 feet

Special mindless

Support Benefit The zombie emits an aura of rot, causing wounds to fester. Until the start of your next turn, each time you hit and deal damage to a creature that's within 10 feet of the zombie carrion bird, the creature takes an additional 1d6 damage as the wound festers. If your carrion bird is nimble or savage, the damage increases to 2d6. This is a disease and necromancy effect.

Advanced Maneuver Pick at the Meat

PICK AT THE MEAT ◆

Requirements The animal companion's last action was a successful jaws Strike.

Your bird picks at the wound it just created. The target of its jaws Strike takes 1d8 bleed damage, or 2d8 bleed damage if the bird is specialized.

ZOMBIE MOUNT

UNCOMMON

Your companion is the rotting, reanimated corpse of a horse, camel, or similar riding animal.

Size Large

Melee ◆ hoof, **Damage** 1d8 bludgeoning

Str +2, **Dex** +1, **Con** +3, **Int** -5, **Wis** +0, **Cha** +0

Hit Points 8

Skill none (see Special)

Senses darkvision

Speed 30 feet

Special mindless, mount

Support Benefit Your zombie mount chews on your enemies. Until the start of your next turn, each time you Strike while riding the zombie mount and hit a creature in the zombie mount's reach, the creature takes 1d4 bludgeoning damage from the zombie mount. If your zombie mount is nimble or savage, the bludgeoning damage increases to 2d4. This benefit is based on a zombie horse or camel, but might deal piercing damage if your mount has sharp teeth.

Advanced Maneuver Disgusting Gallop

DISGUSTING GALLOP ◆◆

DISEASE MOVE

The zombie mount Strides twice, spraying putrid spittle as it runs. Once during this movement, choose a creature adjacent to the zombie mount. The spittle splashes on it, and the creature must succeed at a Fortitude save or be sickened 1. The creature is then temporarily immune to the spittle for 24 hours. This uses a trained DC using the zombie mount's Constitution modifier, or an expert DC if the mount is specialized.

Zombie Carrion Bird

Kuthite Spells

Ortagar Stitch-Skull might provide these spells to the characters for impressing him.

INSIDE ROPES

CANTRIP 1

UNCOMMON CANTRIP CONJURATION

Traditions divine, occult, primal

Cast ◆ somatic

Duration 10 minutes

You pull a large handful of guts from your midsection. Removing these guts doesn't harm you. You can use the guts as 50 feet of rope to help you Climb, and they help attach you to a wall. You move half as quickly as usual while climbing with your guts (minimum 5 feet), but you can attempt a DC 5 flat check whenever you critically fail to prevent a fall. Other creatures can use your guts to climb like a squishy rope, but the guts don't help anyone but you attach to a wall. If you let go of your guts or your guts are damaged, the spell ends.

Heightened (3rd) You gain a +1 item bonus to Athletics checks to Climb while using your guts.

HORRIFYING BLOOD LOSS

SPELL 2

UNCOMMON CURSE EMOTION ENCHANTMENT FEAR MENTAL

Traditions arcane, divine, occult

Cast ◆ verbal

Range 30 feet; **Targets** 1 creature taking bleed damage

Saving Throw Will; **Duration** varies

You curse the target, filling it with terror at the loss of its blood. The target must attempt a Will save.

Critical Success The target is unaffected.

Success The target is frightened 1.

Failure The target is frightened 2. Until it stops bleeding, its frightened value can't decrease below frightened 1.

Critical Failure As failure, but the target is frightened 3.

Heightened (4th) You even terrify witnesses with the copious quantities of blood. You can target up to four creatures as secondary targets. These secondary targets don't need to be bleeding but must be able to see the primary target. Secondary targets must also attempt Will saves, with the same results, except their restriction on decreasing their frightened value depends on whether the primary target is still bleeding.

SHADOW ZOMBIE

SPELL 2

UNCOMMON NECROMANCY SHADOW

Traditions arcane, divine, occult

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 zombie of level 1 or lower

Saving Throw Will; **Duration** varies

You cast a shadow over the target zombie, briefly turning it into shadowy vapor and controlling its movement. While in this vaporous state, the zombie is a minion under your

control, gains resistance 8 to physical damage, and is immune to precision damage. It can't cast spells, activate items, or use actions that have the attack or manipulate traits. It gains a fly Speed of 10 feet and can slip through tiny cracks.

If the target is already your minion when you cast the spell, it doesn't get a saving throw and becomes vaporous for 10 minutes. If the target is not your minion, it can attempt a Will save to resist the spell. If it's already under someone else's command, the controlling creature also rolls a Will save, and the zombie uses the better result.

Critical Success The target is unaffected and is temporarily immune for 24 hours.

Success The target is unaffected.

Failure The target becomes your shadowy minion for 1 minute.

Critical Failure As failure, but for 10 minutes.

Heightened (4th) You can target a zombie of level 5 or lower.

SWALLOW LIGHT

SPELL 2

UNCOMMON COLD DARKNESS EVOCATION NEGATIVE

Traditions arcane, divine, occult

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 magical light effect

Duration 1 minute

You draw magical light into your open mouth, consuming it and turning its essence into fuel for a gout of life-draining shadows. Attempt a counteract check against the light effect. If you successfully counteract it, you gain a breath weapon of chilling shadows you can use until the spell ends. Exhaling the breath is a two-action activity. The breath weapon is a 15-foot cone and deals 1d6 cold damage plus 1d6 negative damage. Creatures in the area can attempt a basic Reflex save against your spell DC. Once activated, you can't use the breath weapon again for 1d4 rounds.

Heightened (+2) Increase the damage of the breath weapon by 1d6 cold damage and 1d6 negative damage.

TEETH TO TERROR

SPELL 2

UNCOMMON FEAR ILLUSION MENTAL

Traditions occult

Cast ◆◆ somatic, verbal

Range 30 feet; **Targets** 1 creature with teeth

Saving Throw Will; **Duration** 1 minute

The target believes its teeth are falling out, crawling along its face, stabbing into its body, and cramming themselves down its throat. The target takes 2d4 mental damage and 1d4 persistent mental damage, depending on its Will save. The target takes a -1 circumstance penalty to Strikes with its jaws or teeth while it is taking persistent mental damage.

Critical Success The target is unaffected.

Success The target takes half damage and no persistent mental damage.

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Failure The target takes full damage and persistent mental damage and is frightened 1.

Critical Failure The target takes full damage and persistent mental damage and is frightened 3.

Heightened (+2) You can target two additional creatures, the mental damage increases by 2d4, and the persistent mental damage increases by 1d4.

UMBRAL MINDTHEFT

SPELL 2

UNCOMMON ILLUSION MENTAL SHADOW

Traditions arcane, occult

Cast ♦♦ somatic, verbal

Duration 3 rounds



Teeth to Terror

You prepare to steal a broad field of knowledge from another creature, siphoning it from their mind and storing it in a pocket of the Shadow Plane connected to your own mind. During the spell's duration, you can use the Steal action to attempt to take one Lore skill proficiency from a creature instead of Stealing an item. You can also make one attempt to Steal as part of Casting the Spell. If you succeed at your check to Steal a Lore skill, you deal 2d6 mental damage to the target if they were trained in that skill, plus 2d6 additional mental damage per proficiency rank they have in that skill above trained, as the sudden loss of knowledge leaves an aching absence in the target's mind.

Determine the Lore skill at random from among those known by the target; on a critical success, you learn what Lore skills the creature is proficient in and can select the skill rather than choosing at random. If the target isn't trained in any Lore skills, you get nothing, but you can continue to attempt to Steal Lore from other creatures for the remaining duration.

The target loses the benefits of its training in that Lore skill, and you gain their proficiency rank in that Lore skill. This effect lasts until your next daily preparations or until you are incapacitated, in which case the Lore siphons back into the target creature's mind from the Shadow Plane, wherever you both may be.

As normal, you can Steal only from a target within your reach. Once you've stolen one Lore skill, you can't attempt to Steal more Lore. If you succeed at your Thievery check, you must take the Lore you stole.

VICIOUS JEALOUSY

SPELL 2

UNCOMMON ENCHANTMENT MENTAL

Traditions arcane, divine, occult

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** sustained, up to 1 minute

The target is overcome by deep jealousy and resentment that twists its mind against other creatures. It must attempt a Will save.

Critical Success The target is unaffected.

Success For 1 round, the target no longer treats anyone as its allies. The spell then ends.

Failure The target no longer treats anyone as its allies. The target can't take the Aid reaction or any action that would directly benefit another creature, such as casting a beneficial spell on them, though it can still take actions that indirectly benefit other creatures, such as fighting the same foes.

Critical Failure As failure, and whenever the target starts its turn within reach of a creature it previously considered an ally, it must spend its first action on its turn to berate the creature or otherwise wave it away.

Heightened (4th) You can target up to 10 creatures.

Corpse Tender Archetype

You tend to mindless undead, such as the zombie farmhands and farm animals throughout Geb.

CORPSE TENDER DEDICATION

FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites evil alignment, trained in Religion

You have a connection to mindless undead that allows you to communicate your intentions to them on a rudimentary level. You can use Diplomacy to Make an Impression on mindless undead and to make very simple Requests of them; their mindless trait doesn't grant immunity to these mental effects. Most mindless undead are likely hostile toward you by default and must be kept at a safe distance to give you time to Make an Impression.

You become trained in Diplomacy; if already trained, you instead become trained in another skill of your choice.

Special You can't select another dedication feat until you have gained two other feats from the corpse tender archetype.

COMMAND CORPSE

FEAT 4

UNCOMMON ARCHETYPE

Prerequisites ability to cast *harm*, Corpse Tender Dedication

You gain the Command Undead feat (*Pathfinder Core Rulebook* 123), but you can use it only to transform the effects of *harm* spells you cast on mindless undead. These spells can control creatures with a level equal to or lower than your level - 1 (instead of your level - 3).

CORPSE TENDER'S FONT

FEAT 4

UNCOMMON ARCHETYPE

Prerequisites Corpse Tender Dedication

You easily tend to the wounds of the dead. You can cast *harm* as a divine innate spell once per day. This spell is heightened to half your level, rounded up. You can target only mindless undead with this spell.

IMPROVED COMMAND CORPSE

FEAT 8

UNCOMMON ARCHETYPE

Prerequisites Command Corpse

When you use Command Undead on a mindless undead, if the undead succeeds at its save but doesn't critically succeed, it becomes your minion for 1 round. If the undead fails its save, it becomes your minion for 1 hour. If it critically fails, it becomes your minion for 24 hours.

IMBUE MINDLESSNESS ◆

FEAT 12

UNCOMMON ARCHETYPE

Prerequisites Command Corpse

You grasp the mind of an undead creature and temporarily wipe it as empty as a zombie's brain. You can

target any undead with your divine innate *harm* spell, not just mindless undead. When you target one non-mindless undead creature with this spell, you can transform its effects. Instead of *harm*'s normal effects, the target must attempt a Will save.

Critical Success The target is unaffected.

Success The target is stupefied 1 for 1 round.

Failure The target is stupefied 2 for 1 minute. While it is stupefied, you can use your Corpse Tender feats on the target as though it were mindless.

Critical Failure As failure, except the target is stupefied 3 for 10 minutes.



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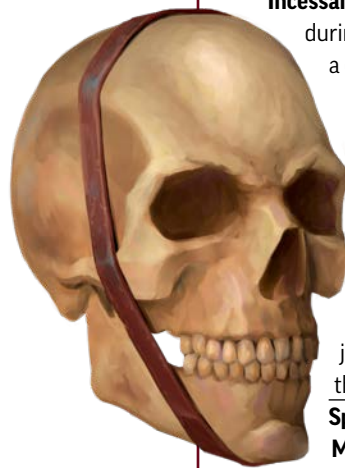
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WHERE BONES WALK

Animated bones only exist where people intentionally create them, and the creator must take care to avoid disturbing lingering souls connected to the bones. Generally, the bones used are from creatures who were properly laid to rest or passed away long ago. In old Graydirge, corpse renderers forcibly separated souls and flesh from bones, leaving plenty of raw materials for their twisted creations.



Animated Bones

Commonly mistaken for undead, animated bones are mindless constructs with no connection to necromancy. The following are examples of typical animated bones.

CHATTERING JAWS

Chattering jaws usually serve no purpose other unnerving people by clicking their teeth together. Some chattering jaws only chatter at regular intervals to help tell the time.

CHATTERING JAWS

CREATURE -1

UNCOMMON N TINY CONSTRUCT MINDLESS

Perception +3; darkvision

Skills Athletics +6

Str +1, **Dex** +2, **Con** +0, **Int** -5, **Wis** +0, **Cha** -5

Incessant Chattering jaws always chatter at a predetermined time, such as during specific times of day or in response to a trigger, such as noticing a creature within 30 feet. During these times, the chattering jaws can be automatically heard by all creatures within 60 feet.

AC 13; **Fort** +3, **Ref** +6, **Will** +3

HP 8; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious; **Resistances** cold 2, electricity 2, fire 2, piercing 2, slashing 2

Gnashing Rage When chattering jaws are destroyed, all other animated bones within 30 feet that can see or hear the chattering jaws become quickened 1 for 1 minute. The animated bones can use this extra action to Stride or Strike.

Speed 20 feet

Melee ✦ jaws +8, **Damage** 1d4+1 piercing

FLOATING FEMUR

Floating femurs can deliver a powerful blow. They make handy weapons for those who manage to grab hold of them.

FLOATING FEMUR

CREATURE -1

UNCOMMON N TINY CONSTRUCT MINDLESS

Perception +3; darkvision

Skills Athletics +6, Stealth +6

Str +1, **Dex** +1, **Con** +1, **Int** -5, **Wis** +0, **Cha** -5

AC 14; **Fort** +4, **Ref** +6, **Will** +3

HP 7; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, precision, sickened, unconscious; **Resistances** cold 2, electricity 2, fire 2, piercing 2, slashing 2

Speed fly 25 feet

Melee ✦ femur head +8 (fatal d10), **Damage** 1d4+1 bludgeoning

Gotcha! A floating femur freezes up if grabbed. For 1 minute after the femur becomes grabbed or restrained by a creature, the femur can't act, and the creature holding it can use it as a +1 club with the fatal d10 trait. After that time, the floating femur can act and is generally quite aggressive toward whomever used it as a weapon.



PHALANX OF PHALANGES

Made up of hundreds of finger and toe bones, a phalanx of phalanges clatters along the ground in an eerily uniform manner.

PHALANX OF PHALANGES

CREATURE 1

UNCOMMON N LARGE CONSTRUCT MINDLESS SWARM

Perception +5; darkvision

Skills Acrobatics +8

Str +1, **Dex** +3, **Con** +4, **Int** -5, **Wis** +0, **Cha** -5

AC 15; **Fort** +9, **Ref** +8, **Will** +5

HP 16; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, precision, sickened, unconscious; **Weaknesses** area damage 3, splash damage 3; **Resistances** cold 3, electricity 3, fire 3, piercing 3, slashing 3

Predetermined Path A phalanx of phalanges knows a single path on even ground no longer than 100 feet, as determined by its creator. The phalanx of phalanges makes no actions other than moving along this path or making Countless Digits attacks against creatures in its way. If impeded on this path or if it takes damage, the phalanx of phalanges is unbound from its path and is permanently berserk, attacking nearby creatures to the best of its ability.

Speed 20 feet

Countless Digits ♦ Each other creature in the phalanx of phalanges' space takes 1d6 piercing damage (1d6+2 piercing damage if the swarm is berserk) (DC 17 basic Reflex save). On a critical failure, the target is thoroughly pinned by the phalanges, becoming immobilized until it Escapes (DC 17) or until any creature uses 2 Interact actions to scrape away the bones pinning them down.

SCRABBLING RIBCAGE

The ribs of a scrabbling ribcage are connected to either a sternum or vertebral column, but not both, allowing the ribs to function as legs.

SCRABBLING RIBCAGE

CREATURE 1

UNCOMMON N SMALL CONSTRUCT MINDLESS

Perception +6; darkvision

Skills Athletics +6

Str +2, **Dex** +2, **Con** +2, **Int** -5, **Wis** +0, **Cha** -5

AC 16; **Fort** +7, **Ref** +5, **Will** +5

HP 20; **Immunities** death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, precision, sickened, unconscious; **Weaknesses** bludgeoning 3; **Resistances** cold 3, electricity 3, fire 3, piercing 3, slashing 3

Scrabble ⤵ **Trigger** A creature moves away from the scrabbling ribcage, or a creature grabbed or restrained by the scrabbling ribcage Escapes from it; **Effect** The ribcage Strides or Climbs. This movement doesn't trigger reactions.

Speed 20 feet, climb 20 feet

Melee ♦ jagged ribs +7, **Damage** 1d6+2 piercing plus Grab

Constrict ♦ 1d8 bludgeoning, DC 17

Skittering Rush ♦♦ The scrabbling ribcage Strides or Climbs twice, with its Speeds increased by 10 feet for this movement.



MORE BONES

Other animated bones exist: those made from humanoid bones include serpentine spines, spinning shoulder blades, and wrestling arms. Some animated bone creatures are crafted into twisted mockeries of other creatures made up of amalgams of misplaced bones, while others are simply the animated bones of much larger creatures, such as stampeding elephant ribcages.

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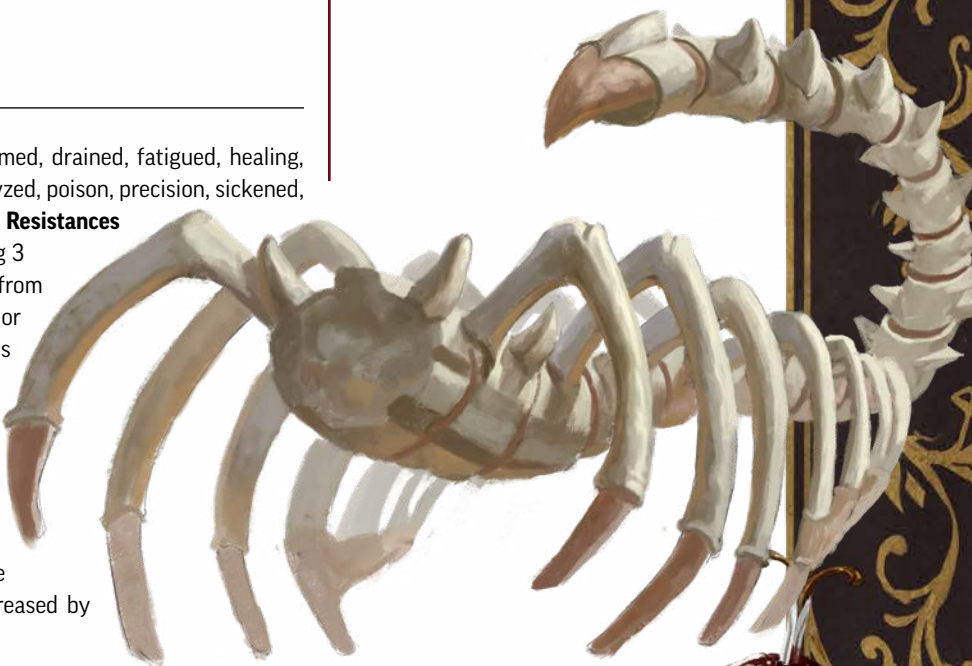
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RECIPE FOR DISASTER

Some malicious undead Gebbites are trying to create cooking instructions guaranteed to create a charghar with every meal. To aid in their research, they've captured and interrogated numerous peasants, hoping folktales and nursery rhymes about cooking mishaps might lead to an epiphany.

Charghar

Common urban legends in Geb warn of the vengeful spirits of those who've been cooked alive, collectively called charghars. While many Gebbites eat people in ways that don't involve cooking, there are some undead who've grown bored after centuries of the same diet. There are also some living people in the nation who've resorted to cannibalism: either downtrodden folks who cook and eat their neighbors and kin out of necessity, or socialites who dine on such fare because it's fashionable. Regardless of the reason for cooking people, these efforts can create vengeful undead creatures who lurk wherever meals are being prepared, luring cooks into making careless or deadly mistakes.

Charghars have spectral humanoid forms, while their physical manifestations appear much as they did after they were cooked—as charred remains, gory corpses bearing disembodied butchered chunks that float nearby, or loose assemblages of boiled bones.

CHARGHAR

CREATURE 4

UNCOMMON CE MEDIUM INCORPOREAL SPIRIT UNDEAD

Perception +12; darkvision, lifesense 60 feet

Languages Common, Necril

Skills Cooking Lore +9, Intimidation +11, Stealth +12

Str -5, **Dex** +4, **Con** +0, **Int** +1, **Wis** +2, **Cha** +1

AC 20; **Fort** +8, **Ref** +12, **Will** +10

HP 35, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious;

Resistances all 5 (except force, *ghost touch*, or positive; double resistance against non-magical)

Malevolent Mishaps (aura, emotion, enchantment, mental, occult) 10 feet. The charghar causes clumsiness and uncertainty in those nearby. Each creature that starts its turn in the aura must attempt a DC 21 Will save.

Success The creature is temporarily immune to Malevolent Mishaps for 1 minute.

Failure The creature becomes clumsy 1 and stupefied 1 until the start of its next turn. If the creature is living, the charghar Imparts Fears.

Critical Failure As failure, but clumsy 2 and stupefied 2.

Speed fly 25 feet

Melee ♦ ghostly cookware +13 (finesse, magical), **Damage** 3d6 negative plus Impart Fears

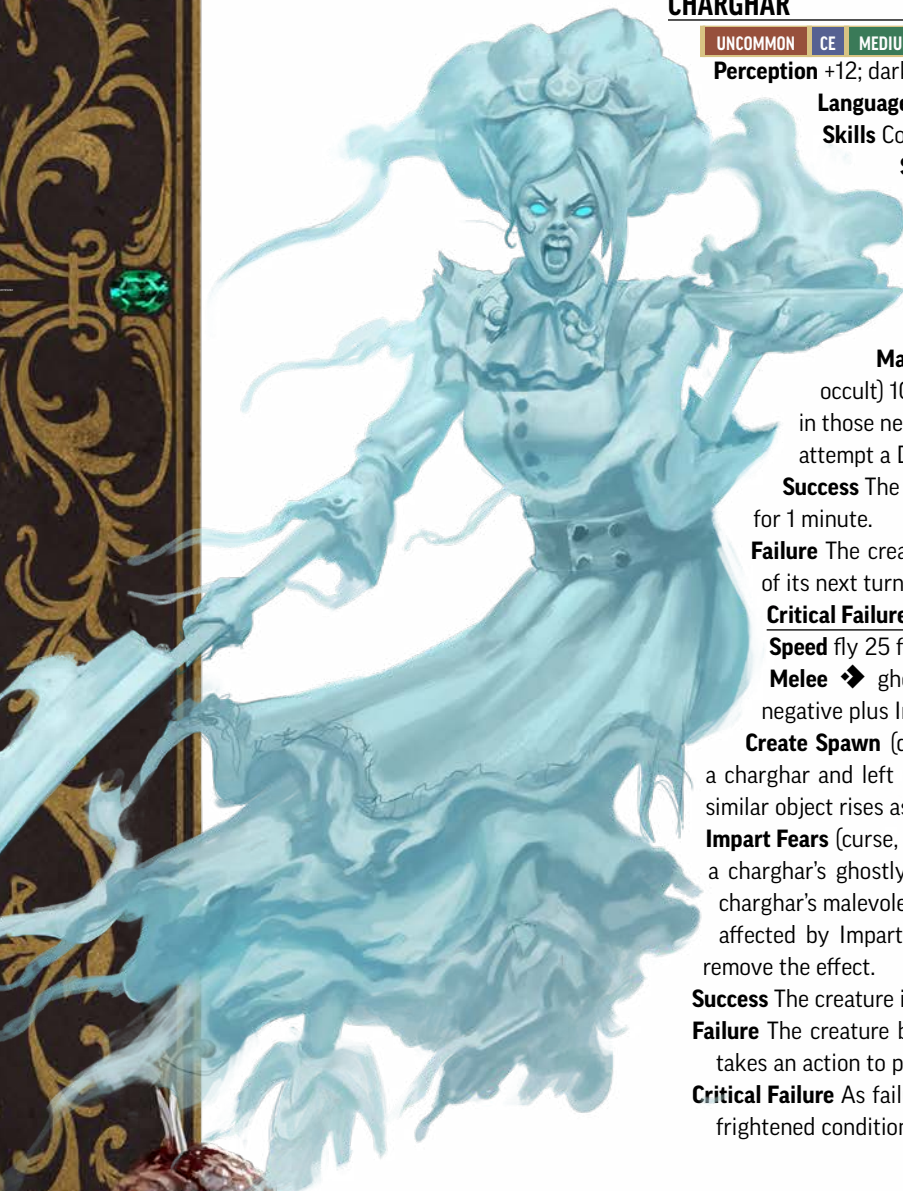
Create Spawn (divine, necromancy) Any humanoid creature killed by a charghar and left unburied in the vicinity of a stove, oven, cauldron, or similar object rises as a free-willed charghar at the next dawn.

Impart Fears (curse, divine, necromancy) A living creature that is struck by a charghar's ghostly cookware Strike or fails a saving throw against the charghar's malevolent mishaps must attempt a DC 21 Will save. A creature affected by Impart Fears can attempt a new saving throw each day to remove the effect.

Success The creature is temporarily immune to Impart Fears for 24 hours.

Failure The creature becomes frightened 1 each time it ingests anything or takes an action to prepare any food or drink.

Critical Failure As failure, but frightened 2, and the creature can't reduce its frightened condition below 1.



Cobblebone Swarm

Graydirge's necromancer-architects used a horrifying rending process to strip the flesh and souls off most bones involved in Graydirge's construction, but modern builders lack the benefit of such gruesomely efficient magic. When haunted bones are embedded in buildings alongside mundane materials, nearby bricks and cobblestones can be infused with necromantic energy. If no one exorcises the spirits haunting the bones, they become trapped and confused, their identities and memories intermingling. After several years, they can form cobblebone swarms, malevolent haunted amalgamations of brick and bone. These vengeful creatures conjure ghostly noises to lure victims down narrow alleys or into dark stone basements, where they pummel them to death and cover their remains beneath piles of bones and brick.

Some have mistaken cobblebone swarms for cobbleswarms (*Pathfinder Bestiary* 3 52), but citizens of Graydirge know to look for nearby apparitions, or studded bones that move when you look away. These are sure signs of a cobblebone swarm, and an indication that one should take a different route to their destination.

Cobblebone swarms look like piles of simple bricks or cobblestones with crooked bones embedded in them, often in the shape of crude faces. As they roll along or float slowly through the air, they leave a ghostly afterimage in their wake.

COBBLEBONE SWARM

CREATURE 3

RARE N LARGE EARTH SWARM UNDEAD

Perception +9; **lifesense** 40 feet

Skills Acrobatics +9, Athletics +8, Stealth +11

Str +1, **Dex** +4, **Con** +2, **Int** -4, **Wis** +2, **Cha** +0

Hatred for Secret Doors Cobblebone swarms have a hatred for secret doors, trick drawers, or anything else that conceals hidden spaces, as such things remind them of years or decades spent trapped within stone. They gain a +5 competence bonus to Athletics checks to Force Open secret doors.

Jutting Bones The cobblebone swarm's space is difficult terrain.

Settlement Bound A typical cobblebone swarm must remain in the settlement where it originated and can travel no farther than 1 mile from it without falling apart into component pieces, reviving if its pieces are returned to this area. Occasionally, cobblebone swarms are bound to a specific building, road, or district, rather than a settlement.

AC 19; **Fort** +9, **Ref** +11, **Will** +8

HP 30, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, swarm mind, unconscious; **Weaknesses** area damage 3, positive 5, splash damage 3; **Resistances** piercing 5, slashing 5

Speed 20 feet, fly 5 feet

Phantasmal Pummeling ♦ Each foe in the cobblebone swarm's space takes 1d6 bludgeoning damage and 1d6 negative damage (DC 17 basic Reflex save).

Occult Innate Spells DC 18; **Cantrips** (2nd) ghost sound



BRICKS AND BONES

Cobblebones form most commonly in the ossuary-city of Graydirge. While solid stone provides for sturdier construction, Graydirge's builders accentuate their projects using bones—both to send a message, and simply because they can. The accidental creation of tormented cobblebones often delights the builders, who see it as fitting punishment for betraying Geb.

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YGABRAK, MASTER SPY

The high governor of Graydirge retains a necromunculus he received as a "gift" from an anonymous Blood Lord. This necromunculus, Ygabrak, serves as a diligent spy and confidante, but the governor has never been able to determine whether the creature is independent or serves another master in secret by spying on the governor himself.



Necromunculus

A necromunculus is a tiny undead servant that can only be created by an undead creature. These servitors are common creations in Geb, where undead crafters and masterminds have countless years to dabble in necromantic crafts and a great need for unquestioning loyalty from servitors more cunning than other simple undead minions.

Necromunculi are similar to homunculi (*Pathfinder Bestiary* 208), but there are a few notable differences between these undead creatures and the constructs they are named after. A necromunculus may be loyal to its master, but it also seethes with hatred for all undead, including itself. If left to its own devices, a necromunculus immediately begins plotting to kill and gnaw upon any undead with whom it must regularly interact, even its master, even though it has no need to eat. A necromunculus cannot willingly act on this urge so long as it has some other command to obey, so their creators work hard to ensure that they are constantly supplied with tasks to keep them occupied.

Despite their cannibalistic urges, necromunculi are gaining increased in popularity among Geb's undead necromancers. Each creator wishes to see if they can imbue even more of their powers or personality in the delightfully treacherous servants. Besides, they make excellent practice in espionage and logical thinking for would-be Blood Lords.

Necromunculi resemble skeletal, impish humanoids with leathery wings. They are created from a mixture of mud, bonemeal, juniper oil, a few drops of blood from a still-living mammal, and a pound of the creator's own flesh, blood, or bone. Undead creatures lacking a corporeal body can use a pound of flesh, blood, or bone from another willing, intelligent undead subject, but the process generally destroys the volunteer.

NECROMUNCULUS

CREATURE 0

UNCOMMON NE TINY UNDEAD

Perception +5; darkvision

Languages Necril (can't speak any language); undead master link

Skills Acrobatics +4, Stealth +6

Str -1, **Dex** +2, **Con** +1, **Int** +0, **Wis** +1, **Cha** -2

Undead Master Link (arcane, divination, mental) A necromunculus can't speak, but it is telepathically linked to its undead creator. It can share information back and forth, including its master's knowledge and everything the necromunculus hears. The range of this link is 1,500 feet. If the necromunculus is destroyed, the master takes 2d10 mental damage. If the master is slain, the necromunculus becomes mindless and wanders aimlessly in search of undead to attack and try to eat.

AC 16; **Fort** +3, **Ref** +6, **Will** +3

HP 20; **Immunities** death effects, disease, paralyzed, poison, unconscious

Speed 15 feet, fly 40 feet

Melee ✦ claw +7 (agile, finesse, magical), **Damage** 1d4 slashing plus stupefying touch

Stupefying Touch A creature damaged by a necromunculus's claw Strike must succeed at a DC 15 Will saving throw or become stupefied 1 for 1 round.

Skull Fairy

Skull fairies are malicious beings spawned from the heads of those who die after exposure to the malignant energies of the Shadow Plane. They aren't fey, but their petite, winged forms and tendency for malevolent mischief has caused the appellation "skull fairy" to stick.

After bursting from the skull of the deceased, a skull fairy seeks out victims to behead. Skull fairies enjoy nothing more than the horrific sound of wrenching a head free from a body. They often wear the skulls of their most recent victim like caps atop their bulbous, oversized heads. Skull fairies take heads they've acquired to isolated caves, where they carefully strip off the flesh and put the skulls on display. If the skull fairy feels the need for new headgear, they hollow out a fresh skull to wear and retire the old one to a place of prominence.

A group of exactly three skull fairies who have each been alive for at least 13 years become much more powerful than their solitary or younger kin. Members of such a coven become stronger and more intelligent, and they set their minds to evil and chaos on a much wider scale—although anything more complicated than wandering about to twist off heads might seem aspirational to a skull fairy. Skull fairies that join a coven (*Pathfinder Bestiary* 342) gain the elite adjustments and often acquire more powerful innate spells. *Nondetection* and *stinking cloud* are the most common spells a skull fairy coven can access, but others exist. A skull fairy can only join a coven consisting exclusively of other skull fairies.

SKULL FAIRY

CREATURE 3

UNCOMMON CE TINY SHADOW

Perception +10; darkvision

Languages Aklo, Necril, Sylvan

Skills Acrobatics +9, Intimidation +9, Stealth +11, Thievery +9

Str +0, **Dex** +4, **Con** +0, **Int** +0, **Wis** +3, **Cha** +2

Coven A skull fairy adds *nondetection* and *stinking cloud* to their coven's spells.

AC 19; **Fort** +6, **Ref** +11, **Will** +8

HP 45

Shadowy Pop When killed, a skull fairy explodes into shadowy, noxious tissue like a burst bubble. Each creature within 5 feet must succeed at a DC 18 Fortitude save or become sickened 2 (sickened 3 on a critical failure).

Speed 15 feet, fly 30 feet

Melee ♦ fist +11 (agile, finesse, magical), **Damage** 1d10+4 bludgeoning plus Skull Twist

Primal Innate Spells DC 17; **2nd** *faerie fire*; **1st** *fear*; **Cantrips (2nd)** *mage hand*

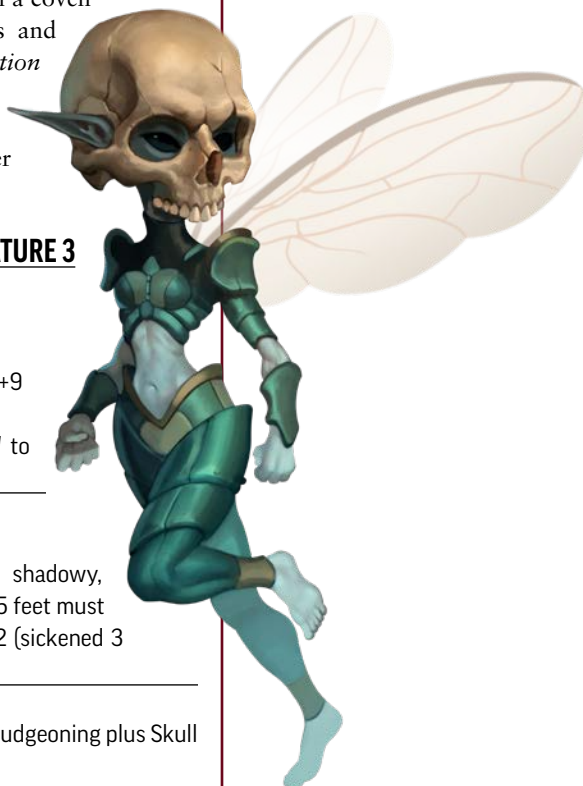
Skull Twist ♦ (manipulate) **Requirements** The skull fairy's last action was a successful fist Strike against a creature with a skull; **Effect** The skull fairy wrenches the creature's neck, disorienting it. The creature must succeed at a DC 20 Fortitude save or be stunned 1 (stunned 3 on a critical failure).

Terminal Tug ♦♦ (death, necromancy, occult) The skull fairy attempts to rip the head off an adjacent dying creature. The target must attempt a DC 20 Fortitude save. If it fails, it dies, and the skull fairy gains 10 temporary Hit Points for 1 hour.



SKULL FAIRY FRIENDS

Most skull fairies hold lengthy conversations with the skulls they've collected and even pretend they have arguments that the skull fairy can mediate. Skull fairies occasionally venture into nearby settlements to steal hats or spectacles for their skulls so they can better tell their "friends" apart.



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STOLEN FAMILY

Other trolls who encounter tombstone trolls pity these creatures for mere moments before disgust takes over and they try to slaughter their sickly kin. Tombstone trolls breed by stealing infant trolls and nearly killing them, then exposing them to their grave breath, hoping that the energy might take root in their victims.

Troll, Tombstone

Sometimes, when a troll is regenerating from life-threatening wounds inflicted by necromancy or negative energy, the vile energy takes hold in the troll's supernaturally resilient regeneration. The force that should have killed the troll instead becomes a part of the troll's strange physiology. These trolls are not undead, but the force inside them eats at their bodies and souls, turning them into shrunken mockeries of their former selves. These so-called "tombstone trolls" resemble withered, diminutive trolls, bloated with starvation and obviously sickly. Their teeth, hair, and fingernails rot, fall out, and regenerate every few days in an endless cycle that is both painful to experience and sickening to see.

Other trolls shun and despise tombstone trolls, who earn their name from their habit of digging up graves in their search for an easy meal that can't fight back. Tombstone trolls shun confrontation of any kind, especially in areas where their grave-robbing might put them at odds with powerful undead. They often lair underground, safe in their graveyard burrows for days at a time, gradually tunneling through the earth to devour nearby corpses. If the tombstone troll is clever, the surface might not bear any evidence of their presence except for a few divots or soft spots in the soil. Once a tombstone troll has run out of easy pickings in a cemetery, it moves on in the dead of night to find a new hunting ground. If their travel is lengthy or difficult, their hunger might drive them to attack the living.

TOMBSTONE TROLL

CREATURE 1

UNCOMMON CE SMALL GIANT TROLL

Perception +7; darkvision

Languages Jotun

Skills Athletics +7, Stealth +7

Str +3, **Dex** +2, **Con** +1, **Int** -3, **Wis** +0, **Cha** -2

AC 13; **Fort** +6, **Ref** +9, **Will** +5

HP 25, regeneration 5 (deactivated by acid, fire, or positive);

Immunities negative; **Weaknesses** fire 5, positive 5

Attack of Opportunity ⚔

Speed 25 feet, burrow 5 feet

Melee ⚔ jaws +9, **Damage** 1d6+3 piercing

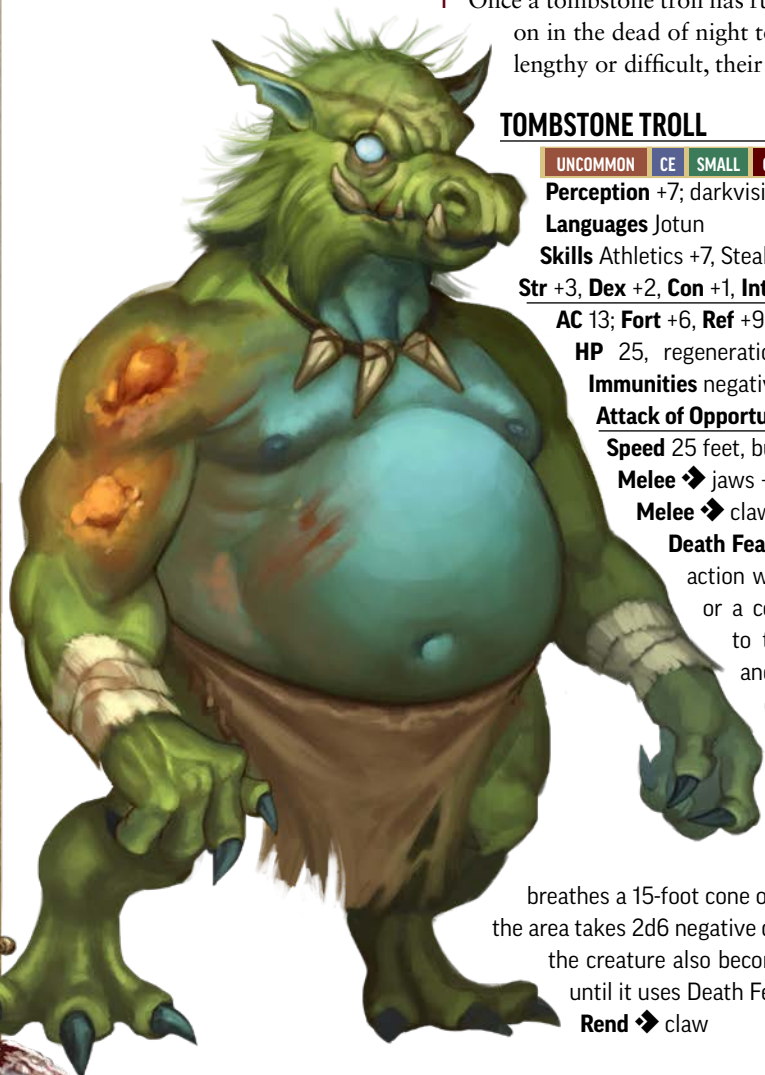
Melee ⚔ claw +9 (agile), **Damage** 1d4+3 slashing

Death Feast ⚔ (manipulate) **Requirements** The troll's last action was a jaws Strike that damaged a living creature or a corpse; **Effect** The troll deals 1d6 bleed damage to the target as it swallows a mouthful of meat and converts it into negative energy. Its jaws and claw Strikes deal 1 additional negative damage for 1 minute or until it uses its Grave Breath, whichever comes first.

Grave Breath ⚔⚔ (death, negative, occult)

Requirements The troll is bloated with negative energy from a Death Feast; **Effect** The troll breathes a 15-foot cone of putrid, soul-chilling gas. Each living creature in the area takes 2d6 negative damage (DC 14 basic Fortitude save). On a failure, the creature also becomes sickened 1. The troll can't use Grave Breath until it uses Death Feast again.

Rend ⚔ claw



Zombie, Dirge Piper

Under rare circumstances, an attempt to reanimate a skilled musician or performer as a mindless zombie is impeded by lingering occult magic that anchors a piece of the being's artistic soul to its shambling body. The resulting dirge piper retains a fragment of the person's former intellect and personality, but lacks the coordination and acuity to make true music any longer. Instead, they force air through the cavities and organs of their decomposing bodies to produce haunting piping, squelches, and trumpeting.

Most dirge pipers cling to a sense of fashion from their former lives, often obsessing over the condition of their clothes. They are aware enough of their deteriorating bodies that their own decay drives them into deepening despair. The only thing more disturbing to a dirge piper than their corpse is their own music. Despite hating the sounds they make, they cannot help but produce constant noise from their mouths and their wounds.

Although many necromancers consider the noisy dirge pipers a mistake, dirge pipers can be useful as leaders of other groups of zombies because their piping invigorates their fellow walking corpses. Even their putrid, trumpeting blasts resonate in a way that doesn't harm other zombies.

DIRGE PIPER

CREATURE 3

RARE NE MEDIUM UNDEAD ZOMBIE

Perception +8, darkvision

Languages Common, Necril (can't speak any language)

Skills Athletics +10, Performance +10

Str +5, **Dex** -3, **Con** +4, **Int** -3, **Wis** +0, **Cha** +1

Slow A zombie is permanently slowed 1 and can't use reactions.

AC 16; **Fort** +11, **Ref** +4, **Will** +7

HP 95, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 10

Piping Dirge (auditory, aura, emotion, enchantment, fear, mental, occult) 30 feet. Living creatures that enter the aura or start their turn within it become frightened 1 and can't reduce their frightened value below 1 while within the aura.

Speed 25 feet

Melee gut lash +12 (reach 10 feet), **Damage** 1d10+5 bludgeoning plus Grab

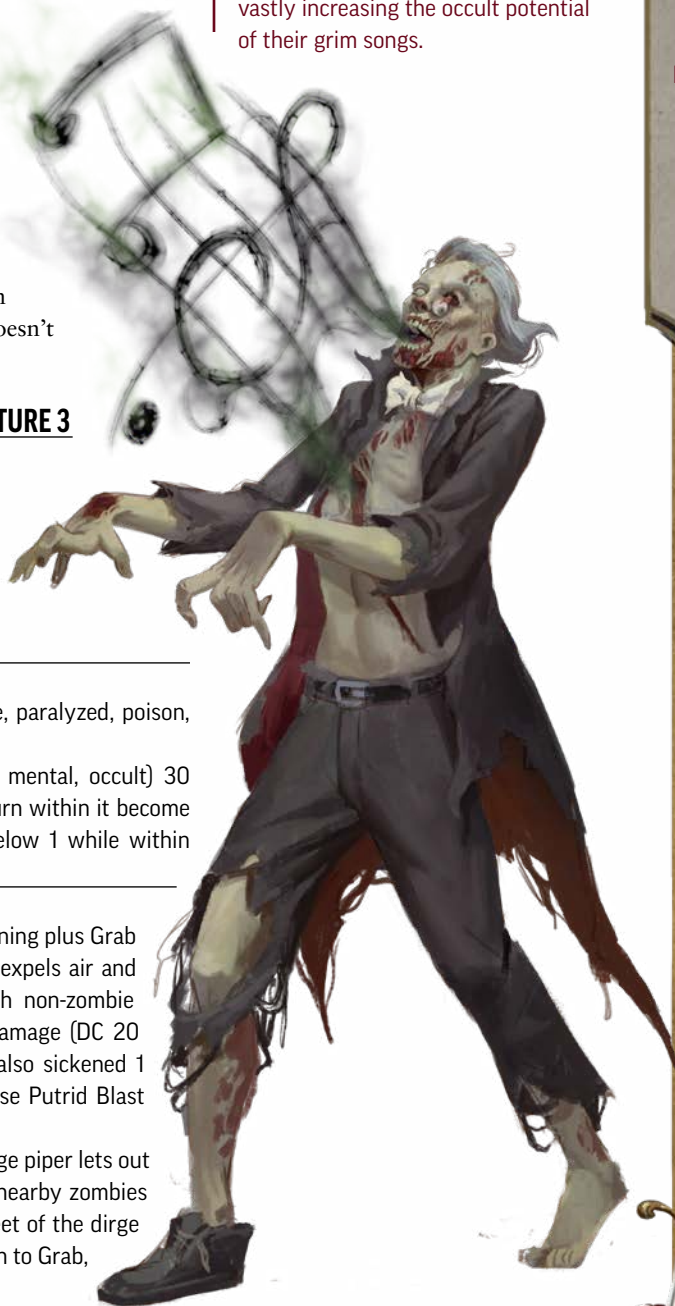
Putrid Blast ♦♦ (evocation, occult, sonic) The dirge piper expels air and bile in a trumpeting blast from its exposed guts. Each non-zombie creature within a 30-foot emanation takes 4d6 sonic damage (DC 20 basic Fortitude save). A creature that fails the save is also sickened 1 (sickened 2 on a critical failure). The dirge piper can't use Putrid Blast again for 1d4 rounds.

Shambler's Lament ♦♦ (auditory, evocation, occult) The dirge piper lets out an eerie keening through its rotting orifices that drives nearby zombies to feast more vigorously. Each other zombie within 10 feet of the dirge piper is quickened for 1 round and can use the extra action to Grab, Stride, or Strike.



DIRGE CHOIRS

Attempts to raise a shambler troop or similar mass of zombies from a group of corpses who once demonstrated musical talent can result in the formation of a dirge choir. Dirge choirs form a bond that allows them to produce their disturbing piping sounds in unison, vastly increasing the occult potential of their grim songs.



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Three-Fingered Hand Gang Leader

When the members of the Three-Fingered Hand speak of their leader, Kepgeda the Hag-Nailed, they say she was born of iron and raised under the gaze of a hag. Fanatically devoted to her mother, but starved for attention, she hungers for the power that would satisfy her mother's demands.

Kepgeda is a changeling and the daughter of Iron Taviah, an annis hag who lives in a shadowy cottage in the Axan Wood. Under the twisted trees of this haunted forest in central Geb, Iron Taviah raised Kepgeda from a young age to serve her faithfully. Occult magic and necromancy came naturally to Kepgeda. She suspects this is one of the reasons Iron Taviah raised her, rather than sending Kepgeda away or locking her up, like her less-talented siblings. She doesn't know their fate, but she suspects it was unpleasant.

But Kepgeda never questions her mother about her siblings, her father, and certainly not why she, of all her siblings, was allowed to serve. Kepgeda loves Iron Taviah. Deep in her heart, she knows that she should hate the hag. She should hate the way she was raised. She should hate the vile things her mother expected of her. She should hate that she is still alive not because she is Iron Taviah's child, but because she is Iron Taviah's useful servant. But she loves her mother nonetheless. She loves every cruel thing Iron Taviah did to her that helped harden Kepgeda against the terrors of Geb. She even loves that her mother took a finger from her left hand and keeps its bones in a tattered leather pouch as a form of occult insurance against her daughter. Kepgeda loves that Iron Taviah is filled with hatred for all people, including Kepgeda herself. So, she didn't question when Iron Taviah sent her to help poison the people of Graydirge.

Away from the sheltering shadows of the Axan Wood and the protection of her mother, Kepgeda knew it safest to form a coven of her own. Her mother, after all, was part of a coven, though Kepgeda rarely met its other members, and then only at a distance. So Kepgeda sought out two companions. It didn't take long to find others living in Graydirge with an interest in foul necromancy and occultism. Kepgeda's new "sisters" included a dhampir human witch named Samaygdi and an aging human necromancer named Naunylet. Neither of them lived up to her expectations,

so Kepgeda dismembered and cooked each of her sisters alive. She bound their screaming souls to the cauldron they'd shared. Now, she draws on their souls' power to fuel her necromancy.

One day, Kepgeda hopes to return to the Axan Wood having surpassed her mother in power, and join the Graveclaw herself. She's begun to have thoughts of murdering Iron Taviah, but she hates these thoughts and tries to drown them out by spending as much time near her constantly screaming cauldron as possible. In the meantime, Kepgeda pushes her followers in the Three-Fingered Hand to make every sacrifice necessary to poison Graydirge. This gang consists of a few humans and ghouls who initially followed Kepgeda out of fear; as she helped them overcome rivals and expand their operations, they've steadily gained respect for her. The gang's recent catastrophic losses at Old Ergagh's Farm and Graydirge Bank threaten to undo everything Kepgeda has worked for, and the gang waits tensely to see what will happen next. Kepgeda and her poisoner, Pesgahi, could perfect another poison and concoct a new plan to introduce it to Graydirge's food supply. Or she might murder them all out of spite and start over with a new gang.

Campaign Role

Kepgeda is the primary villain of this adventure and is unlikely to survive her encounter with the player characters—and her vengeful sisters—at the conclusion of Chapter 3.

KEPGEDA THE HAG-NAILED

CREATURE 5

UNIQUE NE MEDIUM CHANGELING HUMAN HUMANOID

Female changeling human necromancer (*Pathfinder Bestiary* 62)

Perception +12: darkvision

Languages Aklo, Common, Necril, Osiriani

Skills Crafting +13, Intimidation +11, Nature +10, Occultism +13, Society +11, Survival +10

Str +2, Dex +2, Con +1, Int +4, Wis +1, Cha +2

Items +1 striking dagger, familiar (rat named Iskessous), keys to area **E13** and the Crooked Coffin grates, ventriloquist's ring

Called In constantly resisting her desire to return to her mother, Kepgeda has developed a mental bulwark.

If she rolls a success on a saving throw against a mental effect that would make her controlled, she gets a critical success instead.

AC 20; **Fort** +12, **Ref** +11, **Will** +12; +1 circumstance bonus to Will saves against mental effects

HP 75

Speed 25 feet

Melee ♦ *dagger* +12 (agile, magical, versatile S), **Damage** 2d4+6 piercing

Melee ♦ *claw* +11 (cold iron, grapple, unarmed), **Damage** 1d6+6 slashing

Ranged ♦ *dagger* +12 (agile, magical, thrown 10 feet, versatile S), **Damage** 2d4+6 piercing

Occult Prepared Spells DC 22, attack +14; **3rd** *blindness*, *dream message*, *slow*; **2nd** *invisibility*, *phantom pain* (×2), *touch of idiocy*; **1st** *bane*, *command*, *ray of enfeeblement* (×2); **Cantrips (3rd)** *daze*, *forbidding ward*, *guidance*, *shield*, *telekinetic projectile*

Occult Rituals DC 22; *create undead* (crawling hands, zombies)

Witch Hexes 2 Focus Points, DC 22; **3rd** *needle of vengeance* (Advanced Player's Guide 238), *phase familiar*

(Advanced Player's Guide 239); **Hex Cantrips (3rd)** *evil eye* (Advanced Player's Guide 238)

Witch Patron curse

Cackling Coven ♦ **Trigger** Kepgeda's turn begins; **Requirements** Kepgeda is within 30 feet of her keening cauldron; **Effect** Kepgeda draws on the souls of her dead sisters for a burst of occult power, for a price. Kepgeda takes 10 mental damage, then chooses one:

- Kepgeda Sustains a Spell. If her next action is to cast a witch hex, the DC of that hex increases by 1.
- Kepgeda reduces her stupefied condition value to 0.
- If Kepgeda begins casting a *create undead* ritual within the next minute, she attempts a DC 18 flat check when the ritual is complete; on a success, the undead she's created is 3 levels higher than the ritual would provide (for example, creating a zombie brute instead of a zombie shambler).

Familiar Kepgeda's familiar is Iskessous, a rat with a climb Speed of 25 feet, darkvision, and scent as an imprecise sense to a range of 30 feet.

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Next Month

GRAVECLAW

by Jason Tondro

The Blood Lords' newest troubleshooters must seek out the hag pulling the strings of the poisoning plot unearthed in Graydirge. But this hag is one member of a powerful coven called the Graveclaw, with its sinister sisters scattered across Geb. From shadowed forests and undersea communities to rusted-out factories and university lecture halls, the characters must investigate the trails of misery and fear the hags of the Graveclaw leave in their wake.

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