SHATTERED SKIES

A Feast of Ashes

Ravenous Ruin

Adventure Path

2 of 6

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PATHFINDER®

ROLEPLAYING GAME COMPATIBLE
A Feast of Ashes

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ADVENTURE BACKGROUND

The player characters are on the trail of elven raiders who kidnapped over a dozen citizens from the city of Omnilibertas, along with their holy relic, the Radiant Shard. Their pursuit led them to the abandoned gnome city of Kusli where they encountered a giant gug, a creature long thought sealed away from Celmae by magic. Upon defeating the giant, a squad of dwarves also investigating Kusli became alerted and, not knowing the PC’s involvement in the city’s devastation, have arrested them, demanding they accompany them to the underground fortress of Orvast for proper interrogation.

As the adventure opens, the PC’s are prisoners of the dwarven forces.

ADVENTURE SYNOPSIS

The PCs are “guests” of a dwarven expeditionary force. They are being escorted back to the kingdom of Orvast to explain their involvement with the abandoned gnome town of Kusli. On the way, the dwarven caravan intercepts a trio of Seugathi destroying a sentry position of Orvast. After dealing with the Seugathi the dwarves and the PCs continue their journey to the dwarven city. Upon arriving, the PC’s face stern questioning by dwarven officials, requiring them to convince them of their intent.

Once swayed, King Orebreaker implores the PC’s to hurry with their rescue mission, assigning a squad of dwarves to assist them with secret orders to intercept the Radiant Shard.

The party travel through churl and grippli infested swamps, eventually coming upon a strange metal cave occupied by a fire-elemental medusa. After her defeat, the PC’s discover that the kidnapped citizens of Omnilibertas were used as payment for safe passage through their territory, and for a second piece of the Radiant Shard, which she possessed. The PC’s return the surviving prisoners home and are compensated by King Orebreaker, while the dwarves take possession of the metal cave, which contains strange, alien technology.

CHAPTER ONE: A LONG WAY HOME

At the end of the previous adventure, the PC’s are arrested by dwarven forces from Orvast. Should they decide to fight this imprisonment, the Boulderback Brothers (below) display their prowess in shackling the PC’s. Before combat goes too far, Barghest Mountaineaver will inform the PC’s they just need to answer questions for King Orebreaker to prove their innocence and then all will be forgiven. It is up to the PC’s how they want to be brought to Orvast: as guests or in chains. Once they submit to their imprisonment, Read or paraphrase the following.

As “Guests” of the dwarven forces of Orvast, you have been relieved of your weapons, and shackled together with manacles. Your captors inform you that you are to be taken back to Orvast so the king can decide what to do with you. An especially dour looking dwarf has informed you that you won’t be harmed as long as you cooperate.
The dwarves take turns scouting ahead, talking or intermittently watching the PCs. The dwarves are good aligned, but they know the PCs must explain themselves to their King. They will use non-lethal tactics unless the PCs force them otherwise, as the dwarves intend to deliver the PCs no matter what to their king.

The Dwarven escort consists of:

**BARGEST MOUNTAINRENAVER**

Paladin of Adan. Short on words but level and fair. He expects those under his charge, even prisoners, to obey his orders.

**Barghest Mountainreaver**

**XP 2,400**  
Dwarf paladin 7  
LG Medium humanoid  
Init +3; Senses Darkvision 60'; Perception +4  
Aura courage (10 ft.)

**DEFENSE**

AC 18, touch 11, flat-footed 17 (+7 armor; +1 Dex) +4 dodge vs giants  
hp 58 (7d10+20)  
Fort +8, Ref +5, Will +6; +2 racial bonus on saving throws against poison, spells, and spell-like abilities

**Defensive Abilities**  
dwarven traits; divine grace +2; Immune disease, fear

**OFFENSE**

**Speed** 20 ft.  
**Melee** dagger +2 (1d4–1/19–20) or wand of shaking grasp +2 touch (1d6 electricity)  
**Ranged** dagger +5 (1d4–1/19–20)  
**Special Attacks** intense spells +3  
**Arcane School Spell-Like Abilities** (CL 6th; concentration +9):  
6/day—force missile (1d4+3)

**Wizard Spells Prepared** (CL 6th; concentration +9):  
3rd—dispel magic, fly, haste, fireball (2) (DC 17)  
2nd—flaming sphere (DC 16), glitterdust (DC 15), mirror image, protection from arrows, scorching ray (DC 16)  
1st—burning hands (DC 15), color spray (DC 14), expeditious retreat, mage armor (already cast), shaking grasp  
0 (at will)—dancing lights, detect magic, light, message

**Prohibited Schools** enchantment, necromancy

**TACTICS**

**During Combat** Barghest will not hesitate to use lethal force, but will not kill PCs reduced below 0 hit points.

**STATISTICS**

Str 9, Dex 14, Con 12, Int 17, Wis 10, Cha 13  
Base Atk +3; CMB +2; CMD 17 (22 vs bull rush and trip attempts when on the ground.)  
**Feats** Combat Casting, Defensive Combat Training, Improved Initiative, Scribe Scroll, Spell Focus (evocation)

**Skills** Craft (Armor) +10, Craft (Weapons) +10, Fly +11, Knowledge (arcana) +12, Knowledge (engineering) +7, Knowledge (geography) +7, Knowledge (history) +7, Perception +6, Ride +6, Spellcraft +12  
**Languages** Common, Draconic, Dwarven, Elven, Giant  
**SQ** arcane bond (ward)

**Combat Gear** scrolls of fly (2), invisibility (2), minor image (2), wand of magic missile (CL 5, 50 charges, arcane bond item), wand of shaking grasp (50 charges), tanglefoot bags (3); **Other Gear** daggers (2), 20 gp

GARAG TOMESPITTER

A proud hard ever eager to help educate non-dwarves about the fine history of the dwarven clans. Garag often carries on to the annoyance of other dwarves.

**Garag Tomespitter**

**XP 1,600**  
Dwarf bard 6  
N Medium humanoid  
Init +2; Senses Darkvision 60'; Perception +8

**DEFENSE**

AC 17, touch 12, flat-footed 15 (+4 armor; +2 Dex, +1 shield)  
hp 37 (6d8+10)  
Fort +2, Ref +7, Will +4; +4 vs. bardic performance, language-dependent, and sonic
## Offense
- **Speed:** 20 ft.
- **Melee:** mwk rapier +6 (1d6+1/18–20)
- **Ranged:** +1 light crossbow +7 (1d8+1/19–20)
- **Special Attacks:** bardic performance 24 rounds/day (countersong, distraction, fascinate [DC 17], inspire competence +2, inspire courage +2, suggestion [DC 17])
- **Bard Spells Known**
  - 0rth (2/day):—at will—ghost sound (DC 14), light, lullaby, mage hand, resistance, summon instrument
  - 1st (5/day)—charm person (DC 15), cure light wounds, expedient retreat, grease (DC 15)
  - 2nd (4/day)—calm emotions, enthrall (DC 16), sound burst (DC 16), tongues

## Tactics
- **During Combat:** Garag attempts to reign in prisoners; he doesn’t want to use lethal force unless he has to.

## Statistics
- **Str 12, Dex 14, Con 12, Int 13, Wis 8, Cha 16**
- **Base Atk +4; CMB +5; CMD 17 (22 vs bull rush and trip attempts while on the ground)**
- **Feats:** Point Blank Shot, Precise Shot, Skill Focus (Perform [String])
- **Skills:** Acrobatics +12, Bluff +18, Diplomacy +18, Knowledge (nobility) +9, Linguistics +5, Perception +8, Perform (oratory) +13, Perform (sing) +13, Perform (string) +18, Sense Motive +13, Sleight of Hand +11, Spellcraft +10, Stealth +10
- **Languages:** Common, Dwarven, Elven
- **SQ bardic knowledge +3, lore master 1/day, versatile performance (oratory, string)**
- **Combat Gear:** scrolls of cure light wounds (2), scrolls of disguise self (2), scrolls of remove fear (2), scroll of pyrotechnics; **Other Gear** masterwork chain shirt, masterwork buckler, +1 light crossbow with 10 bolts, masterwork rapier, masterwork harp

## Raven Stormhelm
- Confident to the point of cockiness, Raven is always assessing different situations to use in her favor. She doesn’t enjoy or entertain flattery from non-dwarves.

### Raven Stormhelm
- **XP:** 2,400
- **Dwarf rogue 7**
- **N Medium humanoid**
- **Init +3; Senses** Darkvision 60’; Perception +10 (+12 to notice unusual stonework)

### Defense
- **AC 17, touch 13, flat-footed 14 (+3 armor, +3 Dex, +1 shield)**
- **hp 45 (7d8+14)**
- **Fort +3, Ref +8, Will +3 (+5 against poison, spells, and spell-like abilities)**
- **Defensive Abilities** dwarf traits, evasion, trap sense +2, uncanny dodge

### Offense
- **Speed 20 ft.**
- **Melee** short sword +8 (1d6–1) or whip +8 (1d3–1 nonlethal)
- **Ranged** hand crossbow +6 (1d4/19–20)
- **Special Attacks** sneak attack +4d6 plus slow reactions
- **Space 5 ft.; Reach 5 ft. (15 ft. with whip)**

### Tactics
- **During Combat:** Raven won’t hesitate to use lethal tactics, but will use non-lethal if Barghest is watching.
The dwarven guards escort their prisoners through a labyrinth of underground caves. They mutter nervously about the gug throughout the trip, wondering how it’s even possible the creature was in Kusul (see part one of the Ravenous Rain: Hunger from Below). If the PCs failed to kill the giant and it escaped, the dwarves would call the claims of its involvement a flat-out lie.

The caves themselves are well travelled and safe. The dwarves carry lanterns and cast light spells so that prisoners unaccustomed to being in the dark can navigate.

Orvast Outpost (CR 8 / 10)

As the PCs and dwarves approach the first of Orvast’s many defense outposts, they hear combat. A single seugathi Savant is attacking the guard post, and the dwarves are overmatched. Already three dwarves are down while several more attack the savant. Two seugathi lurk in a nearby alcove ready to provide aid to the savant if needed. The dwarves are escorting the PCs abandon their prisoners, dropping a chest that contains the PCs’ weapons, gear, and keys to the manacles. The party has 3 rounds to gather equipment and free themselves from their shackles before the seugathi in reserve attack the PCs.

If the PCs decide to help the dwarves with the Seugathi Savant, the other two join in, increasing the encounter to CR 10.

Once the PC’s approach the outpost, read or paraphrase the following:

The sounds of combat and the smell of blood comes from the cavern in front of your group. Barghest shouts to his companions, “Orvast is under siege... Attack!”, and leads your former captors further into the cavern. Bruni drops a chest to the ground containing your weapons, gear and keys to the manacles.

The dwarves run toward a tumultuous scene, a great worm, the color of an old bruise, is amongst another group of dwarves. Two dwarves are on the ground unmooring in exploding pools of blood. Five more attempt to surround the creature. The creature undulates on hundreds of centipede like legs toward one of the dwarves.

Dozens of feet away the dwarf begins to scream, clutching his skull, right before it explodes. The back of your head pulses momentarily and your vision temporarily clouds from the worm’s mental assault on the dwarf. From your left you can see two smaller versions of the abomination coming out of another tunnel and heading in your direction, you feel a mental tug that sends a chill down your spine as the creatures start in your direction, their gaping maws begin to salivate in anticipation of their meal.

Seugathi Savant CR 10

XP 9,600
CE Huge aberration
Init +10; Senses darkvision 120 ft., tremorsense 30 ft.; Perception +20 Aura madness (30 ft.)

Defense
AC 23, touch 15, flat-footed 16 (+6 Dex, +1 dodge, +8 natural, –2 size)
hp 85 (15d8+75); fast healing 5
Fort +12, Ref +11, Will +13; +4 vs. psychic spells
Defensive Abilities psychic-resilience; DR 10/slashing and magic; Immune mind-affecting effects, poison; SR 21

The Dwarf and the Boulderback

Two mischievous, but good-hearted brothers. They love to roughhouse and wrestle around.

Brandan and Brumi Boulderback
XP 1200
Init +4; Senses: Darkvision 60 ft., Perception +12 (+14 to notice unusual stonework)

Defense
AC 16, touch 12, flat-footed 14 (+4 Armor, +2 Dex)
hp 55 (6d10 + 15)
Fort +=8 Ref +7 Will +5, +2 vs. poison, spells, and spell like abilities
Defensive Training: Dwarves gain a +4 dodge bonus to AC against monsters of the giant subtype

Offense
Speed 20 ft.
Melee +1 Dueling Cestus +7/+2 (1d4+4/19-20) or
+1 Dueling Cestus flurry of blows +9/+9/+4 (1d4+4/19-20) or
Unarmed Strike +5/+4 (1d6+3) or
Unarmed Strike +1 flurry of blows +7/+7/+2 (1d6+3)
Ranged Longbow +8/+3 (1d8)
Special Attacks: Brawlers flurry, challenge 1/day (+4 damage, +1 to CMD while threatened), hatred, maneuver training (Grapple +1), martial flexibility 4/day, tactician 1/day (Coordinated Maneuvers, 4 rounds)

Tactics
During Combat: The Bolderback brothers use a move action to gain the greater grapple feat with their martial flexibility. And one of them will then use their standard to activate coordinated maneuvers. If there is still time they will then consume their potions of enlarge person. They will grapple \ pin their opponents and tie them up with their quick catch manacles. They will avoid lethal damage if they can, as they are tasked with keeping the prisoners in line.

Statistics
Str 16, Dex 14, Con 14, Int 10, Wis 16, Cha 8
Base Attack +6 CMB +11 (+13 dirty trick, +14 disarm, +19 grapple, +13 reposition, +14 trip); CMD 21 (25 vs. bull rush, 23 vs. dirty trick, 23 vs. disarm, 24 vs. grapple, 23 vs. reposition, 27 vs. trip)
Feats Body Shield[UC], Coordinated Maneuvers[APG], Exotic Weapon Proficiency (dan bong), Grabbing Style[AGG], Greater Grapple, Improved Grapple, Improved Unarmed Strike, Weapon Focus (cestus)
Skills Acrobatics +8 (+4 to jump, +10 on balance-related checks), Appraise +0 (+2 to assess nonmagical metals or gemstones), Climb +5, Diplomacy +3, Escape Artist +7 (+8 competence to break a grapple), Knowledge [Engineering] +5, Intimidate +3, Perception +12 (+14 to notice unusual stonework), Sense Motive +10, Stealth +1, Survival +8; Racial Modifiers +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework
Languages Common, Dwarven
Combat Gear: potion of enlarge person; Other Gear: chain shirt, +1 dueling cestus[APG], dan bong[UC], armbands of the brawler[UE], quick catch manacles (2), longbow, 20 Arrows, 6 barbed arrows
A FEAST OF ASHES

OFFENSE
Speed 30 ft.
Melee +1 short sword +16/+11/+6 (2d6+7/19–20), bite +10 (2d6+3 plus poison)
Space 15 ft.; Reach 15 ft.
Special Attacks confusion command*
Psychic Magic (CL 15th; concentration +19)
12 PE—anticipate thoughts (2 PE, DC 16), detect thoughts (2 PE, DC 16), levitate (2 PE), mental barrier IV (5 PE), mind fog (5 PE, DC 19), psychic crush I (5 PE, DC 19), suggestion (2 PE, DC 17)

TACTICS
The savant is already injured and fights to the death.

STATISTICS
Str 23, Dex 22, Con 21, Int 15, Wis 18, Cha 19
Base Atk +11; CMB +19; CMD 36 (can’t be tripped)
Feats Combat Casting, Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Intimidating Prowess, Power Attack
Skills Bluff +13, Intimidate +25, Knowledge (religion) +16, Perception +20, Sense Motive +19, Stealth +16, Use Magic Device +19
Languages Aklo, Terran, Undercommon; telepathy 100 ft.
SQ item use*
* See Below

Seugathi CR 6 (2)
XP 2,400
CE Large aberration
Init +9; Senses darkvision 120 ft., detect thoughts, tremorsense 30 ft.; Perception +15
Aura madness (30 ft.)
DEFENSE
AC 19, touch 14, flat-footed 14 (+4 armor, +5 Dex, +1 natural, −1 size)
hp 67 (9d8+27); fast healing 5
Fort +6, Ref +8, Will +9
DR 10/slashing or piercing; Immune mind-affecting effects, poison; SR 17

OFFENSE
Speed 30 ft.
Melee mwk short sword +11/+6 (1d8+3/19–20), bite +5 (1d8+1 plus poison)
Space 10 ft.; Reach 10 ft.
Special Attacks confusion command
Spell-Like Abilities (CL 6th; concentration +10)
Constant—mage armor
At will—detect thoughts (DC 16), levitate
3/day—confusion (DC 18), dispel magic, suggestion (DC 17)
1/day—mind fog (DC 19), phantasmal killer (DC 18)

TACTICS
During Combat The Seugathi will adapt to the situation quickly. These Seugathi are not as mature as the Savant, and they want to enjoy their sport. They enjoy having creatures damage themselves and baffle. If faced with a particularly deadly group of PCs, they use mind fog to make enemies more “fun”, or use their levitate abilities to maneuver to an overhead ledge.

STATISTICS
Str 16, Dex 20, Con 17, Int 14, Wis 17, Cha 19
Base Atk +6; CMB +10; CMD 25 (can’t be tripped)
Feats Ability Focus (aura of madness), Combat Casting, Combat Reflexes, Improved Initiative, Weapon Finesse
Skills Escape Artist +17, Knowledge (religion) +14, Perception +15, Sense Motive +12, Stealth +13, Use Magic Device +16

Languages Aklo, Undercommon; telepathy 100 ft.
SQ item use

SPECIAL ABILITIES
Aura of Madness (Su): Any sane being within 30 feet of a conscious seugathi must make a DC 20 Will save each round or become confused for 1 round. A creature that fails 5 saves in a row becomes permanently insane, as per the insanity spell. A seugathi can suppress or activate this aura as a free action. This is a mind-affecting effect. The save DC is Charisma-based.

Confusion Command (Su): As an immediate action, a seugathi can issue a telepathic command to a confused creature within 30 feet. This allows the seugathi to pick a result from the confusion behavior table, rather than the confused creature rolling randomly for its actions that round.

Item Use (Ex): A seugathi can utilize spell trigger devices as if it were a spellcaster of the appropriate class. As a free action by touch, it can identify all spell trigger properties on an item. Use Magic Device is a class skill for seugathis.

Poison (Ex): Bite—innocuous; save Fort; DC 17; frequency 1/round for 6 rounds; effect 1d2 Wis and deafness; cure 2 consecutive saves.
Deafness persists as long as the ability damage caused by the poison lasts. The save DC is Constitution-based.

Development: The dwarves shunt to the PC’s to stay put and engage the creatures. They have a few options. They can escape, stay put, or they can help fight the savant. If they do assist the dwarves, the dwarves become impressed with them and allow them to finish the rest of the trek unbound with their weapons. They will tell the PCs they intend to tell the king of their exploits. Either way they still insist that they accompany them to Orvast, which is another six hours of marching.

ORVAST (CR 6)

Once the party reaches the dwarf city, read or paraphrase the following.

You pass by several more outposts, and emerge into a vast natural cavern. The cavern has obviously been expanded and opened up. Massive columns support the ceiling and an array of ramps, stairs and elevators that lead to and thru several dozen layers of the city that climb the walls of the mighty cavern. Hundreds of dwarves mill about the city on their own tasks. A light layer of smoke lazily drifts in the upper part of the cavern obscuring much of the roof. Light from forges shine out at odd intervals along the cavern walls, as the forge masters inside work their craft.

The dwarves lead you to a cramped but clean set of rooms. They place a few guards and tell you that in the morning you will meet with the king and his entourage, and that you had better be ready to defend your actions to the king. You are provided with meals, water, and whatever other basic needs you may require. You are not allowed to explore the city.
Welcome to Orvast. I am King Duncan Orebreaker, take a few minutes to break your fast and introduce yourselves to my jurists. They will help us decide what’s to be done, and if you lot were involved in what happened to Kushl. So me Jurists, you already know Bodek and Barghest from your journey here. Me chamberlain Vonis Ironforger and I will ask questions of ye, that shall be answered honestly. As guests, you’re not in Irons, and Barghest tells me you’re right stout fellows. Believe you me that’s no small claim. But know ye will be shackled if determined guilty. Get to your food and beer, and we’ll start the proceedings forthwith.

For the debate you will need to familiarize yourself with the rules for social combat (Pathfinder Ultimate Intrigue). The party stands accused of having something to do with the disappearance of the gnomes of the village of Kushl.

Alternatively, if you don’t believe the players will enjoy this type of encounter, the GM may substitute 3-6 Charisma based skill checks (Average DC 23), adjust this down by up to 4 to reward role playing. Try to have fun with the back and forth aspects of the debate.

ASSESSING THE AUDIENCE

Step 1: At this point the party has the option to assess the Jurist panel. (the sour faced dwarves in half plate) After speaking with the Jurists the party can attempt a DC 15 sense motive check to determine if they have any predispositions or bias regarding their case. If they are successful they are able to determine that the dwarves have a negative bias (-2 to the mockery tactic) and a positive bias (+2 to the Presence tactic) after the assessment has concluded the trial begins in earnest.

Note: GMs are encouraged to use the Optional inspired role playing rules (Pathfinder Ultimate Intrigue) to reward individuals who decide to roleplay their arguments, anywhere from a +2 for participation to a +4 bonus for truly inspired roleplaying.

Step 2: The GM has to award edges. Edges are re rolls that can be used during the debate. Edges are initially calculated for circumstances that would give the PC(s) an advantage in a social situation, such as the ability to roll 2 dice to determine a diplomacy roll, or a potion of gibbous. The GM has the final say in what qualifies for an edge.

Step 3: Next the GM helps the party determine their Determination. Determination is calculated by each player calculating their individual determination. Determination = Average (round down) of Intelligence, Wisdom, and Charisma + hit die. Then each character’s individual determination is averaged with the rest of the party to create a group determination.

Step 4: Conduct Debate.
The dwarven council debaters consist of King Duncan Orebreaker, Bodek Grismlore, Barghest Mountainreaver, and Vonis Ironforger. King Orebreaker, and Barghest seem fair and open minded, while Bodek and Vonis seem already convinced of the PCs guilt. The dwarves will act as prosecutors and begin the first round of the debate.

Dwarven Council (4)
Determination 10

TACTICS
Allegory Perform (oratory) +13
Baiting Perform (oratory) +13
Emotional Appeal Sense Motive +13
Flattery Diplomacy +13
Logic Knowledge (arcana) +16
Mockery Perform (comedy) +11
Presence Intimidate +13
Red Herring Bluff +13
Rhetoric Perform (act) +13
Wit Linguistics +10

The following are some suggestions the GM might use.

Vonis Ironforger (Presence) “You will tell us why you destroyed Kushl, and what you know about Adam’s Whisker, what you ignorantly call the Radiant Shard.”

Bodek (Baiting) “Perhaps you would care to enlighten us as to what you have done with the good people of Kushl. Everyone knows you think your selves superior to the gnomes. Perhaps you thought we would be stupid enough to ignore their plight.”

King Orebreaker (Emotional Appeal) “The gnomes and the dwarves of Orvast have existed side by side for generations in peace. Now you lot come along and were supposed to believe its just chance?”

Barghest (Flattery) “Just because you held up in a fight and helped me and my boys out doesn’t mean you didn’t have anything to do with the gnomes disappearing.”

Feel free to let the debate proceed organically. You don’t have to force the roll playing aspect. Have fun with the debate, but let it digress down to die rolls if people are getting stuck.

Below is a sample chart you can use to help the PCs track their debate tactics.

If the PCs win the debate they are released and free to roam about the town as King Orebreakers honored guests. This gives the PCs the opportunity to buy gear from the dwarves. If the PCs lose they are...
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<th>Knowledge (religion) Bonus:</th>
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imprisoned and separated from their equipment. The dwarves inform the PCs the king will decide their fate.

In either case 3 days later they are summoned King Orebreader. Places are set within the king's council chambers for the PCs. The floor and adjoining hallway is freshly mopped. King Orebreader asks for the PCs to sit and apologies for having doubted them. He has received irrefutable proof of their innocence. Confiscated equipment is returned at this point.

Read or paraphrase the following.

King Orebreader appears pallid as he apologizes for doubting your innocence. He grows serious, his voice lowering.

"Im sorry I doubted ya, but I 'm needing your help. For the past few weeks something's been off in the Blackwood Glades, a swamp nearby. Two different scout groups have disappeared into the morass. And then a shipment from Kushl never arrives and we find you on their doorstep. Well we never had answers until today. Brace your selves. Alright Dorni, you can come out."

From behind a blind on the other side of the room a small creature struggles to move forward. His misshapen hands claw at the ground in front of him dragging him forward. Skin sloughs off his body in odd intervals striking the ground with disconcerting squelches of wet flesh. In the center of its protruding spine, a mottled green mollusk shell rests atop an undulating tumor. As the pitiful creature inches across the floor, what is left of his shredded and misshapen legs trail behind him in a trail of blood and slime. It raises its pitiful head and speaks in broken common.


At this point the king expects the PCs to accept his offer, providing replacement armor made of Osmium (See Wayward Rogues Publishing Cultures of Celmian Dwarves). He is insistent that the party will be well paid if they do him this service, and gives each PC 1000 GP as an initial retainer, promising much more upon their return. Additionally he informs the group that he is sending the same dwarven scouting party that escorted them from Kushl, again led by Barhest Mountainreaver. Unbeknownst to the PCs the dwarves have been tasked with an additional mission: recover Adan's Whisker (The Radiant Shard).

CHAPTER TWO: THE BLACKWOOD GLADES

The PCs set out with their dwarven allies, following details the mutated gnome Dorni was able to provide. Tunnels lead deeper below to the subterranean swamp, and following Dorni's trail of dried mucus, slime and blood isn't difficult for the trained scouts. They feel the swamp before they reach it, smelling its rancid odor and suffering from it's oppressive heat. Moisture forms constantly,
coating everything. If the PCs could use a few extra encounters, feel free to use the (Pathfinder Roleplaying Game Bestiary), Swamp random encounters, of appropriate challenge rating.

The Blackwood Glades mostly consist of a deep bog, with a lot of flora and fauna growing up out of the water, much of it in some form of decay. Paths thru the swamp count as shallow bogs that can be traversed. Rare patches of dry ground, or thick peat can be found for camping. Make sure you are familiar with the Pathfinder Role Playing Game 2E Core Rulebook for specific rules on shallow and deep bogs, and other environmental considerations.

The Blackwood Glades are also filled with disease infested biting insects. The insects carry the standard array of diseases; Bog rot, Dengue fever, malaria, etc. but there have been alchemical experiments going on in the heart of the swamp, and now many denizens are corrupted by a mutated disease the dwarves call Blackwood Fever. Each day of exposure to the swamp forces a save against Blackwood Fever. Those immune to disease are unaffected.

Each day the PCs can attempt a DC 20 Survival check to reduce the Fortitude saving throw DC for the disease by two. This represents the party avoiding virulent strands.

**BLACKWOOD FEVER**

*Type disease, contact, injury; Save Fortitude DC 16*

*Onset 1 day; Frequency 1/day*

*Effect 1d4 Cha damage and 1 Con damage and target is fatigued; Cure 2 consecutive saves*

If the infected have any Con damage they become fatigued. The Cha damage starts random mutations at a rate of 1 random mutation per point of Cha lost. If the infect fails 4 consecutive saves, the mutations become permanent unless they also receive the benefits of break enchantment and remove disease within one minute of each other. If successful, these mutations absorb back into the body at a rate of one mutation per day.

**THE BOG (CR 7)**

Unknown to the PCs, they are being stalked from the edges of the bog. Native grippers are very upset because many of their tribe have come down with Blackwood Fever. They intend to drive away or kill the PCs, in perceived retaliation.

**Grippers Ninjas (4)**

*XP 3,200*

*Gripper ninja 4*

*N Medium humanoid*

*Init +5, Senses Darkvision 60 ft.; Perception +9*

**DEFENSE**

*AC 18, touch 15, flat-footed 14, (+3 Armor, +4 Dex, +1 Size)*

*hp 31 (4DB +8)*

*Fort +3 Ref +8 Will +4*

*Defensive Abilities uncanny dodge*

**OFFENSE**

*Speed 30ft, Climb 20ft*

*Melee masterwork wakizashi +6 (1d4+1/18-20 or Ranged +1 shortbow +9 (1d4+1/×3) or shuriken +6 (1d2) or net +8 (entangle)*

*Special Attacks Sneak Attack 2d6*

**STATISTICS**

*Str 12, Dex 19, Con 18, Int 10, Wis 16, Cha 8*

*Base Atk +3; CMB +3; CMD 17*
their advantage. They soften their targets by using poisoned arrows.

Two of the grippli will shoot at low AC targets while the others wait for spellcasters to cast a spell, and then shoot at them with poisoned arrows, ideally for sneak attacks (Please note sneak attacks are permissible from 40 ft away with their deadly range feat). The Grippli are not interested in melee combat, preferring to drag out fights until their poisons kick in. They use swamp stride, vanish, smoke sticks etc. to strike at the PCs while hiding afterwards to gain additional sneak attacks.

**STASTICS**

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Base Atk +3  CMB +3  CMD 17

**Feats**
- Extra Ninja Trick
- Point-Blank Shot
- Traits: life of toil, reactionary

**Skills**
- Acrobatics +8
- Climb +14
- Craft (poison) +5
- Disable Device +9
- Disguise +4
- Escape Artist +9
- Knowledge (local) +4
- Perception +9
- Sleight of Hand +8
- Stealth +14 (+18 in marshes and forested areas.)

**Survival** +7  **Swim** +12

**Languages**
- Undercommon
- Grippli

**Special Qualities**
- camouglage
- ki pool (1 points)
- ninja tricks (deadly range[UC], swift poison[APG], vanishing trick[UC]), no trace +1, poison use, swamp stride

**Combat Gear**
- potion of cat's grace
- medium spider venom (4)
- poison, red tears (6)
- smoke bomb (2)
- Other Gear: studded leather, +1 greenwood shortbow, arrows (20), shuriken (5), wakizashi[UC], poisoning sheath[UE]

Once the grippli have defeated, the party can move on to the center of the swamp. It should take four days to reach, the trip reduced by half a day for each PC who makes a successful DC 18 Survival skill check. Remember to have the PC's attempt Fortitude saving throws to defend against disease each day.

**BLACKWOOD HEART CR 10**

The disturbance in the swamp is the work of Viridian Marax, a lackluster alchemist who, while exploring the Blackwood Glades, stumbled upon an incredible find: an elder, pregnant seugathi ensnared in a protective shell of psionically reinforced...
A FEAST OF ASHES

BLACKWOOD HEART

A lackluster alchemist who, while exploring the Blackwood Glades, stumbled upon an incredible find: an elder, pregnant seugathi encased in a protective shell of psionically reinforced cobalt. He was able to breach the shell, releasing a trio of young seugathi. The elder seugathi died in the event, but it’s leaking brain fluid continued to ooze from its cavities pouring into the swamp.

Through study, Viridian was able to create tiny clones of the creature, fusing them with swamp animals, and eventually himself. Now dozens of immature seugathi hang from his head and upper back like macabre hair. Experiments with the cobalt shell has allowed Viridian to reshape the swamp and its inhabitants to something more compatible with his warped, insane mind.

As the PCs approach the heart of the swamp they come across prismatic patches of liquid: the cerebral fluid from the decaying, alchemically altered seugathi; the origin of Blackwood Fever. The PCs should be able to identify this with a DC 16 Craft (alchemy), or Knowledge (arcana) skill check. PC’s that physically interact with these concentrated pools of disease, take 3d6 points of acid damage and must immediately attempt a Fortitude saving throw with a -4 penalty to resist contracting the Blackwood Fever.

Viridian’s most recent and curious experiment, involved infusing crayfish with the cerebral fluid, and then alchemically bonding them with immature seugathi. These new creatures thrived, increasing its size dramatically over just a few days. They reproduced quickly, and one of Viridian’s new pets is on the cusp of delivering another brood as the PC’s arrive.

Read or paraphrase the following.

You have followed the trail to the heart of the swamp. The heat, and the disease infested insect swarms have been almost too much to take. Everything you possess is damp and soggy. The dwarves trudge along without complaint. Iridescent pools float on top of the water at odd intervals. The dwarves avoid them. You see movement in the water nearby but can’t seem to locate anything specific.
As you round a particularly dense cluster of trees and foliage, you see two large creatures and a half-orc with what appears to be dozens of two-foot-long leaches hanging from his head.

Viridian is here with some of his creations. The female is in the middle of giving birth to a clutch of new chuul. When she does, hundreds of tadpoles are released into the swamp waters. The PCs only have moments before battle ensues.

**CHULL (2) CR 7**
XP 3,200
hp: 85 (Pathfinder Bestiary)

**TACTICS**
During Combat The male protects the female while she gives birth, afterwards both fight to protect their father Viridian.

Development: Only the male will react in the first round; he protects the female from approaching PCs. On her turn during the first round, the female gives birth as a Standard action, and then stands as a move action. Hundreds of creatures that appear to be crawfish flow from her and into the swamp.

Note: The Chuul are immune to Blackwater fever. So they ignore the iridescent pools. If the PCs interact with these multicolored concentrated pools of disease, they are hit for 3d6 points of acid damage and must immediately attempt a Fortitude saving throw to resist the disease at a minus 4 to the check.

**VIRIDIAN CR 7**
XP: 3,200
Male half orc alchemist 4
Init +7 Senses Darkvision 60 ft.; Perception +11

**DEFENSE**
AC 19 (23 with shield), touch 14, flat-footed 16, (+5 Armor, +3 Dex, +1 Deflection)
hp 45 (7d8 +14)
Fort +11 Ref +13 Will +8
Defensive Abilities evasion, sacred tattoo

**OFFENSE**
Speed 30 ft.
Melee +2 dagger (1d4+2/19-20) or unarmed strike +2 (1d6-2)
Ranged Bomb +9 (3d6+8 Fire) or smoke bomb +9 (3d6+8 Fire) or stink bomb +9 (3d6+8 Fire)
Special Attacks 13/day (3d6+8 fire, DC 18), stunning fist (3/day, DC 14)
Alchemist (Mindchemist) Extracts Prepared (CL 5th; concentration +11)
2nd—adhesive blood[AGG] (DC 18), delay poison, fox’s cunning, spider climb
1st—adhesive spittle[AGG] (DC 17), bomber’s eye[AGG], expeditious retreat, monkey fish[AGG], shield, targeted bomb admixture[UC]

**TACTICS**
Viridian isn’t going to be easy to run, so please make sure you are familiarized with the alchemist class and Viridian’s tactics.

During Combat Round 1: Viridian shouts at the PCs to leave or become material for his experiments, then drinks his cognatogen. This increases his Intelligence score by 4 (Note this also increases his bomb damage by 2).
Round 2: He drinks his targeted bomb admixture then he targets the toughest looking opponent with Kirin style.
Misc tactics: Viridian’s dreadlocks are a familiar; they can use the bodyguard feat to increase his AC by 2 as an attack of opportunity.

**Note:** Viridian’s dreadlocks can independently cast *dimension door* three times per day and grants the dimensional agility feat for 1 round after that. This means that the dreadlocks cast *dimension door* and Viridian could still potentially attack after teleporting.

**Additional Note:** Viridian has Kirin strike and Kirin style. This allows him to use this ability once per PC (as long as he identifies each PC, Knowledge local). Combined with targeted bomb admixture, he could potentially strike a PC for bomb damage + Intelligence mod x4 (3d6 + 32 [40 with his cognatogen active]).

**STATISTICS**
Str 7, Dex 16, Con 13, Int 22, Wis 12, Cha 7
Base Atk +4 CMB +2 CMD 16
Feats Extra Bombs[APG], Extra Discovery[APG], Improved Unarmed Strike, Kirin Strike[UC], Kirin Style[UC], Point-Blank Shot, Precise Shot, Stunning Fist, Throw Anything, Weapon Focus (bomb)
Traits civilized, fate’s favored
Skills Acrobatics +7, Climb +2, Craft (alchemy) +11 (+16 to create alchemical items), Craft (poison) +11, Disable Device +10, Escape Artist +13, Fly +8, Intimidate +4, Knowledge (arcana) +22 (+24 to identify creatures), Knowledge (history) +16 (+18 to identify creatures), Knowledge (local) +25 (+27 to identify creatures),
A Feast of Ashes

Knowledge (nature) +16 (+18 to identify creatures), Knowledge (religion) +16 (+18 to identify creatures), Linguistics +7, Perception +11, Sense Motive +5, Spellcraft +16, Stealth +10, Survival +5, Swim +5, Use Magic Device +8;
Racial Modifiers +2 Intimidate, +2 Knowledge (local)
Languages Common, Dwarven, Gnome, Goblin, Orc
Special Qualities alchemy (alchemy crafting +5), cognatogen, discoveries (smoke bomb, stink bomb, tumor familiar[UM]), fuse style, orc alchemist, orc blood, perfect recall, swift alchemy
Combat Gear cognatogen[UM], potion of cat’s grace, potion of cure serious wounds (2), potion of invisibility; Other Gear +1mithral chain shirt, dagger, cloak of resistance +1, headband of vast intelligence +2, ring of protection +1, alchemist starting formula book, 5 potion resist Energy (fire)

COMpanion arcane Familiar
Immature Segathith Dreadlocks (Use Compagnatus) (protector) (Pathfinder RPG Bestiary 2)
N Tiny magical beast (aberration)
Init +6; Senses low-light vision, scent; Perception +10

Defense
AC 18, Fast healing 5 (when attached) touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size)
hp 35
Fort +9, Ref +9, Will +6

Offense
Melee unarmed strike +8 (1 nonlethal) or bite +8 (1d3)
Space 2½ ft.; Reach 0 ft.
Speed (when detached) 20 ft., swim 20 ft.

Statistics
Str 10, Dex 15, Con 14, Int (joined with host) 18 when separted, Wis 11, Cha 5
Base Atk +4; CMB +4; CMD 13

Feats Bodyguard [APG], Combat Reflexes, Improved Initiative

Skills Acrobatics +6 (+10 to jump), Climb +6, Disable Device +4, Escape Artist +9, Fly +11, Intimidate -2, Linguistics +0, Perception +10, Sense Motive +1, Spellcraft +6, Stealth +17, Survival +1, Swim +17, Use Magic Device +4

Special Qualities Symbiont, loyal bodyguard, shield master

Special Abilities
Symbiont You have grafted with your host (in this case as a tumor familiar). The familiar master also gains fast healing 5 when the familiar is attached. Additionally, it can cast dimension door on itself and its attached master, as a supernatural ability, to any iridescent pool three times per day. Any creature transported in this manor can act if they had the dimensional agility feat.

Once the PCs defeat Viridian, the dwarves suggest burning everything. If they burn the contents of the cobalt hive, they destroy the source of Blackwood Fever.

Chapter Three: The Siege Fort

The elves and prisoners are not that hard to follow. Occasionally through breaks in the underbrush you spot plumes of smoke in the distance, and the trail seems to be heading in that direction.

The Siege Fort is a crashed Mi-go scout space craft from almost two thousand years ago. The ship had passed through a strange plasma field upon its descent and faced destruction. Its pilot activated a fail-safe and teleported to the planet. But the plasma threw off the spell, and the ship phased into solid rock, deep below the surface of the planet.

The pilot sent a distress call to the mother ship, but when no rescue came, it began investigating its surroundings. The alien found itself near an active lava stream from a deep magma vault. The extreme temperature was too much for it, so it retreated to the safety of the ship. Before it could mount a better plan, the lava stream’s occupant, an elemental fire medusa called Serena, entered the ship and attacked. The mi-go activated the ships security measures, and retreated to a cryo-vault, sealing itself within. The robotic defenses proved effective against a creature used to staying with but a glance, and the medusa abandoned the ship.

As the centuries passed, the crafty elemental was able to study and test the defenses of the ship, until learning to disarm and control themselves. Accessing old logs and data files, she learned that a great portion of the ship is trapped within the stone of the underground chamber, and so she began diverting the lava streams to help dig a path beneath. She hasn’t learned how to unlock the ships magnetic doors that lead below.

Serena eventually grew bored of accessing the rest of the ship, and in her increasing loneliness, began searching for companionship. She attempted to conquer the nearby griptilli and gremlin tribes, failing but causing them to become hostile and paranoid for future generations. Saddened and insane, Serena retreated to the ship and brooded for years.

Three hundred years ago, an adventuring party of dwarves from Orvast found the ship and entered. They defeated many of the traps but could not kill Serena. They absconded with one of the ships 3 power cores, a treasure they later named, Adam’s Whisler. Realizing these cores were valuable, Serena attempted to trade one for to an elf nosferatu for an undead companion, but she learned he planned to betray her, and struck first. It was too late, he’d gotten word back to his master Mortalbane about the cores. For the next two and a half centuries, the ghostlord searched the belowlands for Serena’s lair.

A decade ago, he found it.

Unprepared to face an elemental medusa, he discovered even he could not stand against her powerful molten gaze. In his anger he admitted he was after the ships power core, and Serena struck a bargain: bring her two dozen living humans and she would relinquish the other power core. Continue trying to take them by force, she’d destroy them and the ship. Mortalbane accepted. He immediately sent his nosferatu allies after human slaves, while he entered the Dreamlands to continue building a new spacecraft to house the core. It was during this time that Mortalbane learned the core was incomplete, so he tasked his minions with finding the third core, knowing the medusa guards the other two.

When their investigations turned up the location of the third core, now called the Radiant Shard by humans in Omnilibertas, Mortalbane knew he could fulfill his bargain with Serena at the same time.

When the PC’s arrive at the ships ruins, the elves have already received the other cores and have long fled back to the Endiel forest. Their trail is much harder to track but is possible.

Only the broken open cockpit is accessible, the rest of the ship is buried under rock, soupy mud, and vegetation.
THE SHIP CRJ0

1. ENTRANCE

Much of the ship is not accessible unless a major excavation takes place. The cockpit however is accessible and there are signs of recent humanoid passage. There is mud all about the passageway that doesn't hinder the party. The dwarves become excited. It appears to them to be an ancient alien siege fortress. The elves used these fortresses to bring their war to their enemies, they explain, but most were destroyed. If this one is mostly intact, it could be studied and perhaps modified by dwarven endeavors. The dwarves quickly decide to split up and send half their number back. If Bodek and Raven are alive, they head back to tell King Orebreaker about the find. Only the cockpit entrance seems to be accessible. Areas of quicksand permeate the area around the ship. Use the quicksand to persuade the PCs to use the cockpit entrance. The party can attempt a DC 28 Survival check to successful navigate the quicksand. If they attempt to climb the ship itself, count the entire ship as under a grease effect because of the marshy environment, except the Acrohana DC is 20 and so is the reflex save.

Read or paraphrase the following:

The trail you have been following for weeks leads straight into a metal cave which the dwarves are calling a Siege Fortress. Mud and vegetation coat the fortress. However, a soft glow emanates from within. A plume of smoke rises just over the rise of the hill. The hill itself looks treacherous. Perhaps going through the Siege Fortress will lead closer to the source.

The Ship

The walls of the ship are a strange alien metal with hardness of 18, and 35 hit points per inch of thickness. No wall is less than 3 feet thick. Doors have a hardness of 10, and have 30 hit points per inch, and are 6 inches thick (180 hp).

All technological items can be found in the Pathfinder Campaign Setting: Technology Guide.

2. THE COCKPIT

The cockpit is alive with small led lights. There are several control panels around with wires, slides, levers, and buttons. Muddy prints lead thru the cockpit to an open door. There are four control panels and a captain's chair with several switches on one armrest.

Possible checks to manipulate the ship include Knowledge (Engineering) and Craft (Mechanical). Remember the Boulderback brothers (if still alive, and with the party) both possess Knowledge (Engineering) +5

DC's to manipulate ship:

Interior Lighting: DC 18
Open cabin doors: DC 10
Open cargo bay doors: DC 15
Shut off Power; DC 25

PC's with the Technologist feat add +5 to check. Every time power is manipulated the PCs can attempt Perception skill check (DC 30 for the cabins, and DC 20 for the cargo bays) to hear screams of pain from the captives below.

3. HALL

The hall has a trail of fresh mud thru it, leading to the closed doors of chamber 6. The southern end of the hall has collapsed and would take several days to clear the debris. All doors, (except to chamber 6) are closed. There is a locked control panel, requiring a successful DC 20 Disable Device skill check to open. A successful DC 15 Perception check reveals 2 batteries, and 1 gray E-Pick within the debris.

4. CAPTAIN'S QUARTERS

The Captain's Quarters are a mess. Broken debris is scattered thru the room. Searching the room with a successful DC 15 Perception check yields 4 goo tubes, and a roll of Ion Tape.

5. CREW ROOM

There is nothing of interest in this room. The bed and furnishings are broken and aged beyond repair.

6. MESS HALL

The mess hall was destroyed in the crash. There are bits of broken furniture all around. The table is bolted to the floor. A DC 15 Perception check yields a pair of Magboots.

Magboots

Price 5,000 gp; Slot feet; Weight 6 lbs; Capacity 10; Usage 1 charge/hour

These clunky-looking boots have powerful electromagnets built into their soles that activate and deactivate automatically as the wearer flexes her foot, allowing her to walk on a metal surface with relative ease in zero gravity. They grant a +10 circumstance bonus on all Climb checks made while scaling metal surfaces.

CONSTRUCTION

Craft DC 20; Cost 2,500 gp; Craft Technological Item, graviton lab
8. MED BAY

The Med bay is also a shambles from the crash. Searching the room, Perception 15 the party finds 8 medlances, (4 of them loaded with cure serious wounds), 3 nanite Hypoguns (white), and 2 more (black).

9. ARMORY

The armory is difficult to get into, but the wall has collapsed providing entry to a dedicated group. There is an overturned but locked cabinet requiring a successful DC 20 Disable Device skill check. The cabinet has 2 laser rifles, 2 laser pistols, 4 batteries, and 1 suit of smart armor in compact form. They also find 2 unidentified data bricks which the dwarves excitedly confiscate, telling the PCs that they will need studying back at Orvast.

10. FORWARD PORT CARGO BAY

There are barrels of an unidentifiable black goo (nontoxic) stored in the cargo bay. Additionally, there are 2 pillows of flakey stone in the room. The PCs can identify these as petrified statues with a DC 15 Knowledge (local), or a DC 22 Perception check. The outer layer can be peeled away leaving the actual petrified creature. There is a Charging cabinet in here as well that will restore 1 charge every 15 minutes to a time-worn item.

11. FORWARD STARBOARD CARGO BAY

Imprisoned here are the kidnapped citizens of Omnibilitas. A bizarre matrix of power lines and quintessential connect to their cages, inflicting severe pain to the prisoners. The cages are electronically locked, and Serena possesses the key. Attacking a power lines causes a surge of electricity that inflicts 2d6 points of electrical damage and 1d6 fire to targets in contact with the cage or wires. There are 5 power lines, and each have Hardness 3 and 5 hp. The prisoners within have an average of 10 hp (Jarnos has 14) each.

12. REAR PORT CARGO BAY

When the PCs open the door, the Serena, the Molten Medusa is waiting for them, adjacent to the doorway leading to chamber 13. She acts during the surprise round, using her gaze attack on the lead PC. Her action in the surprise round is to move into chamber 13. When combat begins, she seals the door. She will not open it. They can be opened by the control panels in chamber 2.

13. PRIMARY CARGO BAY

The Primary Cargo Bay has been converted into Serena’s lair. She sits in the lava to gain the benefits of her fast heal, while lobbing bombs and relying on her gaze ability. She battles the PCs to the death, begging them not to fight her and become her eternal slaves.

**SERENA, THE MOLLEN MEDUSA**  **CR 10**

XP: 9,600

LE Large outsider (elemental, extra planar, fire)

Init +8; Senses all-around vision, blindsight 60 ft. Perception +22

**DEFENSE**

AC 24, touch 17, flat-footed 15 (+8 Dex, +6 natural, Dodge +1, Size +1)

hp 130; fast heal 8 when in lava squares

Fort +13, Ref +13, Will +9

DR 5/—; immune fire, elemental traits,

Weaknesses vulnerability to cold (This vulnerability is suppressed

**OFFENSE**

Heat Aura 1d12 fire damage 10’ radius,

Speed 40 ft.

Melee 2 Slams +16/+11 (2d8+6 plus Burn)

Space 10 ft. Reach 10 ft.

Ranged 2 Lava Bombs +18/+13 (2d8+8 plus Burn) Ranged Touch: Range 20 ft.

**SPECIAL ATTACKS**

Immolating gaze, Burn (2d8 DC 20)

**STATISTICS**

Str 22, Dex 26, Con 18, Int 12, Wis 13, Cha 15

Base Atk +10; CMB +17; CMD 36

Feats Point-Blank Shot, Precise Shot, Dodge, Weapon Finesse,

Combat Reflexes

Skills Bluff +14 Disguise +16, Intimidate +13, Perception +22,

Stealth +19; Racial Modifiers +4 Perception

Languages Common, Ignan

**SPECIAL ABILITIES**

All-Around Vision (Ex) A Molten medusa’s snake-hair allows her to see in all directions. Molten Medusas gain a +4 racial bonus to Perception checks and cannot be blinded.

Immolating gaze (Su) Turn into a Molten pillar of stone permanently, 30 feet. Fortitude DC 18 negates. The save DC is Charisma-based. The Molten Pillar is extremely hot, the heat lasting for 3 rounds before it cools. Characters adjacent to a Molten Pillar take 3d6 fire damage, once the pillar cools; reduce the damage by 1d6 per round, until completely cool. (Same rules apply for PC’s as if they were turned to stone by a normal medusa, to restore them to flesh).

Burn (Ex) A molten medusa deals fire damage in addition to damage dealt on a successful hit in melee. Those affected by the burn ability must also succeed on a Reflex save or catch fire, taking the listed damage for an additional 1d4 rounds at the start of its turn. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save.

Creatures that hit a burning creature with natural weapons or unarmed attacks take fire damage as though hit by the burning creature and must make a Reflex save to avoid catching on fire.

**CONCLUSION**

If the PCs defeat Serena, they can rescue the prisoners and escort them back to Orvast. King Orebroke welcomes them, and true to his word offers the PCs each an additional 5000 gold. As the dwarves have no ideas about the timeworn items they will not purchase any of them but will gladly accept such items. King Orebroke offers the hospitality of Orvast to the heroes to prepare them to continue their journey and provides a dwarven escort back to Omnibilitas.

Back in Omnibilitas, the PCs are rewarded by Senator Druthval, and a grand feast is thrown in their honor.

But soon they will be contacted by the dwarves, for they have transcribed the data bricks, and what they have discovered promises ruin to the universe unless the heroes intervene!

To be continued in **Part 3 of the Ravenous Ruin: Thirst for Knowledge!**
The Ravenous Ruin Continues!

Villains have stolen The Radiant Shard, an ancient artifact plucked from the church of Hastroi in Omnilibertas. During their raid they also kidnapped many citizens for a nefarious purpose. Heroic adventurers quickly pursued them, only to discover the plundered gnomish town of Kushl had similarly been attacked. And to make matters worse, a squadron of dwarves think they are somehow involved!

Will the characters be able to prove their innocence? Or will they start a war with the dwarven kingdom of Orvast?

This adventure is part two of the Ravenous Ruin, and is designed for 8th level characters on the medium experience track.

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