

GM Packet

HALFLINGS IN BLACK  
KUBLACON 2012

**Read to the players:**

You are agents of a super-secret, hyper-elite group of covert operatives who even the great Kubla barely knows of your existence. You have been summoned to go out on a simple fact finding mission to scout out peculiar readings of negative energy spikes in a far-flung human settlement.

You are on the teleport pad when your CO briskly strides out. Colonel Rictus glares at you with his one good eye (the other long clawed out) “Now you all know there aint no such thing as a gol durn ‘simple fact finding mission!’” he bellows at you. “Now you do what you’ve been trained for and take care of the problem! We have scant intel on this hicksville but here are some maps we drudged up of the relevant structures there.”

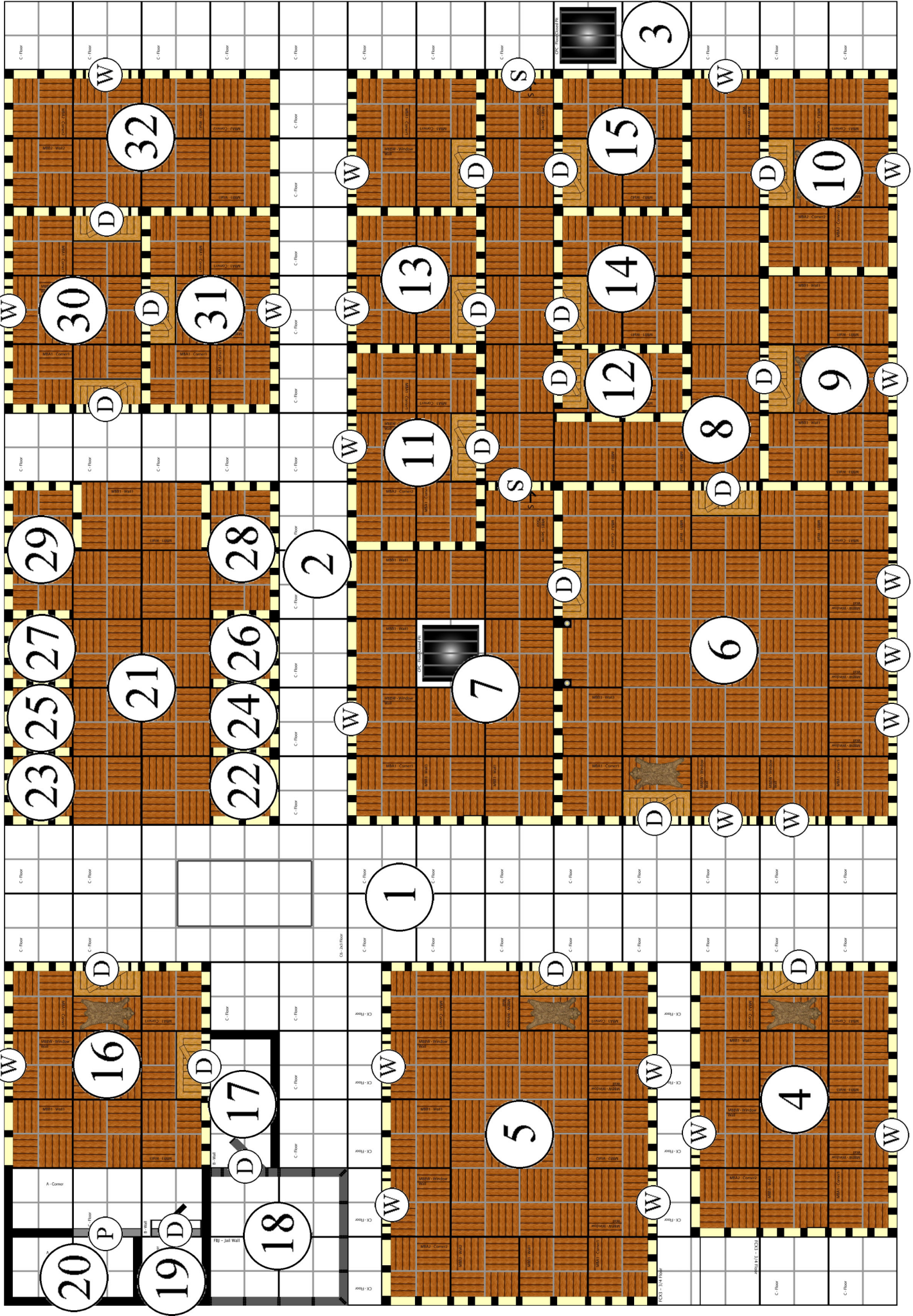
With that he stands back and the wizards start warming up the teleporter and you are soon shrouded in lightning.

Next thing you know you are standing on Main Street Hicksville. The scene is one of destruction. A nearby sallow wrinkle hided humanoid dressed in unusual, garish clothing, strangely smooth with no seams, casually activates a device from which a gout of light sucking black hoses down a fleeing man; withering him, appearing to zombify him on the spot.

**GM Info:**

The goblin tribe stumbled into a small, underground hidden temple near Weston that was uncovered by an archaeologist staying in Weston. They discovered some ancient artifacts that turned out to be devices from an ancient civilization along with the archaeologist’s notes and instructions. They promptly ignored the warnings and began using the devices. The devices use technology to harness negative energy. Before they knew what was happening, they summoned a demon that promptly enslaved them. He sent them out raiding with the artifacts. The artifacts create random negative energy effects. They summoned the devil the first time. In Weston, they created powerful undead, but did not control them. The undead rampaged Weston and killed the goblin party.

When the party arrives in Weston, they will discover a grisly scene, as the entire population has been either turned into undead or killed. Clues will lead them to the sewers underneath Weston, which will eventually lead to the temple. More goblins await at the temple, along with their master, a Babau using them to create chaos for his own amusement. The goblins, however, are now a little reluctant to use the devices again, after having many of their own killed... or worse.



### 1. Main Street

The stone-paved road runs right through the middle of this small hamlet. A few alleyways connect to the road.

A DC 20 Perception check reveals small traces of blood on the street. The droplets can be tracked to the stables (area 21) with a DC 20 Survival check. The bodies of most of the townsfolk were carried to the stables to be disposed of.

### 2. Alley

Small puddles of blood are pooling near the stables to the north. Strange noises can be heard coming from the stables.

A DC 25 Perception check will identify the noises as the sound of animals eating.

### 3. Alley with Grate

The alley slopes gently down towards a grate, where the runoff slowly drains away.

Tracks lead from the grate. A DC 20 Survival check will identify the tracks as goblinoid. The grate can be lifted away with a DC 18 Strength check. The passage underneath the grate leads to a complex of catacombs. Use the Catacombs Maze Deck to resolve this encounter. The exit of the catacombs is right outside area 1 of the temple.

### 4. General Goods Store

This small store looks as if it was hastily looted. Broken crockery and spilled food litter the floor. Several shelves have been knocked over, and drawers have been pulled out of chests and tossed on the ground.

Some of the shelves that were broken were actually load-bearing columns. If the party searches, they will set off the **Collapsing Roof Trap**. A DC 20 Perception check while searching reveals a *potion of cure light wounds* among the debris.

#### **Collapsing Roof Trap**

**CR 3**

**Type** mechanical; **Perception** DC 21; **Disable Device** DC 18

**Trigger** location; **Reset** none

**Effect** Collapsed ceiling (2d6 damage); DC 18 Reflex for half damage; multiple targets (all targets in building)

## 5. Warehouse

Crates and barrels line the walls, while other boxes and foodstuffs are stacked in the middle of the warehouse. Several of the containers have been hacked apart and emptied.

In one of the opened crates are **2 Soulbound Dolls**. They will wait until they are unseen to attack.

SOULBOUND DOLL            CR 2

Male Soulbound Doll

NN Tiny Construct

Init +6; Senses Darkvision (60 feet), Low-Light Vision; Perception +3

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DEFENSE

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AC 15, touch 14, flat-footed 13 (+2 Dex, +2 size, +1 natural)

hp 19 (3d10+3)

Fort +1, Ref +3, Will +1

DR 2/magic; Immune Construct Traits (+0 HP), ability damage, ability drain, bleeds, energy drain, exhaustion, fatigue, death and necromancy effects, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning

Weakness Susceptible to Mind-Affecting Effects

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OFFENSE

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Spd 20 ft.

Melee Unarmed Strike +3 (1-2/20/x2)

Space 2.5 ft.; Reach 0 ft.

Spell-Like Abilities Levitate (1/day), Light (3/day), Mage Hand (3/day), Open/Close (3/day),

Prestidigitation (3/day)

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STATISTICS

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Str 7, Dex 14, Con -, Int 11, Wis 10, Cha 9

Base Atk +3; CMB +3; CMD 11

Feats Improved Initiative, Toughness +3

Skills Fly +6, Perception +3, Stealth +13

Languages Common

SQ Alignment Variation (Ex), Soul Focus (Su)

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SPECIAL ABILITIES

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Alignment Variation (Ex) Soulbound dolls are at least partially neutral in alignment, although they can also be chaotic, evil, good, or lawful. They have an alignment-dependent spell-like ability usable once per day as listed below.

,Äç Chaotic Neutral: rage

,Ä

Construct Traits (+0 HP) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect is a death effect).

Damage Reduction (2/magic) You have Damage Reduction against all except Magic attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Immune to Ability Damage Immune to ability damage

Immune to Ability Drain Immune to ability drain

Immune to Bleeds You are immune to bleeds.

Immune to Energy Drain Immune to energy drain

Immune to Exhausted You are immune to the exhausted condition.

Immune to Fatigue You are immune to the fatigued condition.

Immunity to Death and Necromancy effects (Ex) You are immune to Death and Necromancy effects.

Immunity to Disease You are immune to diseases.

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Soul Focus (Su) The soul bound to the doll lives within a focus integrated into the doll or its apparel, typically one of the doll's eyes or a gem embedded into its neck or chest. As long as this soul focus remains intact, it can be used to animate another doll, using the same animation process as a soulbound doll.

Susceptible to Mind-Affecting Effects (Ex) The weakened conviction of a soulbound doll's soul makes it susceptible to mind-affecting effects, despite the fact that it is a construct.

## 6. Common Room

The common room of the Plump Wench Inn has a few tables and chairs. A few of the tables still have half-eaten dinners left on them. A few places on the floor have broken plates and not yet rotting food. There are smeared pools of blood all over the floor.

A DC 14 Perception check reveals a dead body underneath one of the tables. One round after the characters enter, **3 Juju Zombies** enter the room to pick up the last body. They greedily eye the characters and attack. The door leading to room 7 has been heavily barricaded and cannot be opened from this side.

ZOMBIE, JUJU (HUMAN) CR 2

Male Human Rogue 2

NE Medium Undead

Init +8; Senses Darkvision (60 feet); Perception +6

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DEFENSE

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AC 18, touch 15, flat-footed 13 (+4 Dex, +3 natural, +1 dodge)

hp 15 (2d8+3)

Fort +0, Ref +7, Will +1



Defensive Abilities Channel Resistance +4, Evasion; DR 5/magic or slashing; Immune cold, electricity, magic missile, Undead Traits; Resist fire 10

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OFFENSE

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Spd 30 ft.

Melee Masterwork Shortsword +6 (1d6+4/19-20/x2) and

Slam (Zombie, Juju) +0 (1d6+2/20/x2) and

Unarmed Strike +5 (1d3+4/20/x2)

Special Attacks Sneak Attack +1d6

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STATISTICS

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Str 18, Dex 19, Con -, Int 8, Wis 13, Cha 10

Base Atk +1; CMB +5; CMD 20

Feats Dodge, Improved Initiative, Rogue Weapon Proficiencies, Toughness +3, Weapon Finesse

Skills Acrobatics +8, Climb +16, Disable Device +8, Intimidate +5, Perception +6, Sleight of

Hand +9, Stealth +8, Survival +3, Swim +8, Use Magic Device +5

Languages Common

SQ Trapfinding +1

Combat Gear Masterwork Shortsword;

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SPECIAL ABILITIES

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Channel Resistance +4 +4 bonus to save vs. Channel Energy.

Damage Reduction (5/magic or slashing) You have Damage Reduction against all except Magic or Slashing attacks.

Damage Resistance, Fire (10) You have the specified Damage Resistance against Fire attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Evasion (Ex) If you succeed at a Reflex save for half damage, you take none instead.

Immunity to Cold You are immune to cold damage.

Immunity to Electricity You are immune to electricity damage.

Immunity to Magic Missile You are immune to magic missile.

Sneak Attack +1d6 +1d6 damage if you flank your target or your target is flat-footed.

Trapfinding +1 +1 to find or disable traps.

Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects

## 7. Kitchen

Dirty dishes litter the sinks and tables. Incoherent muttering can be heard coming from a large grate in the floor.

The grate is locked (DC 18 Disable Device to open) and covers a small larder. Trapped inside the larder is a human cleric who has gone quite insane. The undead trapped him in here as he still has some turning and channeling powers. Should the party try to talk to him, he babbles incoherently about the “soul devouring darkness” and the “gate being opened”.

**8. Hallway**

A worn, but plush carpet runs up the middle of the hallway. Unlit sconces line the walls.

The secret doors at either end of the hallway can be located with a DC 19 Perception check. They can be opened with a secret catch quite easily. At the end of the hallway, near the secret door to the alley is a **Crypt Thing**. It will try to get everyone within 50' and line of sight and then use its teleport ability.

CRYPT THING CR 5

Male Crypt Thing

NE Medium Undead

Init +6; Senses Darkvision (60 feet), Low-Light Vision; Perception +15

Aura Fear Aura (10 feet) (DC 16)

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DEFENSE

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AC 19, touch 13, flat-footed 16 (+2 Dex, +6 natural, +1 dodge)

hp 68 (8d8+16)

Fort +4, Ref +6, Will +8

DR 10/bludgeoning or magic; Immune ability drain, bleeds, death effects, energy drain, exhaustion, fatigue, physical ability damage, disease, mind-affecting, non-lethal damage, paralysis, poison, sleep, stunning, Undead Traits

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OFFENSE

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Spd 30 ft.

Melee Claw x2 (Crypt Thing) +10 x2 (1d8+4/20/x2) and

Unarmed Strike +10/+5 (1d3+4/20/x2)

Special Attacks Teleporting Burst (1/day) (DC 16)

Spell-Like Abilities Dimension Door (Quickened) (3/day)

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STATISTICS

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Str 19, Dex 14, Con -, Int 13, Wis 14, Cha 15

Base Atk +6; CMB +10; CMD 23

Feats Alertness, Dodge, Improved Initiative, Lightning Reflexes

Skills Bluff +6, Intimidate +13, Knowledge (Arcana) +6, Knowledge (Dungeoneering) +5,

Knowledge (History) +3, Perception +15, Sense Motive +15, Stealth +9

Languages Common

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SPECIAL ABILITIES

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Damage Reduction (10/bludgeoning or magic) You have Damage Reduction against all except Bludgeoning or Magic attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Fear Aura (10 feet) (DC 16) Foes within radius are affected by the fear spell.

Immune to Ability Drain Immune to ability drain

Immune to Bleeds You are immune to bleeds.



Immune to Death Effects You are immune to death effects.

Immune to Energy Drain Immune to energy drain

Immune to Exhausted You are immune to the exhausted condition.

Immune to Fatigue You are immune to the fatigued condition.

Immune to Physical Ability Damage Immune to ability damage to your physical abilities.

Immunity to Disease You are immune to diseases.

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Non-lethal Damage You are immune to Non-Lethal Damage

Immunity to Paralysis You are immune to paralysis.

Immunity to Poison You are immune to poison.

Immunity to Sleep You are immune to sleep effects.

Immunity to Stunning You are immune to being stunned.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Teleporting Burst (1/day) (DC 16) (Su) Once per day, a crypt thing can teleport all creatures within 50 feet of it to randomly determined locations. The crypt thing can only affect creatures of which it is aware and to which it has line of sight. A successful DC 16 Will save negates this

Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects

### 9-15. Guest Rooms

These rooms appear to be clean and well maintained, although a few of them have some clothes and personal effects strewn about, as if someone had hastily packed and left.

In room 13 there is a stashed *potion of cure light wounds*. (DC 18 Perception)

In room 15 there is a *potion of restoration*. (DC 21 Perception)

In room 12 there is a pile of mostly eaten bodies. A DC 18 Dungeoneering check will reveal that some of the child-sized bodies are actually goblins.

### 16. Constable's Office

One of the desks has been overturned. All the shackles and weapons that used to be in a rack are missing.

Towards the back of the room are **9 Skeletons** trying to claw their way through the portcullis to room 20. They will pause in their attempts long enough to attack the party.

SKELETON (HUMAN) CR 1/3

Male Human

NE Medium Undead

Init +6; Senses Darkvision (60 feet); Perception +0

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DEFENSE

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AC 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

hp 4 (1d8)

Fort +0, Ref +2, Will +2

DR 5/bludgeoning; Immune cold, Undead Traits

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 OFFENSE  
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Spd 30 ft.

Melee Broken Scimitar +0 (1d6/20/x2) and  
 Claw x2 (Skeleton) -3 x2 (1d4+1/20/x2) and  
 Unarmed Strike +2 (1d3+2/20/x2)

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 STATISTICS  
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Str 15, Dex 14, Con -, Int -, Wis 10, Cha 10

Base Atk +0; CMB +2; CMD 14

Feats Improved Initiative

Skills Acrobatics -2, Climb -2, Escape Artist -2, Fly -2, Ride -2, Stealth -2, Swim -2

Languages Common

Combat Gear Broken Chain Shirt, Broken Scimitar;

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 SPECIAL ABILITIES  
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Damage Reduction (5/bludgeoning) You have Damage Reduction against all except Bludgeoning attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Immunity to Cold You are immune to cold damage.

Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects)

### 17-18. Private Quarters

A small hallway leads to a Spartan bedroom, containing nothing more than a bed, small wardrobe, table and a single chair.

Underneath the bed is an open chest. Some clothes have spilled out, and there are a few coins on the floor. A coin purse with 15gp and 27sp, and a single red gem worth 25gp are inside the chest.

### 19. Privy

From the smell, this place hasn't been cleaned in awhile.

There is nothing of interest here... well, plenty of interest, nothing of value.

**20. Cell**

The cell door is closed and locked. In the back of the cell a human is huddling, waving a short sword.

The cell occupant is the constable of the town. He has a story to tell once he's rescued from the skeletons. A short time ago, a fog came up from the sewers and goblins poured out. The goblins began ransacking the general store and warehouse, looking for something. He ran back here to get his weapons. When he came back to confront the goblins, he was greeted with a scene of carnage. The citizens of the town had been turned to undead. Those that hadn't been turned were being feasted on. Terrified, he ran back to his office and locked himself in the cell.

**21-29. Stables**

As you approach the stables, horrifying noises can be heard, as small streams of blood flow into the street.

The stables are a charnel house. **2 Undead Horses** are dining on what is left of the other horses and the stable boys. They turn towards the party, eager for fresh blood.

UNDEAD HORSE CR 2

Male Horse

NE Medium Undead

Init +2; Senses Low-Light Vision, Scent; Perception +6

Aura Fear Aura (10 feet) (DC 12)

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DEFENSE

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AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size)

hp 19 (3d8+6)

Fort +6, Ref +5, Will +1

Immune cold, Undead traits

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OFFENSE

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Spd 50 ft.

Melee Hooves x2 (Horse) -2 x2 (1d4+1/20/x2) and

Unarmed Strike +3 (1d4+3/20/x2)

Space 10 ft.; Reach 5 ft.

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STATISTICS

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Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7

Base Atk +1; CMB +5; CMD 17 (21 vs. Trip)

Feats Endurance, Run

Skills Fly +0, Perception +6, Stealth -2

Languages

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SPECIAL ABILITIES

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Endurance +4 to a variety of skill checks. Sleep in L/M armor with no fatigue.  
Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.  
Run You run faster than normal.  
Scent (Ex) Detect opponents within 15+ feet by sense of smell.  
Immunity to Cold You are immune to cold damage.  
Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects

### **30. Parlor**

Two large overstuffed chairs dominate the room, dwarfing the small serving table set between them.

An empty carafe of wine sits on the table. Beside it are two half full glasses and a book. The book is some kind of journal, with hand-drawn illustrations. It details an archaeological dig from an ancient, advanced civilization that had the power to use technology to harness negative energy. Some of the pictures seem to depict weapons and other artifacts. Much of the details are in code. This book would be worth much to the HiB. (Halflings in Black)

### **31. Bedroom**

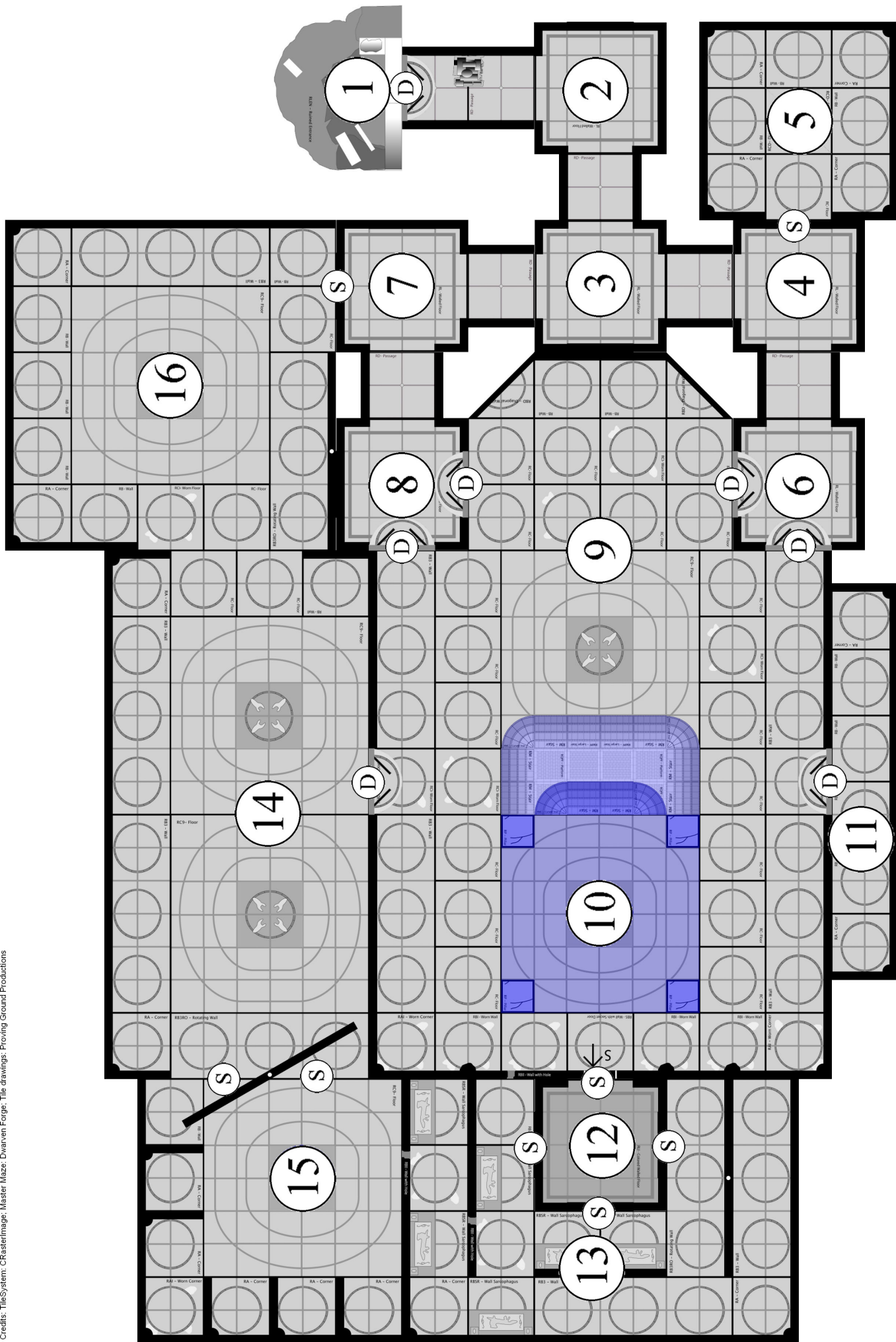
This bedroom, while not extravagant, is nicely furnished with a large bed, thick comforter, an oak wardrobe, and an inlaid writing desk.

Receipts for digging equipment and other supplies are on the desk. Inside the wardrobe are a few fancy outfits, and empty spaces for other clothes that are not there.

### **32. Bedroom**

Two sets of bunk beds and several footlockers are in this bedroom.

The footlockers are mostly empty. They each have a few stray articles of clothing.



**1. Entrance**

At the end of the tunnel a decrepit archway leads to an abandoned temple with big metal doors.

The doors have been trapped with a **Negative Channel Trap**.

**Negative Channel Trap** **CR 4**

**Type** mechanical; **Perception** DC 24; **Disable Device** DC 21

**Trigger** location; **Reset** none

**Effect** Several alien devices have been rigged to explode, releasing negative energy. Exploding Negative Energy Device Attack (3d6 negative energy damage, DC 18 Will Save for half damage); multiple targets (all targets within 30' of doors)

**2. Anteroom**

Some of the debris and dust seems to have been recently cleaned up. Nearly expired torches provide dim light.

The room has an **Exploding Dust Trap**. The dust in this room is highly flammable. If it is stirred up, it will explode if there are any open flame sources. The trap will be triggered when any character moving faster than 10' reaches the hallway to room 3.

**Exploding Dust Trap** **CR 4**

**Type** mechanical; **Perception** DC 26; **Disable Device** DC 18

**Trigger** location; **Reset** none

**Effect** Exploding Dust Attack (2d6 damage plus secondary attack on failed save, DC 18 Reflex Save for half damage); multiple targets (all targets in room 2); Secondary Attack (DC 18 Fortitude Save or be knocked prone)

**3. Foyer**

A small console table is set against the wall, with a dozen or so candles burning away.

There are a dozen burning candles in here that make up the **Bleeding Candle Trap**.

**Bleeding Candle Trap** **CR 3**

**Type** magical; **Perception** DC 26; **Disable Device** DC 14

**Trigger** location; **Reset** none

**Effect** Bleeding Candle Attack (1 bleed damage per round, DC 16 Fortitude Save negates); multiple targets (all targets within 20' of candles)

**4. Anteroom**

Some of the debris and dust seems to have been recently cleaned up.

This room has been trapped with **Tile Mine Trap**.

**Tile Mine Trap CR 4**

**Type** mechanical; **Perception** DC 22; **Disable Device** DC 18

**Trigger** location; **Reset** none

**Effect** Tile Mine (2d6 damage plus secondary attack, DC 18 Reflex Save for half damage); Secondary Attack (1d6 damage, DC 17 Reflex Save for half damage); multiple targets (all targets within 20' of primary target)

**5. Treasury**

Empty chests hint at what was once a sizable cache, but is now little more than dust.

A DC 20 Perception check reveals a rolled up scrap of paper in one of the chests that is a *scroll of shatter*.

**6. Chapel Entrance**

Two ornate doors lead to the main chapel area.

Nothing here.

**7. Anteroom**

Some of the debris and dust seems to have been recently cleaned up.

This room has been trapped with a **Tile Pit Trap**. Several of the tiles sit atop small, spiked pits and will collapse when stepped on. If not discovered, each character needs to check every 10'.

**Tile Pit Trap CR 2**

**Type** mechanical; **Perception** DC 21; **Disable Device** DC 16

**Trigger** location; **Reset** none

**Effect** Tile Pit Attack (1d4 damage, DC 17 Reflex Save Negates); multiple targets (each player in room checks every 10')

**8. Chapel Entrance**

Two ornate doors lead to the main chapel area.

Nothing here.



## 9. Chapel

What was once a chapel appears to have been turned into a barracks. Dirty bedding and food is strewn about, along with clothing and weapons, and even an occasional chest.

There are **20 Goblin Minions** and a **Goblin Inquisitor** here, all participating in a worship ceremony.

GOBLIN Minion CR 1/4

Male Goblin Warrior 1

NE Small Humanoid (Goblinoid)

Init +6; Senses Darkvision (60 feet); Perception -1

### DEFENSE

AC 16, touch 13, flat-footed 14 (+2 armor, +1 shield, +2 Dex, +1 size)

hp \* (killed on any hit)

Fort +3, Ref +2, Will -1

### OFFENSE

Spd 30 ft.

Melee Light Shield Bash +2 (1) and

Shortsword +2 (2) and

Unarmed Strike +2 (1)

Ranged Shortbow +4 (2)

### STATISTICS

Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 6

Base Atk +1; CMB +0; CMD 12

Feats Improved Initiative

Skills Acrobatics +1, Climb -1, Escape Artist +1, Fly +3, Ride +9, Stealth +9, Swim +3

Languages Goblin

Combat Gear Arrows (20), Leather, Shield, Light Wooden, Shortbow, Shortsword;

### ECOLOGY

Environment Temperate forest and plains (usually coastal regions)

Organization Gang (4-9), warband (10-16 with goblin dog mounts), or tribe (17+ plus 100% noncombatants; 1 sergeant of 3rd level per 20 adults; 1 or 2 lieutenants of 4th or 5th level; 1 leader of 6th-8th level; and 10-40 goblin dogs, wolves, or worgs)

Treasure NPC gear (leather armor, light wooden shield, short sword, short bow with 20 arrows, other treasure)

### SPECIAL ABILITIES

Darkvision (60 feet) You can see in the dark (black and white vision only).

## GOBLIN INQUISITOR CR 2

Male Goblin Inquisitor 3

CE Small Humanoid (Goblinoid)

Init +8; Senses Darkvision (60 feet); Perception +8

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DEFENSE-----  
AC 22, touch 13, flat-footed 20 (+7 armor, +2 shield, +2 Dex, +1 size)

hp 17 (3d8); Judgement of Profane Healing 2

Fort +3, Ref +3, Will +5

Defensive Abilities Judgement of Profane Protection +1; DR Judgement of Profane Resiliency 1:

Magic; Resist Judgement of Profane Purity +1, Judgement of Profane Resistance 4 (Fire)

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OFFENSE-----  
Spd 20 ft.

Melee +2 Mace, Light +4 (1d4+1/20/x2) and

Gauntlet (from Armor) +2 (1d2-1/20/x2) and

Unarmed Strike +2 (1d2-1/20/x2)

Special Attacks Judgement of Profane Destruction +2, Judgement of Profane Justice +1, Judgement of Profane Piercing +2, Judgement of Profane Smiting (Magic), Touch of Chaos (5/day)

Spell-Like Abilities Detect Alignment (At will), Touch of Chaos (5/day)

Inquisitor Spells Known (CL 3, +2 melee touch, +5 ranged touch):

1 (4/day) Bane (DC 13), Inflict Light Wounds (DC 13), Command (DC 13), Litany of Weakness 0 (at will) Resistance (DC 12), Acid Splash, Bleed (DC 12), Daze (DC 12), Brand (DC 12), Sift

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STATISTICS-----  
Str 8, Dex 14, Con 10, Int 14, Wis 14, Cha 14

Base Atk +2; CMB +0; CMD 12

Feats Combat Casting, Duck and Cover, Improved Initiative

Skills Acrobatics -2, Bluff +8, Climb -5, Escape Artist -2, Fly +0, Intimidate +3, Knowledge (Arcana) +8, Knowledge (Religion) +8, Perception +8, Sense Motive +9, Spellcraft +8, Stealth +12, Survival +8, Swim +1 Modifiers Monster Lore

Languages Common, Draconic, Goblin

SQ Inquisitor Domain: Chaos, Judgement (1/day) (Su), Solo Tactics (Ex), Teamwork Feat (change 2/day), Track +1

Combat Gear +1 Buckler, +1 Chainmail, +2 Mace, Light; Other Gear Brooch of Shielding

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SPECIAL ABILITIES-----  
Combat Casting +4 to Concentration checks to cast while on the defensive.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Detect Alignment (At will) (Sp) Detect chaos, evil, good, or law at will.

Duck and Cover Share the result of your Ref save die roll with an adjacent ally who also has this feat, but the borrower is knocked prone. Also gain a +2 cover bonus to AC vs. ranged attack if your ally is wielding a shield.

Inquisitor Domain: Chaos Granted Powers: Your touch infuses life and weapons with chaos, and you revel in all things anarchic.

Judgement (1/day) (Su) Variable bonuses increase as the combat continues.

Judgement of Profane Destruction +2 (Su) Weapon Damage bonus.

Judgement of Profane Healing 2 (Su) Fast Healing

Judgement of Profane Justice +1 (Su) Attack bonus

Judgement of Profane Piercing +2 (Su) Concentration and vs. SR bonus

Judgement of Profane Protection +1 (Su) AC bonus

Judgement of Profane Purity +1 (Su) Save bonus

Judgement of Profane Resiliency 1: Magic (Su) DR/magic

Judgement of Profane Resistance 4: Fire (Su) Energy Resistances

Judgement of Profane Smiting (Magic) (Su) DR bypass

Monster Lore +2 (Ex) +2 to Knowledge checks when identifying the weaknesses of creatures.

Solo Tactics (Ex) Count Teamwork feats as if your allies had the same ones.

Teamwork Feat (change 2/day) Swap your most recent Teamwork feat for another

Touch of Chaos (5/day) (Sp) With a melee touch attack, target takes the lower of 2d20 for each d20 roll for 1 round.

Track +1 +1 to survival checks to track.

## 10. Holocomm

A strange device sits atop the dais. It has several blinking lights and switches.

A strange humanoid image is being projected above the device. It seems to be the focus of the goblins. There are several controls on the device. One of them opens the secret doors to room 12. Another shuts off the reactor in room 12. In order to discover these buttons and the functions, the party must make 3 successful DC 21 Knowledge Dungeoneering or Linguistics checks out of 5 attempts. If the skill challenge is unsuccessful, the secret doors will open if there was at least one success. However, the reactor in 12 will still be running, flooding each adjacent room with radiation. Each round spent in the radiation will cause 1d6 damage until the reactor is shut off. Unfortunately, the radiation damages the console. The reactor will have to be shut off directly in room 12.

## 11. Armory

The back of this room is filled with several racks, all filled with strange devices.

Several of the devices are missing, as the goblins used them in the town above. There are all manner of alien devices here. They all deal with channeling negative energy to create effects. Some cause straight damage, some, like the ones in the town, transform living tissue to undead. Most of the devices left here have decayed into non-function. None of them are usable without extensive study.

**12. Reactor**

The walls, ceiling and floor are reinforced to support a large, glowing sphere.

If the reactor is still running, characters here take 1d8 damage per round. The reactor has a huge red button. Pressing this will turn it off and stop the continuous radiation damage. Once turned off, there is no way to turn it back on.

**13. Crypt**

Several sarcophagi have been built in to the walls of this maze-like area.

**4 Hobgoblins** roam the halls in this area. They have been protected from radiation, so the reactor will not have harmed them. They have been removing artifacts from the sarcophagi to take to the Babau in room 15. The artifacts are alien treasures, works of art and records. They are both priceless and worthless. Only the most specialized collector will purchase these. Should the records be studied, it will eventually be discovered that the alien beings who built this place are far distant relatives of the illithid race.

HOBGOBLINCR 1/2

Male Hobgoblin Fighter 1

LE Medium Humanoid (Goblinoid)

Init +2; Senses Darkvision (60 feet); Perception +2

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DEFENSE

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AC 16, touch 12, flat-footed 14 (+3 armor, +1 shield, +2 Dex)

hp 17 (1d10+6)

Fort +5, Ref +2, Will +1

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OFFENSE

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Spd 30 ft.

Melee Light Shield Bash +3 (1d3+2/20/x2) and

Longsword +4 (1d8+2/19-20/x2) and

Unarmed Strike +3 (1d3+2/20/x2)

Ranged Longbow +3 (1d8/20/x3)

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STATISTICS

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

Base Atk +1; CMB +3; CMD 15

Feats Toughness +3, Weapon Focus: Longsword

Skills Acrobatics +0, Climb +0, Escape Artist +0, Fly +0, Perception +2, Ride +0, Stealth +8, Swim +0

Languages Common, Goblin

Combat Gear Arrows (20), Longbow, Longsword, Shield, Light Steel, Studded Leather;

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SPECIAL ABILITIES

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 Darkvision (60 feet) You can see in the dark (black and white vision only).

#### 14. Music Room

An organ and other instruments fill the far wall. The floor is filled with bedding and other personal belongings.

This is the hobgoblins' nest. If searched, there will be about 15gp of coins scattered in the bedding and the occasional footlocker.

#### 15. Control Room

Each alcove is filled with strange lights, sounds and pictures.

If the reactor has been shut off, the consoles in the alcoves will be dark. There is a **Babau** here. He will be hidden and will try to surprise the party. He was summoned to the temple by the curious goblins that came across the temple and began toying with the artifacts. He quickly enslaved the goblinoids to carry out his evil work of killing. The new technology has simply made his work more enjoyable. He was hoping that the undead he created could be brought under his control, but his efforts to do so have so far failed.

DEMON, BABAU CR 6

Male Demon, Babau

CE Medium Outsider (Chaotic, Demon, Evil, Extraplanar)

Init +5; Senses Darkvision (60 feet); Perception +19

#### DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 73 (7d10+35)

Fort +10, Ref +6, Will +5

DR 10/good or cold iron; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 17

#### OFFENSE

Spd 30 ft.

Melee Bite (Demon, Babau) +7 (1d6+2/20/x2) and

Claw x2 (Demon, Babau) +7 x2 (1d6+2/20/x2) and

Longspear +12/+7 (1d8+7/20/x3) and

Unarmed Strike +12/+7 (1d3+5/20/x2)

Special Attacks Sneak Attack +2d6

Spell-Like Abilities Darkness (At will), Dispel Magic (At will), See Invisibility (Constant), Summon (level 3, 1 babau at 40%) (1/day), Teleport, Greater (self plus 50 lbs. of objects on

#### STATISTICS

Str 21, Dex 13, Con 20, Int 14, Wis 13, Cha 16

Base Atk +7; CMB +12; CMD 23

Feats Combat Reflexes (2 AoO/round), Improved Initiative, Iron Will, Skill Focus: Stealth  
Skills Acrobatics +11, Climb +12, Disable Device +9, Escape Artist +11, Perception +19, Sense  
Motive +11, Sleight of Hand +11, Stealth +22

Languages Abyssal, Celestial, Draconic; Telepathy (100 feet)

SQ Protective Slime (Su)

Combat Gear Longspear;

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SPECIAL ABILITIES  
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Combat Reflexes (2 AoO/round) You may make up to 2 attacks of opportunity per round, and may make them while flat-footed.

Damage Reduction (10/cold iron or good) You have Damage Reduction against all except Good or Cold Iron attacks.

Damage Resistance, Acid (10) You have the specified Damage Resistance against Acid attacks.

Damage Resistance, Cold (10) You have the specified Damage Resistance against Cold attacks.

Damage Resistance, Fire (10) You have the specified Damage Resistance against Fire attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Immunity to Electricity You are immune to electricity damage.

Immunity to Poison You are immune to poison.

Protective Slime (Su) A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weap

Sneak Attack +2d6 +2d6 damage if you flank your target or your target is flat-footed.

Spell Resistance (17) You have Spell Resistance.

Summon (level 3, 1 babau at 40%) (1/day) (Sp) A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature is summoned

Telepathy (100 feet) (Su) Communicate telepathically if the target has a language.

## 16. Monks' Cells

The entrance to this area has been blocked with a wall of fire made from debris and wood. A small stone and brick wall is being built in front of the flames, but is only about 1 foot high at the moment. Formerly an orderly dormitory, the monks' spaces have ransacked to provide fuel for the fire.

When the Babau let loose the torrent of negative energy with the devices he found, a **Shadow Swarm** coalesced in this area. Dangerous, the denizens have kept it at bay with the flames, and are in the process of walling off the area.

Shadow Swarm

NE Tiny undead (swarm)

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

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DEFENSE  
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AC 16, touch 16, flat-footed 13 (+2 Dex, +1 deflection, +2 size, +1 dodge)

hp 39 (6d8+12) Fort +2; Ref +2; Will +2

Defensive Abilities half damage from piercing and slashing, incorporeal, shadow blend, channel resistance +1; Immune swarm traits, undead traits

Weaknesses swarm traits

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OFFENSE  
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Speed fly 40 ft. (good)

Melee swarm (incorporeal touch +2, 1d2 Strength Damage) Space 10 ft.; Reach 0 ft.

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STATISTICS  
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Str -, Dex 15, Con —, Int 5, Wis 10, Cha 14

Base Atk +4; CMB ; CMD — (can't be tripped)

Feats Dodge

Skills Fly +6, Perception +8, Stealth +6; Racial Modifiers Perception +4

Incorporeal Form (Su)

Shadow Blend (Ex) A shadow swarm can disappear into the shadows as a move action, gaining total concealment in all levels of illumination save bright light.

Strength Damage (Su) A shadow swarm deals Strength damage to living foes over which it swarms. A creature reduced to 0 Strength becomes part of the shadow swarm, adding 1d8 HP and +1 to attack and damage rolls.