

# Credits

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## The Ruins of Kho

An Adventure for 4-6 Players of levels 1 to 3

Created for Imarand, The Twin Worlds Campaign Setting

This adventure refers to several other Pathfinder Roleplaying Game products next to the Core Rulebook using the following abbreviations. These books are not needed to play this adventure as they also can be found for free online at **paizo.com/prd**.

Advanced Player's Guide	APG	Imarand Campaign Setting	ICS
Advanced Class Guide	ACG	Mythic Adventures	MA
Advanced Race Guide	ARG	NPC Codex	NPC
Bestiary 1	B1	Ultimate Combat	UC
Bestiary 2	B2	Ultimate Equipment	UE
Bestiary 3	B3	Ultimate Magic	UM
Bestiary 4	B4	Technology Guide	TG

# The Ruins of Kho

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## Backstory

After the destruction of Kho there has been an surge of Chysssazos cultists on the island. Even in Kerrigen the capital city of Whitemere the cultists found a way the uproot the daily life and causing minor disturbances. The survivors from Kho, these cultist leads to fear or outright violence when they meet. In response the king of has asked the Durnmorn Adventuring Guild to put an end to these small cults before they become a problem.

## The Doomsayers

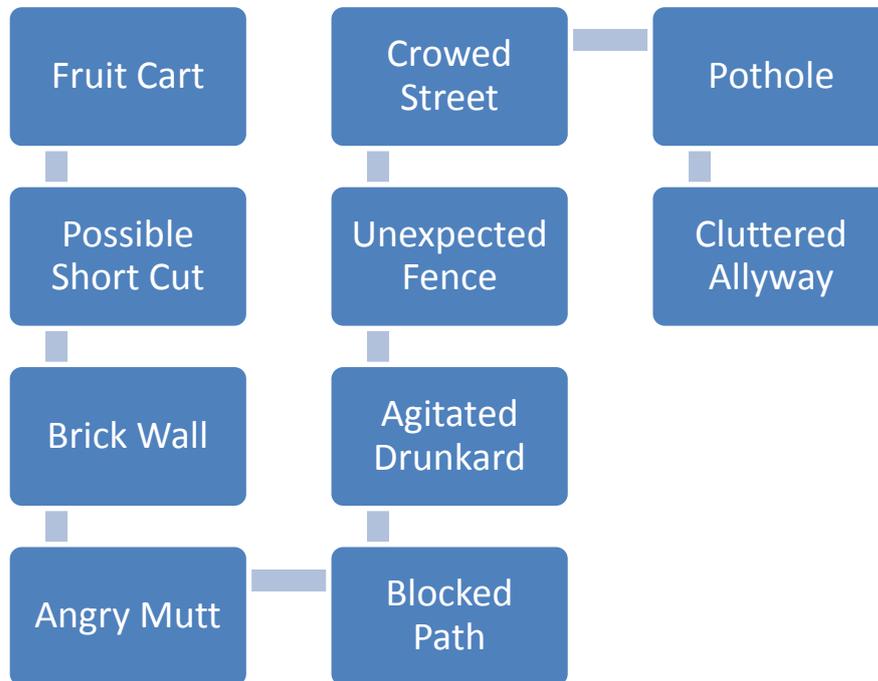
Lady Fana of Queenwood, ask the players to get rid of 2 doomsayers as they meet in the The Bear and Hydra inn. These doomsayers are cultists of Chysssazos within the city, and they are causing some disturbance in the lower wards of the city preaching the teaching of their cult.

## The Bear and Hydra (Inn)

Location	On Hartstower Lane, north of a rune-carved monolith. It stands next to a private garden.
Description	The inn is a large two-storey timber framed building, with a slate roof and elf-wrought tables and chairs. Accomodations consist of several large rooms with beds and woolen mattresses. The inn once belonged to a wizard, and it is still served by several air elementals.
Innkeeper	The innkeeper is a generous female dwarf named Zigil. She is a retired adventurer, and keeps a collection of maps of distant lands.
Menu	<ol style="list-style-type: none"><li>1. Roasted Sausage and Barley Bread, Tankard of Perry (9 cp)</li><li>2. Steamed Phoenix and Onion, Glass of Cider (2 sp)</li><li>3. Steamed Shark and Leek, Glass of Wine (1 sp)</li><li>4. Braised Duck with Nutmeg and Sharp Cheese, Glass of Mead (1 sp)</li><li>5. Roasted Duck with Ginger and Onion, Glass of Cider (2 sp)</li><li>6. Steamed Lamb and Olive Pie, Glass of Port (2 sp)</li></ol>

*"You will each be given 50 gold to see this job to the end and chase the cultists out of the fair city by ANY means necessary, but I do like the press the matter you will operate in the public and your actions reflect the upon the guild."*

The cultist are easily recognizable is the lower ward by the loud ranting's and clothing, is the player identify themselves the priest throw down some smoke pellets and run away. Use the following chase to trace the chase progression.



As soon as the players catch up, the cultists won't go without a fight, but will surrender if they are beaten within an inch of their health.

### **Encounter I**

2x Doomsayer<sup>(DMG)</sup>

**Treasure:** Gold bowl with dragon engravings (400 gp)

As they flee they will call out to the players or if escorted out of the city they will rant on about the Book of Fiery Wrath and that Whitemere shall burn in righteous dragon fire.

*"The dragon has shown us the way to the Book of Fiery Wrath, soon all of Whitemere will burn, mwahahahaha!"*

In case that the cultists are killed one of them carries a journal, describe the cult leader searching for an artifact in the ruins of Kho, called the Book of Fiery Wrath. Nest to the journal is a map of an entrance to the lair.

- *Knowledge (Geography) (DC 12)* to notice it is a map of former Kho.
- *Knowledge (Local) / Diplomacy (DC 14)* to gather information on the map.

## **To Kho**

As the player report their finding back to Lady Fana, she claims to be unfamiliar with the book, but will send the players to Kho as she will do some research on the artifact.

*"We would like to study this book and see what it does, but first I like to know what are the cultists planning and eliminate any treat to the city of Kerrigen."*

"You will be given fresh mounts for your travels as well any rations or travel equipment you will need for the journey. Speak with Quartermaster Iocus if there is anything you require, I like to see you on your way before dusk."

Iocus will give any mundane gear they might need, within reason. They might make a Diplomacy or Bluff check to let them give more. Iocus has a Sense Motive of +6.

On the way to Kho brigands have laid an ambush, these brigands are paid to by the cult to scare people away from Kho.

- *Perception (DC 18)* for the players to noticed they are being observed.
- Ambush site is a *Perception (DC 15)*.

1 brigand on a horse will block the road with a tipped over cart, 2 archers are hidden in de woods nearby. The other brigand sneaks up from behind the party.

### **Encounter II**

4x Bandits<sup>(DMG)</sup>

**Treasure:** 84 gp, 294 sp, 1500 cp; Agate (11 gp), Alabaster (13 gp), Citrine (55 gp), Freshwater Pearl (10 gp), Moonstone (50 gp), Obsidian (8 gp), Onyx (35 gp), Shell (11 gp), Tigereye (9 gp), Tigereye (10 gp), Turquoise (12 gp); Masterwork Greatsword (350 gp); Oil of Magic Weapon (cr, 50 gp), Potion of Remove Fear (cr, 50 gp), Scroll of Comprehend Languages (cr, 25 gp), Scroll of Magic Aura (cr, 25 gp)

As 2 of the brigands dies, the other will run off. Other that some small loot, the brigands carry no evidence linking them to the cult.

- Intimidate / Diplomacy (DC 15) will make the brigands talk and their connection to the cult. As they will say easy money.

## **The Ruins of Kho**

The town of Kho lies in ruins even after all this time, smoke and ash still rise from the ruined village, large unsettling fragments of blue, red, white and green crystal-like formation dot the ravaged landscape. Small reptile creatures can be seen scurrying and flying around the crystals.

- *Perception (DC 18) / Knowledge (Arcana) (DC 15)* if the player has encountered kobolds of mephits before, they will notice the creatures an what they are.
- *Knowledge (Arcana) (DC 18)*, the flying creatures are mephits.
- *Knowledge (Arcana) (DC 15)*, the walking creatures are kobolds.

These creatures will avoid the party unless there are being chased, the mephits will attack any casters in the party if provoked. While the 2 kobolds will used to give the party something to chase where the Kobold hunter this to shot down the party members form a higher position at a safe distance, ruined tower for example.

### **Optional Encounter**

2x Kobold<sup>(B1)</sup>

1x Kobold Hunter

1x Mephit<sup>(B1)</sup>

**Treasure:** 31 pp, 220 gp, 90 sp; Alabaster (9 gp), Malachite (11 gp), Tigereye (10 gp);

The large crystal formations are crystalized dragon fire and still very full with power, if touched by a creature without any resistances the crystal will surges the creature who touches it for 2d6+2 damage depending on the color of the crystal.

- *Knowledge (Arcana) (DC 17)*  
The cultist have laid magic circles around the crystal to somehow contain them or use them later on.
- Blue, Electricity
- Red, Fire



- White, Cold
- Green, Acid

If the crystal is struck with a weapon it unleashes a surge to the attacker, but if the attack deals 10 damage or more the small shard of the crystal will break off, with is safe to touch.

The map the players have found on the doomsayers, will need is difficult to find within ther ruined city. The following ways are possible to find the entrance.

- *Survival (DC 14)*
- *Knowledge (Geography) (DC 16)*
- *Knowledge (Local) (DC 17)*

A large bent iron door lead into a dark and damp corridor with end into a large chamber. On a higher rise a large altar is created in the shape of a dragons head. A high piercing scream can be hear as a hooded figure drives a sickle into the chest of a humanoid creature. To young acolytes are praying and chanting hymns as the limp body now slips into a pit.

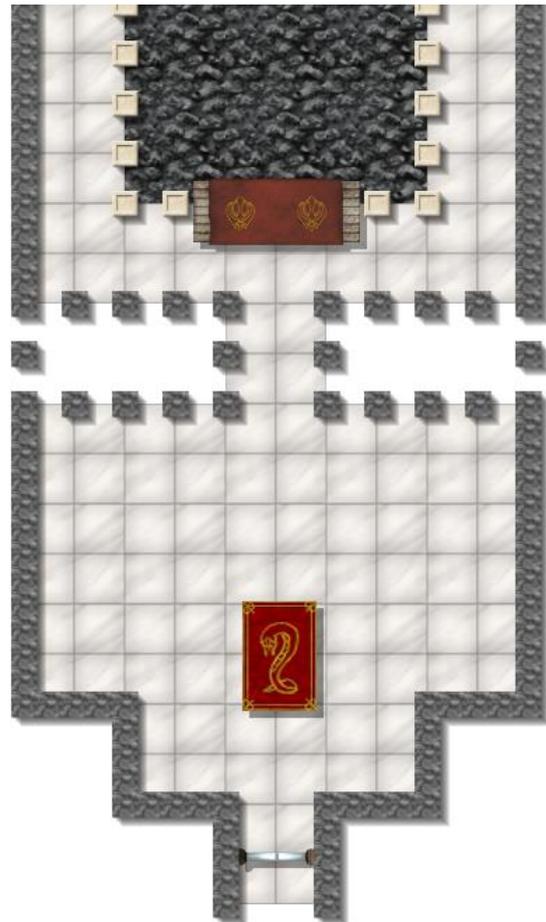
The small kobolds stand between the cultists as they raise the alarm as the party enters. The cult leader is carrying a red and black leather bond book al the combat begins. But stays on the high rise, neat the altar, one acolyte comes down to aids the kobolds.

The cult leader used the book in combination with his fire spells, to keep the players at a distance. The tries to spare his acolytes but pays no heed to his kobold minions.

### ***Encounter III***

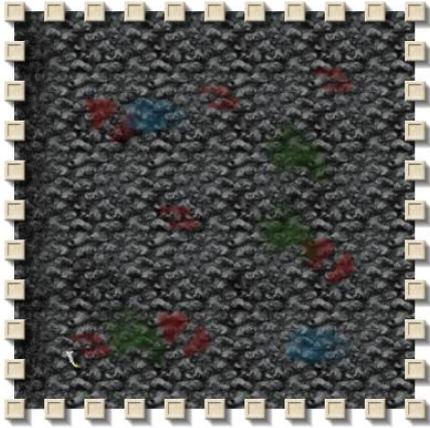
1x Cultist<sup>(DMG)</sup>  
 2x Acolyte<sup>(DMG)</sup>  
 2x Kobold<sup>(B1)</sup>

**Treasure:** 73 gp, 484 sp, 1890 cp; Jasper (40 gp), Rock Quartz (9 gp), Shell (8 gp); Carved ivory scroll case (60 gp), Crystal skull (80 gp); Masterwork Breastplate (350 gp), Masterwork Composite Longbow (400 gp), Masterwork Handaxe (306 gp); Potion of Protection from Evil (cr, 50 gp), Scroll of Identify (cr, 25 gp), Scroll of Magic Missile (cr, 25 gp), Scroll of Silent Image (cr, 25 gp)



If the cult leader dies or is severely wounded, he falls into the where is consumed by a black blob in the bone pit next to the altar. The book is untouched and lies face down into the pit.

To reclaim the book is to fight the Hungry Flesh in the pit.



#### ***Guardian – Encounter IV***

1x Hungry Flesh<sup>(B4)</sup>

**Treasure:** Book of Fiery Wrath

The book is clearly evil and possess a mind of insane pyro, any fire spells cast while carrying this book will be black flames, and the area of effect and damage of any fire spell is doubled. Also the fire spells gain the Evil descriptor. The first time somebody picks up the book, they hear a faint voice, whisper "fire, burn, flames, burn them all".

## Conclusion

If players let one of the cultist live they learn that they have found the book thou divination form their patron Chyssazos. How long it was there, and how it was hidden in Kho, is unknown to the cultists. They didn't had any clue how to sure the book properly and sure didn't had a ritual to destroy any city. But in time and with the proper rituals this book could be used for much greater evil.

Eventually a messenger would be send to the cultists to claim the book of Mistress Chyssazos.

- Evil** (-10) : Players keep the book and use it for their own needs.
- Good** (+10) : Players turn the book over to Lady Fana and the guild.

## Curse of Lycanthropy

### Optional Content

In case that the player contacted Lycanthropy in L2-T2, this part should be followed if the character deal with the situation. This can be played out at the end of the session or in any other session. This takes places 7 days before the next full moon.

The first 3 nights the character can be simply cured, after that the character has 3 nights and need an atonement on top of the cures to be cleansed from Lycanthropy curse.

On the 7<sup>th</sup> night the character take the alignment of the creature that bit him and turn into a full blooded Lycanthrope.

**Cost:** 150 gp or 2 fp is the cost for the remove curse spell or remove disease. A total of 4 fp or 300 gp is needed to cure a character.

Day 1 to 4 take place inside the city, from there on the events adept to their surroundings. Party is formed on Day 2, players should head out to Lord Blackwood on day 4.

Day 1 : Strange dreams, of rats, sewers, and running lot of running.

Day 2 : More dreams, more vivid, rats lots of rats. Player begins to smell of sewage.

Day 3 : Player wakes up naked in a random part of the city, in a pile of filth with rats.

- **Cure Point** (Full Recovery)

Heal, Perception or Knowledge (Nature) (DC 16) to notice the changes.

Day 4 : Player hunts with a pack kills a small animal during the hunt.

Day 5 : Player makes another kill, a strange beast, almost kills a human.

Day 6 : Player hunts again a kills an elf, taken over with a lust for blood. Still hazy

- **Atonement Point** (Acceptance or Full Recovery)

Heal, Perception or Knowledge (Nature) (DC 14) to notice the changes.

Day 7 : Full Moon, transformation complete, another kill, with a lust for blood. Clear of thought.

# Monsters

## Reav - Kobold Hunter CR 2

### XP 400

Kobold Ranger 2

LE Small [humanoid](#) ([reptilian](#))

**Init** +2; **Senses** darkvision 60 ft.; [Perception](#) +11

### Defense

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

**hp** 14 (2d10+4)

**Fort** +4, **Ref** +5, **Will** -1

**Weaknesses** [light sensitivity](#)

### Offense

**Speed** 30 ft.

**Ranged** crossbow (light) (small) +5 (1d6/19-20)

**Melee** spear +2 (1d6-1/x3)

**Ranged** spear (thrown) +5 (1d6-1/x3)

**Special Attacks** Favored Enemy (Human) +2

### Statistics

**Str** 9, **Dex** 15, **Con** 12, **Int** 12, **Wis** 12, **Cha** 10

**Base Atk** +2; **CMB** +0; **CMD** 12

**Feats** Precise Shot, [Skill Focus](#) ([Perception](#))

**Skills** Climb +4, Craft (Traps) +7, Handle Animal +5, Heal +1, Intimidate +5, Perception +11, Stealth +11, Survival +6, Survival (Follow or identify tracks) +7, Swim +3; **Racial Modifiers** +2 [Craft](#) (trapmaking), +2 [Perception](#), +2 [Profession](#) (miner)

**Languages** Common, Draconic

**SQ** armor, crafty, darkvision, normal speed, track +1, weapon and armor proficiency, wild empathy +2

**Treasure** NPC gear (leather armor, spear, light crossbow, 10 bolts, other treasure)

### Special Abilities

**Crafty (Ex)** [Craft](#) (trapmaking) and [Stealth](#) are always class skills for a kobold.

**Favored Enemy (Human) (Ex)** You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against humans. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

**Track (Ex)** You gain +1 to Survival checks made to follow tracks.

**Wild Empathy (Ex)** You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+2 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Kobolds are creatures of the dark, found most commonly in enormous underground warrens or the dark corners of the forest where the sun is unable to reach. Due to their physical similarities, kobolds loudly proclaim themselves the scions of dragonkind, destined to rule the earth beneath the wings of their great god-cousins, but most dragons have little use for the obnoxious pests.

While they may speak loudly of divine right and manifest destiny, kobolds are keenly aware of their own weakness. Cowards and schemers, they never fight fair if they can help it, instead setting up ambushes and double-crosses, holing up in their warrens behind countless crude but ingenious traps, or rolling over the enemy in vast, yipping hordes.

Kobold coloration varies even among siblings from the same egg clutch, ranging through the colors of the chromatic dragons, with red being the most common but white, green, blue, and black kobolds not unheard of.

# Treasure Handouts

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**Vial of unholy water:** damages good outsiders. Ranged touch attack with range increment of 10 feet. Direct hit deals 2d4 damage to good outsiders. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash (25 gp)

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**Bloodroot Poison (1 dose):** injury Fort (DC 12) 1 rd. onset, 1/rd. for 4 rds. Creature takes 1 Con and 1 Wis damage for each failed save. Cures with 1 save (100 gp)

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**Oil of Magic Weapon:** Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls. (50 gp)

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**Potion of Remove Fear:** You gain courage, granting a +4 morale bonus against fear effects for 10 minutes. If you are under the influence of a fear effect when drinking the potion, that effect is suppressed for the duration of the potion. (50 gp)

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**Scroll of Comprehend Languages:** You can understand the spoken words of creatures or read otherwise incomprehensible written messages. Duration: 10 min (25 gp)

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**Scroll of Magic Aura:** You alter an item's aura so that it registers to detect spells (and spells with similar capabilities) as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify. Duration: 1 day (25 gp)

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**Potion of Protection from Evil:** This spell wards a creature from attacks by evil creatures. It grants a +2 deflection bonus to AC and a +2 resistance bonus on saves against evil creatures. If an evil creature already has mental control over you (such as a charm spell) you automatically get a new save when you drink this potion with a +2 bonus. Summoned evil creatures cannot touch you. Duration: 1 min (50 gp)



**Scroll of Identify:** This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. (25 gp)

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**Scroll of Magic Missile:** A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Range: 100 ft.(25 gp)

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**Scroll of Silent Image:** This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. Effect: visual figment that cannot extend beyond four 10-ft. Cubes. Duration: Concentration. Range: 400 ft. (25 gp)

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**Book of Fiery Wrath:** This heavy tome seems to be bound in charred human flesh. When using it as a focus while casting a spell with the fire descriptor the tome doubles the area of effect and damage of that spell. The flames produced by the spell turn black and radiate an evil aura. After using the tome the wielder is staggered for 1 round.

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# Maps

## The Port Town of Kho

