

SPIRE OF DARKNESS

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SPIRE OF DARKNESS

AN ADVENTURE FOR CHARACTERS OF 7TH TO 9TH LEVEL

SPIRE OF DARKNESS IS A PATHFINDER SECOND Edition adventure for three to six characters of 7th to 9th level, optimized for a party of four 8th-level characters. For reasons particular to the party, the adventurers must brave the defenses of an exiled mage's tower, where dark magics and undead servants roam the halls. Will they succeed in their mission, or join the ranks of Moren's shambling thralls? This adventure takes place in the Badlands east of Samarahd in the Cartosia campaign setting, but the names of people and places can be changed to place this adventure in any remote wilderness across a variety of campaign settings.

BACKGROUND

Twenty years ago, Moren Reiyn stood among the Order of the Magi's most promising talents. Her innovative research at the Tower of Samarahd earned her accolades and attention, though praise only fueled an obsession with maintaining her reputation as a prodigy. This drive, coupled with an increasing belief that conventional magical boundaries were merely artificial constraints, led Moren to pursue forbidden knowledge. When the Order discovered her trafficking with demonic entities and conducting experiments that violated their most sacred tenets, they moved to make an example of her, stripping her of rank and privileges while maintaining strict oversight of her work.

Rather than accept these punishments as a path to redemption, Moren's brilliance curdled into bitterness. Convinced that the Order's actions stemmed from jealousy and a desire to steal her research, she fled east into the Badlands. There, she established a tower deep within the Felspine Hills, a treacherous region few dare to venture.

In the years since, Moren's research has grown increasingly focused on demonic entities and necromantic arts. She maintains a small retinue of servants within her tower, though many who have disappointed her now shuffle through its halls as undead thralls. Those few living souls who remain either maintain a zealous devotion to their mistress or persist in a state of perpetual terror, having witnessed the fate of those who earn her displeasure. Despite—or perhaps because of—her exile, Moren still craves recognition. She occasionally invites other mages to witness her achievements, though she remains careful never to reveal her methods.

Moren's activities have earned her powerful enemies both within and beyond the Order of the Magi. While the tower's defenses have thus far deterred most would-be assailants, rumors of her experiments have spread through whispered conversations in taverns and cryptic messages passed between concerned parties. Many would see her stopped, though whether through redemption or elimination remains a point of contention among those who track her activities.

ADVENTURE HOOKS

There are several reasons why the party might be compelled to infiltrate Moren's tower. A few of these reasons are outlined below:

The Grimoire of Vexing Dreams. The Order of the Magi believes that Moren has acquired a powerful tome known as the Grimoire of Vexing Dreams—an ancient text whose spells blur the boundaries between dreams and reality. The Order fears that combining this knowledge with Moren's demonic research could have catastrophic consequences. They offer the party 80 gp per character to infiltrate the tower and retrieve the grimoire before Moren can unlock its secrets. If the party is 7th level, it's 60 gp per character. If the party is 9th level, it's 120 gp per character.

A Final Message. A wealthy merchant named Callista Kincendus seeks closure regarding her brother's fate. He was one of Moren's servants who suddenly stopped sending letters home six months ago. Callista fears the worst but needs to know what happened. She offers the party 250 gp to infiltrate the tower and find evidence of her brother's fate. She suspects he may now be one of Moren's undead thralls, in which case she asks that the party grant him final peace. If the party is 7th level, it's 200 gp. If the party is 9th level, it's 400 gp.

The Order's Justice. After years of gathering evidence, the Order of the Magi has confirmed that Moren's experiments involve trafficking with demon princes. A senior member of the Order named Magister Joss approaches the party with an execution warrant. He offers them 100 gp per character to infiltrate the tower and eliminate Moren, providing them with a *staff of the unblinking eye* that will locate magical exterior and interior tower defenses. If the party is 7th level, it's 75 gp per character. If the party is 9th level, it's 120 gp per character.

MOREN'S SPIRE

Moren's tower stands atop a barren hill in the Felspine region, its dark silhouette a stark contrast against the wasteland sky. The tower is accessed by a single path that winds up the hillside, though approaching it proves to be no simple task. Unless otherwise stated, the tower's features are described as follows:

Ceilings, Walls, and Floors. The tower is constructed of enchanted blocks of inky stone that have been magically fused together. Exterior walls are three feet thick. Ceilings throughout the tower reach 15 feet high in the main chambers. The tower's construction is reinforced with

magical wards; its walls, floors, and ceilings cannot be damaged or altered by spells of 5th rank or lower.

Doors. Doors within the tower are made of heavy iron-bound oak with ornate demon-faced knockers. They have AC 24, Hardness 16, and 60 Hit Points (Break Threshold 30). All doors swing inward and are kept locked unless otherwise noted. Each can be opened with four successful DC 25 Thievery checks or a successful DC 30 Athletics check to Force Open, though the knockers are enchanted with the *embed message* spell (DC 23) to animate and scream if anyone attempts to pick their locks.

Light. The tower is lit by perpetual magical flames that burn with an eerie purple hue in wall-mounted sconces. These lights cannot be extinguished by normal means.

Arrow Slits. Arrow-slit embrasures throughout the tower are narrow and reinforced with iron lattices. They provide dim light during daylight hours but are too small for Medium-sized creatures to pass through.

Windows. The tower features leaded glass windows in various chambers, particularly in the upper levels. Each window has AC 22, Hardness 14, and 40 Hit Points (Break Threshold 20). The windows are fixed in place—Forcing Open one requires a DC 28 Athletics check and produces a loud screech that alerts the tower's occupants.

Exterior Defenses. Unexpected visitors to the tower are treated with extreme suspicion and potentially outright hostility. The tower maintains several security measures:

- Four spectral eyes, as per the *scouting eye* spell, perpetually patrol the exterior of the tower in a set pattern. Each eye is connected to a scrying mirror in Moren's quarters, allowing anyone at the mirror to Sustain one eye directly and Seek through it. An eye can be destroyed with any damage (AC 10) or disabled with *dispel magic* (counteract rank 5th, counteract DC 26).
- The hill surrounding the tower is warded with several *alarm* spells heightened to 4th rank. These can be detected with a casting of *detect magic* and bypassed with Stealth (DC 23) or disabled with *dispel magic* (counteract DC 23).
- Four **phades** (*Pathfinder Monster Core*) also patrol the tower's perimeter, instructed to capture rather than kill any intruders when possible. They attempt to capture stragglers or scouts separated from a group alone, but wait to gather equal numbers against a tightly grouped party.

Adjusting the Security. If there are not exactly four PCs, adjust the number of phades to match that number. If the party is 7th level, the creatures have **weak adjustments**. If the party is 9th level, the creatures have **elite adjustments**.

TOWER NPCs

Grendel the Butler. Dressed in a tattered black suit (he/him) that hangs loosely on his emaciated frame, Grendel's face is concealed by a burlap sack with sewn-on button eyes. Despite his undeath, he maintains an unsettling cheerfulness and dedication to his duties. In life, he was Moren's first servant at the tower, a skilled cook and attentive butler who

made a single, fatal mistake—serving an important guest underdone lamb. His subsequent transformation into an undead servant has left his personality largely intact, though twisted into an eerily chipper caricature of his former self.

During encounters, Grendel maintains a macabre hospitality, offering to take coats or serve refreshments even in combat. He can be reasoned with and may assist the party if they treat him with genuine kindness—he particularly appreciates those who compliment his cooking or show interest in his recipes. He is magically bound to serve Moren in a way that prevents outright betrayal, however. Grendel uses **zombie lord** (*Pathfinder Book of the Dead*) statistics with Cooking Lore +9. If the party is 7th level, Grendel has **weak adjustments**. If the party is 9th level, he has **elite adjustments**.

Grendel spends most of his time in the kitchen (#12) preparing elaborate meals, though he can often be found meticulously cleaning various chambers or hosting imaginary tea parties in the staff quarters (#13).

Ser Heimart the Worthy. A tall knight (he/him) in ornate black armor decorated with Chthonian runes, Ser Heimart serves as Moren's captain of the guard. His unwavering loyalty stems from Moren saving his life after a demon's curse began slowly turning him to stone. Through dark magic, she halted the process, though half his face remains permanently petrified. His arrogance stems from genuine capability; he has never failed an assignment given by his mistress and views most intruders as beneath him.

Heimart can potentially be negotiated with, but only through displays of genuine strength or cunning that earn his respect. He has no patience for deception or flattery but might be swayed by direct challenges or offers of honorable combat. If bested in a fair fight, he acknowledges his opponent's worth and may even advocate on their behalf to Moren. Heimart uses **captain of the guard** (*Pathfinder*

NPC Core) statistics though he wears +1 resilient full plate and unless the party is 7th level he has elite adjustments (resulting in AC 27, or 29 with shield raised, Fort +17, Ref +15, Will +18, 105 HP, and +2 to all other checks, DCs, and damage). If the party is 7th level, Heimart lacks elite adjustments. If the party is 9th level, Heimart uses **drill sergeant** statistics (*Pathfinder NPC Core*) without adjustments.

Heimart can typically be found patrolling between the armory (#8) and his quarters (#14), or surveying the badlands from the balcony (#15).

Britta the Hesitant. A (she/her) young mage who initially came to study under Moren but quickly found herself trapped in a nightmare she couldn't escape. She witnessed several fellow apprentices transformed into undead after failing to meet Moren's expectations, and now lives in perpetual anxiety about making a similar mistake.

If approached carefully, Britta might provide information about the tower's defenses or Moren's sensibilities, though her terror makes her unreliable. She requires significant convincing that she won't face repercussions for helping the party. In combat, she fights halfheartedly unless directly threatened or observed by Moren or Ser Heimart. Britta uses **departmental chair** statistics (*Pathfinder NPC Core*). If the party is 7th level, Britta has weak adjustments. If the party is 9th level, she has elite adjustments.

Britta usually remains in the library (#17) or conservatory (#18), trying to stay out of Moren's way while maintaining the pretense of studying.

Digit. A supernaturally-sensing severed hand that scuttles through the tower's halls, Digit serves as Moren's spy within the tower as well as occasional prankster, communicating via a sort of truncated sign language. Originally the hand of a pickpocket who tried to steal from Moren, she found the animated appendage more useful than its original owner.

Digit maintains a mischievous personality and treats its duties more like an engaging game than actual work. It might be convinced to temporarily misdirect Moren's attention in exchange for trinkets that catch its fancy, particularly shiny objects or magical curiosities. However, its loyalty can be bought only temporarily—it genuinely enjoys its role in the tower and won't betray Moren in any permanent way. Digit uses crawling hand statistics (*Pathfinder Monster Core*) except its lifesense and tremorsense are both precise and extend 60 feet, and it has Perception +14, Acrobatics +14, Stealth +14, Thievery +14, AC 26, Fort +19, Ref +19, Will +21.

Digit scuttles all over the tower, but is most likely encountered either in the receiving hall (#3) or the library (#17), where it has made its nest.

Moren Reilyn. Clad in ornate robes of black silk (LE she/her) trimmed with gold filigree, Moren's ensemble is adorned with dozens of gemstones that pulse with an inner light. Her face remains hidden behind an elaborate golden mask inlaid with dark crystals, though her piercing gaze is visible through its eye slits. From a delicate chain, she

carries an ornate bronze censer that trails wisps of sickly-sweet incense—a tool that masks the acrid scent of her more unsavory experiments while simultaneously serving as a focus for her necromantic spells. Her voice is eerily melodious, and she speaks with calculated precision, every word carefully chosen.

She uses **spirit binder** (*Pathfinder NPC Core*) statistics with these changes:

- She has Perception +17, AC 26, Will +21, and 200 HP.
- She can't cast 7th-rank spells, has spell DC 29, and knows the following spells in place of the binder's at 6th rank: **6th vampiric exsanguination**, **summon undead** (typically a greater shadow; *Pathfinder Monster Core*)
- She knows the ritual *create undead*.
- She has resistance 10 to void and poison.
- **Steady Spellcasting** If Moren's spellcasting activity would be disrupted by a reaction, instead she attempts a DC 15 flat check. On a successful check, her spellcasting is not disrupted.

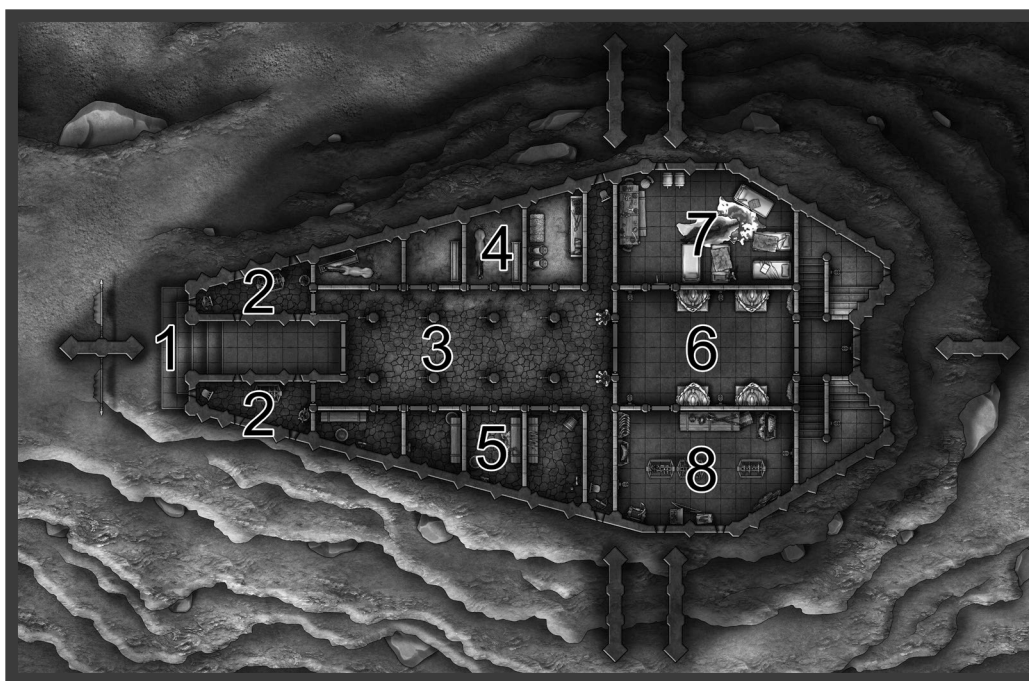
If the party is 7th level or has only three PCs, Moren has weak adjustments. If the party is 9th level, she has elite adjustments. She attempts to flee if reduced below 40 Hit Points.

Moren's exile has only intensified the drives that led to her downfall. She remains obsessed with pushing the boundaries of magical knowledge, particularly regarding the nature of life, death, and the beings of the Outer Rifts. Her transformation of servants into undead thralls stems as much from scientific curiosity as it does from punishment—each new creation is an experiment in the limits of necromantic manipulation. She desperately craves validation of her methods from those she considers intellectual peers, while simultaneously maintaining deep suspicion of anyone who shows interest in her work.

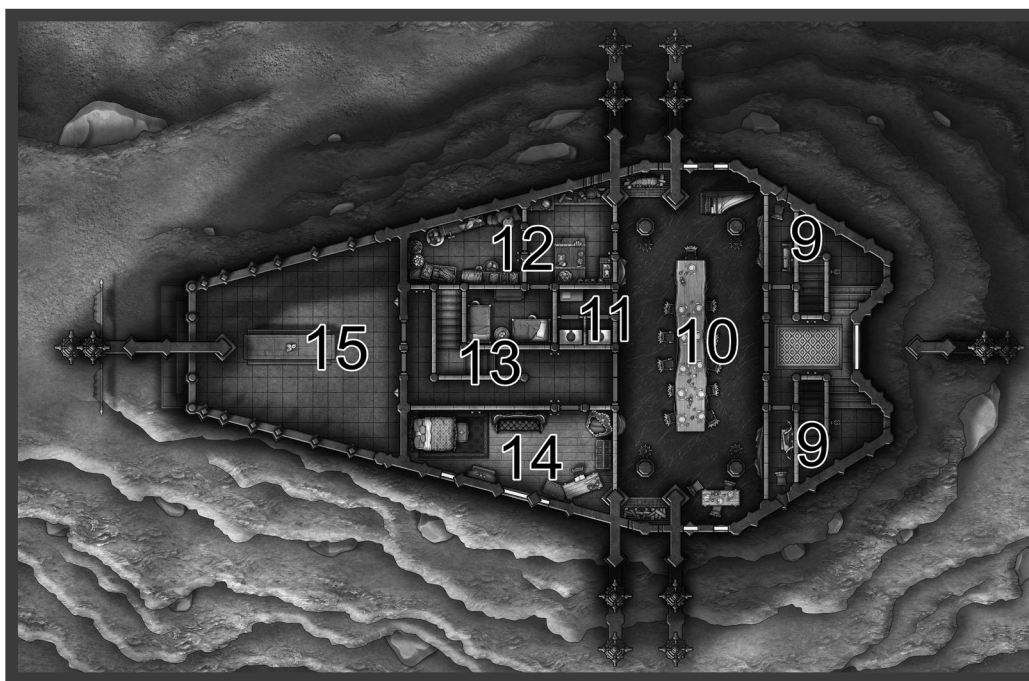
The party might successfully negotiate with Moren through careful appeals to her ego and ambition. She responds well to genuine interest in her research, particularly from those who can demonstrate magical aptitude of their own. Offers of rare magical knowledge or artifacts might sway her, as might the suggestion that the Order of the Magi has reconsidered its stance on certain forbidden practices. Those who present themselves as potential research collaborators may find her willing to share limited insights, though she never reveals her most crucial discoveries.

Her hospitality, however, is as precarious as it is conditional. She reacts with immediate hostility to any threat to her research materials, attempted access to restricted areas, or mentions of those who orchestrated her punishment. The sight of religious symbols or holy items puts her on edge, as does any display of disgust toward her experiments. Should she feel threatened, she fights with calculated precision, using her undead servants as shields while focusing spells on the most dangerous opponents. Her intimate knowledge of the tower's architecture and defenses makes her a particularly deadly foe on her home ground.

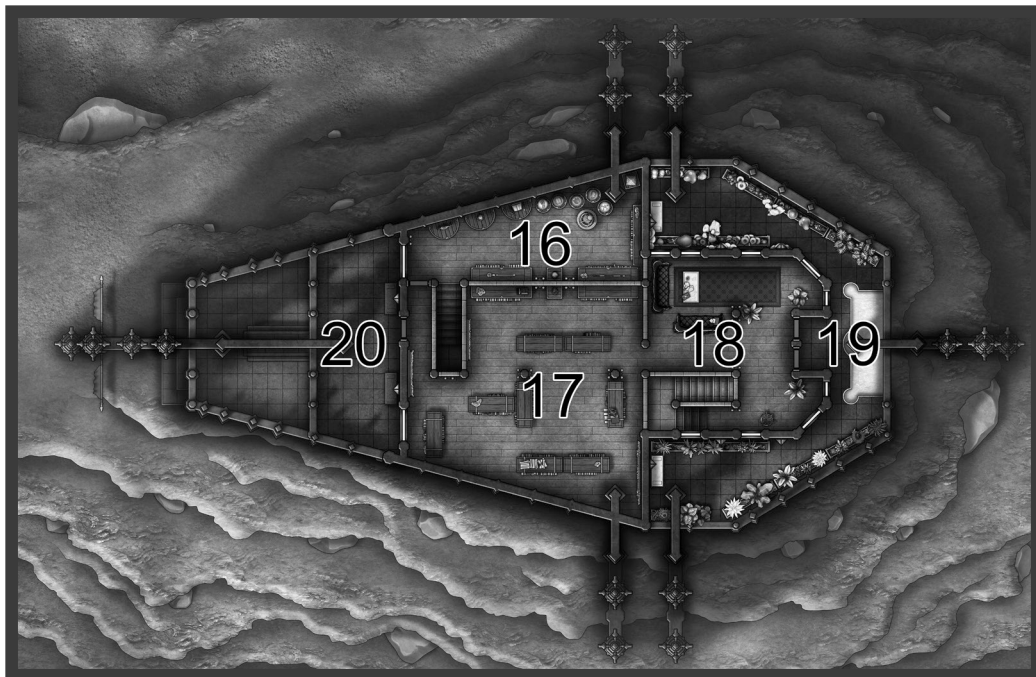
LEVEL ONE



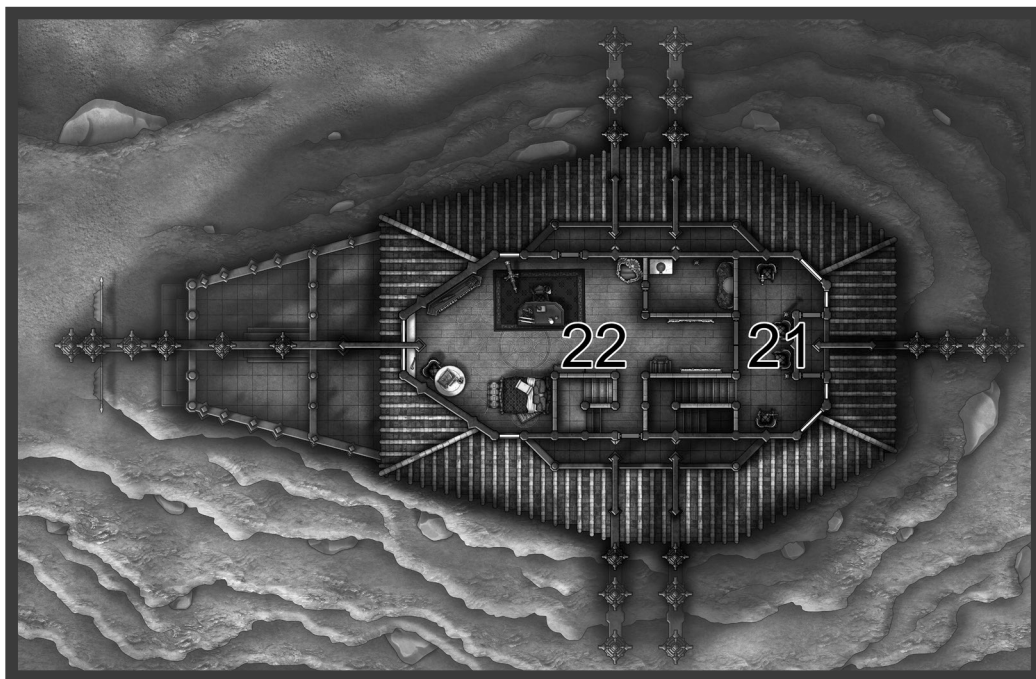
LEVEL TWO



LEVEL THREE



LEVEL FOUR



Moren divides her time between her quarters (#22), the reliquary (#16), and the rooftop (#23), though she occasionally holds court in the great hall (#10).

APPROACHING THE TOWER

The party's approach to Moren's tower will significantly influence their initial reception. While the tower maintains vigilant defenses against uninvited guests, Moren's ego and desire for recognition means she may entertain visitors who appeal to her intellectual vanity. The following section outlines likely scenarios for different approaches to the tower.

Open Approach. Visitors who approach the tower openly and directly along the path trigger the tower's alarm spells but are not immediately treated as hostile. One of Moren's scouting eyes approaches the party, through which she speaks:

"You stand before the sanctuary of Moren Reiyn. State your purpose, and do so carefully—I have little patience for time-wasters and even less for spies."

A successful skill check convinces Moren to grant an audience, particularly if the party:

- Expresses genuine interest in her research (DC 24 Persuasion or Deception)
- Claims to represent a scholarly institution (DC 21 Persuasion or Deception)
- Brings news from Samarahd (DC 24 Persuasion or Deception)
- Offers rare magical knowledge or artifacts (DC 21 Persuasion, DC 27 Deception, or DC 30 Arcana, DC 32 Occultism, or DC 30 Religion to say something that sounds impressive)

If granted entry, once reaching the tower, the party is greeted and escorted by the four **wights** posted outside into the receiving hall (area 3). They are expected to surrender any obvious weapons, though may keep other equipment.

Hostile Approach. Moren acts swiftly against those who seek to act against her interests. If the party:

- Tampers with any of the tower's defenses
- Fails to respond to the scouting eye's questioning
- Is caught attempting to sneak past the defenses
- Critically fails a Deception check

The tower responds with immediate hostility. The phades move to engage while servants within the tower assume defensive positions. Moren begins preparing defensive spells, and any subsequent attempts at diplomacy suffer disadvantage.

The following areas are keyed to the provided map of Moren's tower:

I. ENTRANCE

As the characters approach the tower, read aloud:

Carved into the barren hillside, the tower rises like a dark blade thrust into the sky. Tattered black banners bearing arcane sigils hang from dark iron crossbeams that frame the approach, swaying gently in the hot winds that sweep across the badlands. The path before you winds up to stone steps, at the end of which stand a pair of heavy iron doors. Three guards in black armor flank the entrance, their skeletal hands clasped around spears.

The entrance doors are made of reinforced iron decorated with silver filigree. They have AC 26, Hardness 18, and 72 Hit Points (Break Threshold 36). The doors are locked, though the spell lock has increased the Thievery DC to 29 and the Athletics DC to 34.

Low or Trivial Encounter: Exterior Guards. Three **cairn wights** (*Pathfinder Bestiary 2*) with **elite adjustments** guard the tower's entrance. They remain motionless unless an alarm has been raised, someone attempts to breach or damage the doors, they receive a mental command from Moren, or they are attacked. If the party comes within reach of the murder holes, the tower guards in area 2 can fire on them and the encounter becomes low. Otherwise, the encounter is trivial.

Adjusting the Encounter. If there are not exactly four PCs, adjust the number of wights by the difference: two against three PCs, four against five PCs, or five against six PCs. If the party is 7th level, the creatures have no adjustments. If the party is 9th level, the creatures use **hunter wight** statistics (*Pathfinder Book of the Dead*) with **weak adjustments**.

2. MURDER HOLE CHAMBERS

These identical chambers flank the tower's entrance, allowing defenders to rain attacks down on intruders. Arrow slits pierce the walls, offering views of the approaching path. Weapon racks line the walls, holding spears and crossbows. Barrels of ammunition and supplies are stacked neatly in the corners.

Encounter: Guards. A tower guard is present in each chamber, prepared to fire upon any interlopers. They use **bounty hunter** statistics (*Pathfinder NPC Core*) except that they have the undead and unholy traits instead of human and humanoid, they have darkvision and void healing, and they have immunity to bleed, death effects, disease, paralyzed, poison, and unconscious.

Adjusting the Encounter. If there are five or more PCs, add a **tower guard** to each murder hole chamber. If the party is 7th level, the creatures have **weak adjustments**. If the party is 9th level, the creatures have **elite adjustments**.

3. RECEIVING HALL

Two rows of thick stone columns support the vaulted ceiling. At the far end of the hall, two ornate braziers belch blue flames that cast dancing shadows across twin archways, their metal frames twisted into the shape of grasping claws.

This broad hall serves as a junction between different sections of the tower's lower level.

Trivial Encounter: Guard Patrol. Two **cairn wights** with **elite adjustments** and two **tower guards** ceaselessly patrol the receiving hall, occasionally tending to the stables as necessary.

Adjusting the Encounter. The number of creatures in the patrol should match the number of PCs. If there are only three PCs, remove a wight. If there are five or more PCs, add a **tower guard** for each PC beyond four. If the party is 7th level, the wights have no adjustments and the tower guards have **weak adjustments**. If the party is 9th level, the tower guards have **elite adjustments** and the wights use **hunter wight** statistics (*Pathfinder Book of the Dead*) with **weak adjustments**.

4. STABLES

The smell of hay and warm horseflesh fills this area. Three sturdy stalls line the wall, two occupied by magnificent steeds—one a midnight black stallion with eyes that glow faintly purple, the other a heavily-armored destrier bearing demonic sigils on its barding. Against the far wall, racks hold riding equipment and tack.

The middle stall is empty but shows signs of recent use. The leftmost stall houses Ser Heimart's destrier, while the rightmost stall contains Moren's personal mount.

Moren's Mount. This black stallion uses **nightmare** statistics (*Pathfinder Monster Core*) but cannot use its Ethereal Stride ability. A gift from one of her demonic contacts, the horse serves her willingly and attacks any unauthorized persons who approach.

Treasure: Equipment Chamber. An adjacent contains riding gear, spare tack, and maintenance supplies. A character who searches this area and succeeds on a DC 23 Perception check finds a concealed strongbox containing 120 gp worth of adamantine horseshoes.

5. CELL BLOCK

Four iron-barred cells line south wall of this chamber, heavy padlocks dangling from their open doors. Dark stains mar the stone floor, and the air carries the metallic scent of old blood. The western chamber holds various implements of torture—leather straps, iron brands, and cruel-looking tools arranged with disturbing precision.

The cells are currently empty. A careful examination of the middle cell reveals scratches in the wall that appear to be writing. A character who succeeds on a DC 20 Perception check can make out repeated references to "the voice from the walls" and "eyes in the darkness," along with a cryptic warning: "she doesn't change us to punish us—she's looking for something in our blood."

Characters seeking information about Callista's brother can find evidence of his fate here. A search of the torture chamber (DC 18 Perception) reveals a journal detailing recent 'subjects,' including an entry about a merchant's son who proved 'disappointingly unremarkable' in his response to demonic energies. The entry concludes by noting his transformation into one of the tower's wight guards—specifically one of those now posted at the entrance (#1).

6. VESTIBULE

Four marble statues dominate this chamber, each depicting a robed figure with hands clasped in contemplation. Their weathered faces bear expressions of serene wisdom, though shadows cast by wall-mounted braziers give them an unsettling aspect.

Doors exit this room in all directions. The statues are heavily inspired by Order of the Magi architecture. Moren installed them as a reminder of her former life, though their presence seems to unsettle her undead servants, who avoid lingering in this chamber.

7. BARRACKS

Five beds line this chamber, their sheets gathering dust. Large animal hides serve as rugs in the center of the room,

and barrels of drinking water rest near a simple wooden table. Only one bed shows signs of recent use.

These quarters once housed Moren's full complement of guards and servants, but now accommodate only Britta, as Ser Heimart quarters upstairs and the rest of Moren's faithful have been turned into the undead. A Search of the room with a successful DC 22 Perception check reveals Britta's hidden diary beneath her mattress, detailing her growing fear of Moren's experiments and failed escape attempts

8. ARMORY

Weapon racks and armor stands fill this chamber, many bearing arms of unusual design. Chests of ammunition rest against the far wall.

Moren's paranoia keeps the tower's armory stocked as if it could face full-scale assault at a moment's notice. Much of the weaponry here has never been used, and though mundane, it is generally in pristine condition.

#9. GUARD ROOMS

These identical rooms host a chair and a bow rack, allowing the posted guards to survey the tower's approach from the embrasures.

Encounter: Guards. A **tower guard** (see area #2) is present in each chamber, prepared to fire upon any interlopers.

10. GREAT HALL

Black marble floors gleam beneath a long wooden dining table, its surface marred by deep gouges and scorch marks. Ornate chairs with high backs line both sides, and metal sconces shaped like thorny vines line the walls. At the head of the table sits a throne-like chair adorned with bone inlays. A grand piano occupies the north wall of the chamber.

This hall serves as both dining room and meeting chamber. The table can seat twelve, though these days it rarely hosts more than Moren and her two living servants. A character who Investigates and makes a successful DC 20 Religion or DC 23 Arcana or Occultism check reveals Chthonian runes are subtly burned into its length, evidence of the table's dual purpose.

Treasure: Silverware. Each piece of cutlery that Grendel has laid meticulously atop the table is worth 10 gp. There are six pieces.

11. PRIVY

There is nothing of value here.

12. KITCHEN AND PANTRY

The scent of fresh-baked bread mingles oddly with the tower's pervasive decay. A large hearth dominates the kitchen's north wall, where a spit holds what appears to be a roasting boar. Wooden counters line the walls, laden with fresh produce and preparation tools. The adjacent pantry holds barrels of preserved goods and shelves of dried ingredients.

Despite his undead state, Grendel maintains an immaculate kitchen, preparing elaborate meals that his mistress rarely bothers to eat. The fresh ingredients are regularly delivered by the closest available farmers, who are too fearful of Moren to refuse her coin.

13. STAFF QUARTERS

Two simple beds occupy this chamber, their blankets immaculately made despite clear signs of disuse. A wooden barrel serves as a small table between them, topped with a half-melted candle. Rotting flowers placed throughout the room lend the air an unsettling sweetness.

Grendel maintains this room as if living servants still resided here, obsessively making the beds each morning. He's taken to arranging flowers throughout the room and speaking to imaginary occupants—a manifestation of his fractured psyche dealing with isolation.

Hidden Cache. A character who makes a successful DC 23 Perception check uncovers a loose stone in the wall. Behind the stone, Grendel keeps a collection of personal items belonging to previous servants and guards—now undead or worse—including a journal detailing the tower's gradual descent into darkness described in the adventure background.

14. HEIMART'S QUARTERS

This well-appointed chamber features a bed draped in fine silk and a polished oak desk. A plush loveseat sits near an ornate mirror, and an iron-bound chest rests against the east wall. Heavy black curtains frame narrow windows that overlook the surrounding landscape.

Heimart maintains his quarters with military precision. The desk holds tactical maps and patrol schedules for the tower's defenses.

Treasure: Heimart's Chest. The chest against the east wall can be opened with four successful DC 25 Thievery checks. Inside is a *spiritsight ring* (*Pathfinder Treasure Vault*), 40 gp in a velvet pouch, and letters from his late lover, dated many years ago.

15. BALCONY

This open balcony offers a commanding view of the wasteland below. The constant wind carries grit from the badlands, coating every surface in a fine layer of dust.

Heimart often uses this vantage point to survey the surrounding territory. A spyglass rests in a weatherproof case near the door.

16. RELIQUARY

Glass-fronted cabinets and wooden shelving units line the walls of this chamber, displaying various curiosities: preserved specimens in jars, weathered tomes, and items of obvious magical significance. Brass measuring instruments and tools rest atop wooden tables.

This is where Moren collects and preserves items of arcane significance.

Treasure: Moren's Collection. Notable items include:

- A jar containing a preserved demon's hand
- A crystalline orb that perpetually weeps blood
- An *immovable rod*

17. LIBRARY

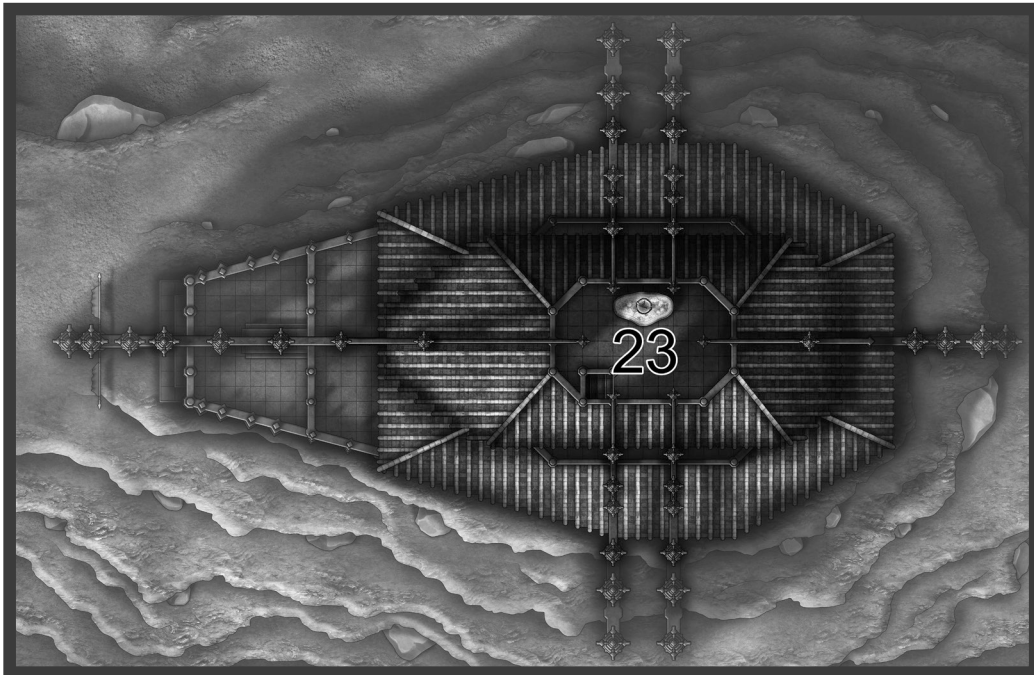
Floor-to-ceiling shelves dominate this chamber, packed with leather-bound tomes and scrolls. Brass reading lamps cast a warm glow over the interior.

A character who makes a successful DC 18 Perception check notices a conglomeration of crumbled papers and trinkets perched atop a shelving unit. Digit, the animated hand, has made a nest for itself. A character who spends 20 minutes Investigating some of the materials here and succeeds on a DC 25 Arcana, 23 Occultism, or 23 Religion check learns about Moren's research into the corrupting effects of demonic energies on various bloodlines in the pursuit of synthesizing new hosting vessels for powerful entities

Treasure: Spell Scrolls. A character who makes a successful DC 23 Perception check finds a wooden box tucked deep into a shelf containing a *scroll of bestial curse* (Player Core 2), a *scroll of vampiric feast*, and a *scroll of summon undead* (4th rank).

Adjusting the Treasure. If the party has only three PCs, there is no *scroll of vampiric feast*. If the party has six PCs, there is a second *scroll of bestial curse*. If the party is 7th level, the *scroll of summon undead* is 3rd rank. If the party is 9th level, the *scroll of summon undead* is 5th rank.

ROOFTOP



18. CONSERVATORY

Two burgundy loveseats face a grand window looking out into the garden beyond. Potted plants line the walls, while a small table between the seats holds a silver tea service.

This is where Moren occasionally entertains guests. The plants here are healthy and unremarkable.

19. GARDEN

An array of exotic plants fills this sheltered, U-shaped space, their colors unnaturally vivid. A pool of luminescent water occupies the eastern section of the room. The air here is thick with a sickly-sweet perfume.

Moren uses this garden to grow reagents for her experiments. Many of the plants here are mutations—normal specimens exposed to demonic energies and necromantic magic over time. Petals pulse like beating hearts, leaves whisper in indecipherable tongues, and flowers track movement like predatory eyes. A character who makes a successful DC 18 Nature check can identify several rare species of plants and herbs in this chamber useful for magical purposes and alchemical concoctions.

Treasure. A character can gather alchemical ingredients worth 50 gp in this room by succeeding at a DC 23 Survival check or DC 20 Herbalism Lore check.

20. UPPER BALCONY

This windswept balcony holds nothing of interest.

21. UPPER LANDING

Several high-backed chairs upholstered in black leather line the walls of this landing. Windows offer limited views of the wasteland below, while iron-bound double doors mark the entrance to Moren's private chambers.

Trivial Encounter: Guard Post. Two **cairn wights** with elite adjustments and two **tower guards** are stationed here at all times, vigilantly guarding access to Moren's quarters.

Adjusting the Encounter. The number of creatures in the patrol should match the number of PCs. If there are only three PCs, remove a wight. If there are five or more PCs, add a **tower guard** for each PC beyond four. If the party is 7th level, the wights have no adjustments and the tower guards have weak adjustments. If the party is 9th level, the tower guards have elite adjustments and the wights use hunter wight statistics (*Pathfinder Book of the Dead*) with weak adjustments.

22. MOREN'S QUARTERS

Arcane diagrams cover the wooden floor of this grand chamber. A massive canopied bed dominates one wall, while an ornate desk faces away from a mounted spyglass aimed at the horizon. A tall mirror in a silver frame stands in one corner, its surface occasionally rippling with ethereal images. A plush chair crowds a circular table bearing alchemical apparatus.

This is where Moren conducts her most sensitive research and takes her rest. The doors to the room are warded with an *alarm* spell (DC 28) that triggers if anyone other than Moren enters without permission. An adjoining chamber contains a marble bath and wash basin.

Scrying Stations. The mirror and spyglass work in tandem with Moren's patrolling scouting eyes. Through them, she can observe any location within sight of the eyes or within the tower itself. A character who succeeds on a DC 24 check to Identify Magic can determine how to use these devices.

Moren's Notes. Cluttered across and within the desk in this room are Moren's latest writings. A character who spends at least 10 minutes Investigating the available documents learns that Moren occasionally fills the cells of her tower through a network of mercenary scouts who kidnap travelers from the remote regions of the Badlands—people unlikely to be missed or searched for. Many of her victims are wandering scholars or hedge mages drawn to the Badlands' mysteries. Through these subjects, Moren studies how different bloodlines react to demonic corruption, searching for those rare few whose bodies might accept rather than reject exposure to demonic energies. Her ultimate goal appears to be the creation of vessels capable of hosting powerful demonic entities.

Treasure: Items of Interest. Notable items in the room include:

- The Grimoire of Vexing Dreams (if using that adventure hook)
- A *greater staff of summoning*
- 200 gp in a locked chest near the foot of the bed (four DC 25 Thievery checks to Disable)

Adjusting the Treasure. If the party is 7th level, the staff is a standard *staff of summoning*. If the party is 9th level, the chest also contains a *moderate potion of void resistance*.

#23. ROOFTOP

An enormous amethyst dais dominates this open rooftop chamber, its crystalline surface etched with intricate runes that pulse with purple light. Shadows dance across the dark stone walls as the dais's energies fluctuate, and the constant winds of the badlands carry the whispers of otherworldly voices.

This ritual space serves as Moren's most powerful magical focus—her point of communion with the Outer Rifts. The dais is powered by centuries of accumulated magical energy and demonic pacts.

Hazard: Corrupted Ground. Any non-unholy creature that can't cast occult spells that starts its turn in this chamber must succeed on a DC 23 Will save or take 3d6 mental damage.

Demon Gate. If Moren is reduced to half her Hit Points or lower while in this chamber, she can spend 2 actions to channel the dais's power, conjuring either:

- Two **brimorak** demons (*Pathfinder Monster Core*) or
- One **succubus** demon (*Pathfinder Monster Core*)

The conjured demons are bound to her will and fight until destroyed, but do not have the summoned trait. She can only perform this summoning once per day.

Treasure: The Dais. The amethyst dais radiates powerful magic. If destroyed (AC 26, Hardness 18, 200 Hit Points, Break Threshold 100), its remnants are worth 300 gp, though handling the corrupted crystal risks 1d6 mental damage unless the handler succeeds at a DC 20 Will save.

Adjusting the Treasure. If the party is 7th level, the dais is worth 200 gp. If the party is 9th level, the dais is worth 400 gp.

AFTERMATH

The consequences of this adventure depend heavily on how the party dealt with Moren and her servants. If Moren is killed, the Order of the Magi quickly moves to secure the tower and its contents. Any surviving servants face legal justice, though those transformed into undead are swiftly destroyed. If Moren survives but the party successfully steals from her, she becomes obsessed with revenge, potentially becoming a recurring antagonist. Should the party manage to negotiate with her successfully, they might gain a powerful but unreliable ally—one whose methods remain questionable but whose knowledge could prove invaluable.

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