



Sentence of the Sinlord

BY MATT DALEY

Pathfinder
ROLEPLAYING GAME COMPATIBLE



Sentence of the Sinlord

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Sentence of the Sinlord © 2020, Legendary Games;
Author: Matt Daley.

ISBN: 9798616269874

First printing March 2020.

Printed in USA.



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SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [d20PFSRD](#). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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BOOKS REFERENCED

The following superscript notations are used to denote references to official *Pathfinder Roleplaying Game* rulebooks and supplements as well as additional third-party resources.

- | | |
|---|---|
| AB = <i>Advanced Bestiary</i> by Green Ronin Press | COTCT= <i>Collected issues #7-#12 of the official Pathfinder Roleplaying Game series of path adventures</i> |
| ACG = <i>Pathfinder Roleplaying Game Advanced Class Guide</i> | C&C = <i>Softcover guide for characters who utilize cohorts and companions</i> |
| AG = <i>Pathfinder Roleplaying Game Adventurer's Guide</i> | GG = <i>Pathfinder Roleplaying Game Gamemastery Guide</i> |
| AP38 = <i>Issue #38 of the official Pathfinder Roleplaying Game series of path adventures</i> | HA = <i>Pathfinder Roleplaying Game Horror Adventures</i> |
| AP61 = <i>Issue #61 of the official Pathfinder Roleplaying Game series of path adventures</i> | ISB = <i>Softcover guide to monsters in the lands of the Inland Sea</i> |
| AP88 = <i>Issue #88 of the official Pathfinder Roleplaying Game series of path adventures</i> | ISG = <i>Hardcover guide to gods in the lands of the Inland Sea (see OGL).</i> |
| AP114 = <i>Issue #114 of the official Pathfinder Roleplaying Game series of path adventures</i> | ISM = <i>Softcover guide to magic in the lands of the Inland Sea (see OGL).</i> |
| AP124 = <i>Issue #124 of the official Pathfinder Roleplaying Game series of path adventures</i> | MA = <i>Pathfinder Roleplaying Game Mythic Adventures</i> |
| AP126 = <i>Issue #126 of the official Pathfinder Roleplaying Game series of path adventures</i> | MaTT = <i>Softcover companion for magic tactics</i> |
| AP133 = <i>Issue #133 of the official Pathfinder Roleplaying Game series of path adventures</i> | MC = <i>Pathfinder Roleplaying Game Monster Codex</i> |
| AP138 = <i>Issue #138 of the official Pathfinder Roleplaying Game series of path adventures</i> | MHH = <i>Mythic Hero's Handbook</i> by Legendary Games |
| APG = <i>Pathfinder Roleplaying Game Advanced Player's Guide</i> | MTT = <i>Softcover companion for melee tactics</i> |
| ARG = <i>Pathfinder Roleplaying Game Advanced Race Guide</i> | OA = <i>Pathfinder Roleplaying Game Occult Adventures</i> |
| A&L = <i>Softcover guide to legends and artifacts</i> | PA = <i>Pathfinder Roleplaying Game Planar Adventures</i> |
| B1 = <i>Pathfinder Roleplaying Game Bestiary</i> | PFU = <i>Pathfinder Roleplaying Game Pathfinder Unchained</i> |
| B2 = <i>Pathfinder Roleplaying Game Bestiary 2</i> | POTR = <i>Softcover companion for characters who follow righteous paths</i> |
| B3 = <i>Pathfinder Roleplaying Game Bestiary 3</i> | PSS8-25= <i>25th adventure of the 8th season of official Pathfinder Roleplaying Game organized play</i> |
| B4 = <i>Pathfinder Roleplaying Game Bestiary 4</i> | ROTR = <i>Collected issues #1-#6 of the official Pathfinder Roleplaying Game series of path adventures</i> |
| B5 = <i>Pathfinder Roleplaying Game Bestiary 5</i> | SoP = <i>Spheres of Power</i> by Drop Dead Studios |
| B6 = <i>Pathfinder Roleplaying Game Bestiary 6</i> | UC = <i>Pathfinder Roleplaying Game Ultimate Combat</i> |
| CH = <i>Softcover guide to constructs</i> | UE = <i>Pathfinder Roleplaying Game Ultimate Equipment</i> |
| CoP = <i>Softcover companion for characters who champion purity</i> | UI = <i>Pathfinder Roleplaying Game Ultimate Intrigue</i> |
| CoS = <i>Softcover companion detailing a city filled with strangers</i> | UM = <i>Pathfinder Roleplaying Game Ultimate Magic</i> |
| | UW = <i>Pathfinder Roleplaying Game Ultimate Wilderness</i> |
| | WMH = <i>Softcover companion for weapon masters</i> |
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WELCOME TO ADVENTURE PATH PLUG-INS

When you see the “Adventure Path Plug-In” logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we’ve assembled the best of the best of current gaming authors, designers and layout experts so you can feel comfortable that Legendary Games products will be the most creative, rules-legal, and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they’re also designed for easy inclusion in your home game regardless of what campaign you run.

WHAT'S AN ADVENTURE PATH PLUG-IN?

You will see us use phrases such as “Return of the Sinlords Campaign” instead of the title of the official Adventure Path, issues #133-138. This is in reference to the Adventure Path which this product ties into, but which we can’t use the name of.

In fact, the entire adventure of “Sentence of the Sinlord” is intended to serve as an alternative to the ending of “Return of the Sinlords,” an ending which we felt conflicted with characterizations of its primary benefactor (rendered here as Kazsethil). A great deal of fascinating and nightmarish lore has been developed for Kazsethil’s canonical counterpart, and this adventure intends to explore the full magnitude of Kazsethil’s millennia-spanning machinations and what they mean for the past, present, and future.

Detailed below are list of characters and terms which are directly analogous to terms used in “Return of the Sinlords” and previous adventures which built up to it. GMs are welcome to use the original names or to adopt the new ones as they see fit.

Avatal: A long; forgotten human nation from which the Sinlords first came to Larisen. Destroyed by the Aboleths alongside Phenesiril.

Eimha: Ancient Avatali god of secrets whose cult was thought destroyed by the Veiled Masters.

Eldest Lamia: Mother of the Lamia race and sworn enemy to the goddess of death.

Federia: Demon Lord of Blood, Debauchery and Vampirism who was once an Avatali noblewoman.

Isolde and Pelurian: Two of the heroes who defeated Queen Hereslyn. GMs may wish to use characters from other campaigns in place of the adventurers here.

Kazsethil: An ancient, immortal, and immensely powerful mage who once ruled over much of Larisen. A specialist in Sin Magic who strongly favored the school of enchantment (also known as Lust magic).

Larisen: A wild nation of rural communities, city: states, and a variety of tribal societies both human and inhuman. Once the basis of the ancient empire of Phenesiril.

Magdra, Preyta, Theyl, and Weylan: Four heroes who killed the Sinlord of Greed when he tried to rise several years before. GMs may wish to use characters from other campaigns in place of the adventurers here.

Monalar: An Empyrean Lord who presides over arcane magic and ancient relics.

Onia: A powerful Avatali wizard and philosopher who brought the Sinlords to Phenesiril.

Paragon’s Torch: An ancient lighthouse built to resemble a giant stone image of Kazsethil.

Phenesiril: An ancient empire of spectacular cultural and magical achievement, divided among the constantly warring Sinlords.

Queen Hereslyn: A powerful bard who recently ruled over Rasonia and sought to become immortal in the same manner as Kazsethil before being violently overthrown by a party of heroic adventurers.

Rasonia: Once the seat of Kazsethil’s great empire before its destruction by the Aboleths. Has since been rebuilt and transformed into a wealthy and influential city: state.

Sanguine Locus: A powerful artifact which can grant the wielder immortality at the cost of a blood sacrifice.

Septemplex: A seven: pointed star symbol common in Phenesiril artwork and iconography, a symbol of Sin Magic.

Sinlords: A group of powerful mages, each specializing in a unique element of Sin Magic, who ruled over the great nation of Phenesiril in ancient times.

Sin Magic: An ancient and powerful form of magic tied to an embrace of ideological extremism in relationship to a certain deadly sin.

Zeluci: Kazsethil’s favored concubine and also his champion chosen to wield the Sword of Lust.



DIFFICULTY AND SEALING THE ADVENTURE

Given that the player characters of Return of the Sinlords shall have recently beaten a CR 25 final boss fight during which they were likely already 20th level, they will likely be at a level of power where scaling up any further would be difficult. *Mythic Tiers*^{MA} are the most reasonable option for continuing to enhance their abilities, and GMs wishing to modulate the difficulty of this adventure can do so by altering the number of mythic tiers the player characters possess. The GM need not bestow all of this ranks at once, and may even want to provide a period of extended adventuring before the players enter the Crimson Ziggurat (this works especially well if the characters were thrown across time at the end of the 138th Adventure Path, as they may gain mythic tiers in the process of finding a way to return to the present.

The following mythic tiers are advised for varying difficulties of gameplay through this adventure.

Mythic Tiers 9-10: Easy. Few opponents beyond Kazsethil himself provide a serious threat to the players

Mythic Tiers 6-8: Relatively easy. Players are still at risk of being taken down by particularly strong enemies, but should have enough to firepower to push through all but the toughest fights without too many complications

Mythic Tiers 3-5: Baseline difficulty. Players will have lots of powerful options but will likely need to employ them frequently to deal with the variety of powerful threats within the Crimson Ziggurat

Mythic Tiers 1-2: Quite difficult, but the party has some powerful tools in their arsenal to deal with major threats

No Mythic Tiers: For maximum difficulty. Players should prepare for a brutal dungeon crawl with numerous incredibly difficult encounters.

Another way to alter the difficulty of the adventure would be to alter the time that the players have to clear the dungeon before Kazsethil completes his ritual, limiting the number of rests that players are allowed to take during the adventure. A more extreme challenge may even limit the total number of combat rounds that the PCs are given in order to defeat Kazsethil, although such a process may be very logistically difficult and is not recommended.

The third method to alter difficulty would be to implement the altered mythic rules detailed in *Mythic Hero's Handbook*, diminishing the overwhelming power that mythic power offers characters. Implementing many of the alternate rules detailed in the "Mythic Miscellany" chapter can help to stabilize a volatile or overly swift mythic adventure.

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FOREWORD

Finales are something that I love writing and something I dread writing at the same time, and I'm sure I'm not alone in this sentiment. There's something special about having the opportunity to cap off a grand narrative, to bring together something that has been developed for many months (or depending on your perspective, many years) and lay the final stone that would make it a complete work. Making a finale yourself is also an assurance that whatever you're doing is going to be finished, your vision realized without having to rely on any other resources to pick up where you left off. On the other hand, the ending is also the point where pressure is at its highest, and any mistakes you make at this point can't be reshaped or reinterpreted in further developments. The whole narrative rides on the ending, and we've all seen what happens to a story when the payoff doesn't live up to the buildup. All of this applies double when you're writing the ending of a story which isn't of your own creation, as I am.

With all that in mind, a number of readers are probably wondering why the heck I spent so much time and energy writing this adventure, an Adventure Path Plug-In that's effectively designed to revise the ultimate outcome of an Adventure Path that had already been built up by years of lore and more adventures than most groups could even dream of playing through. The put it simply, I wrote it because I love what has been created with the world of Pathfinder. At the same time, I felt that my interpretation of certain events and characters differed substantially from the interpretations of other writers, to the point where I thought things would ultimately play out in a very different manner from what they have written. Initially, this adventure was going to simply be the climax of my home campaign (from which I've inserted a few little easter eggs), and I'm thankful to Jason for taking a chance on this idea to give it a shot at publication.

Now, let me just say that this adventure is not an attack on any particular game designer or company, nor is it intended to be "canon" insofar as a written RPG adventure can be. When I call this project an alternative interpretation of the semifinal *Pathfinder Roleplaying Game* Adventure Path, that's exactly what I mean. I do not intend for this adventure to try and replace the ending of the 138th Adventure Path and I respect the decisions of everyone who wrote that ending as well as anyone who chooses to run it as it is written. Contained within this book is simply another interpretation of characters and events which GMs are free to use or ignore

as they see fit. The Pathfinder Roleplaying Game was created by a dedicated group of gamers with a distinct vision of how things should work, after all, and to try and impose some sort of set continuity or ironclad structure with this adventure would go against the spirit of this fantastic RPG and the community around it.

Speaking of differing visions, I feel it important to discuss the schism bubbling within the Pathfinder community as I write this. The rise of a new edition is often a time of violent emotions in the gaming community, and change (whether good or bad) is met with resistance far more often than not. There are going to be a number of gamers who make their way to the new version of Pathfinder and a number who continue to enjoy the original. This adventure explores the fears and hopes that come with change, what with the universe-warping implications of Kazsethil's plan. In fact, this adventure's ending may be a great avenue for changing the construction of your game world, with Kazsethil or the PCs potentially using the Sanguine Locus to convert the universe to the new edition's rules (Although I personally get a chuckle out of the Sinlord trying to revert existence to the 3rd edition of the world's most famous roleplaying game). Regardless of what the future may hold for both iterations of Pathfinder, the most important thing to remember going forward is to respect the views of gamers and game designers who think differently from you. Folks have just as much of a right to stick with their immense array of customization options as they do to pick up the streamlined new mechanics, and vice versa. We're all gamers who love our hobby for our own reasons, and nobody benefits from being exclusionary or hostile.

As I present to you all this epic adventure, I would like to thank everyone who has helped to make the *Pathfinder Roleplaying Game* and its lore so compelling. My heart goes out to all of the designers and writers who have not only inspired me to undertake this project but have also given me the mechanics to fulfill my vision. My heart also goes out to all the gamers whose passion has enabled us designers to achieve everything we have with the Pathfinder Roleplaying Game. I haven't been here nearly as long as many of you, but my brief time with you all has had some incredible moments.

Thank You All and Enjoy!

Matt Daley

ADVENTURE BACKGROUND

Ancient texts tell of seven incredibly powerful mages who came to the shores of Larisen from the mystical lost continent of Avatal in an age naught remembered. Blessed by fate and imbued with distinct magical skills of incredible magnitude, the seven of them raised a tremendous magical empire of Phenesiril which endured for a thousand years. Tremendous feats of magic and monoliths of art and culture which would remain unrivaled for millennia thrived under their rule in Phenesiril. Only by the intervention of the mages' old enemy, the Aboleths, was their reign ended, the era of legend extinguished. Avatal sank deep beneath the sea just as Phenesiril was reduced to ash, the glory and civilization they brought wiped from this world.

What these stories omit, however, was the great price of blood and misery with which these edifices of advancement were wrought. The seven immortal mages, whose excess and cruelty earned them the mantle of the Sinlords, plotted against each other from the day Phenesiril was founded, the destruction of their empire merely driving their conflict to the endless expanse of the multiverse.

Eventually, however, the endless battle of the Sinlords returned to Larisen, with only two of the original seven left alive. In an epic display during which the skies rained fire over the ancient city of Rasonia, Kazsethil, Sinlord of Lust, slew his final opponent, raising her severed head aloft and declaring himself the one true lord of Phenesiril.

The peoples flocked to their returning champion, their hero for whom Larisen had waited for since antiquity, their hero who would not only restore Larisen to its former glory but would remake the empire of Phenesiril as a nation even greater than it had ever been. Rulers willingly handed their crowns thrones over to Kazsethil, while beasts and tyrants of all shapes swore fealty to the returned Sinlord. Not a soul existed in Larisen who would oppose the legendary wizard, the nation wholly convinced that this champion's absolute and eternal dominion would be a blessing.

A small number of heroes knew the truth of Kazsethil's own tyranny, his madness, his hunger for absolute control which would soon bring ruin not only upon Larisen but upon all human civilizations past, present, and future. However, Kazsethil has been thorough, trapping these powerful enemies in ancient times where they are helpless to oppose his machinations.

Yet Kazsethil underestimates the tenacity of his remaining foes, opponents both mortal and immortal who know of his ultimate plans and the catastrophes they will wreck upon the multiverse. Through their efforts, these enemies have returned to the present so that the ancient mage may finally be wiped from the multiverse. Deep within his ancient fortress of the Crimson Ziggurat, Kazsethil completes the final steps in his plan to transcend mortal existence regardless of what it may cost.

ADVENTURE SUMMARY

The PCs receive a message from a Wizard named Isolde, arranging a meeting with them in a secluded location. Isolde informs the PCs that a powerful wizard known in ancient times as the Sinlord Kazsethil has returned and imposed his will over the city of Rasonia, having captured a powerful artifact known as the Sanguine Locus with plans to use it.

The PCs travel to Rasonia and enter the castle, finding a secret passage into Kazsethil's hidden Citadel beneath. What ensues is a complex crawl through the Sinlord's heavily-fortified domain, pitting the PCs against a variety of powerful enemies which Kazsethil has bound to his service. Through these interactions, Kazsethil's larger vision is unearthed, a dream which transcends immortality and even the concepts of godhood. Eventually, the PCs go beyond Kazsethil's magnificent facade and enter hidden catacombs rife with the Sinlord's twisted anxieties. Eventually, the PCs confront Kazsethil in his extraplanar sanctum, where their victory over him ensures the continued existence of their world.

PART 1: INTO THE CITADEL

Perhaps having just returned the present after their exile through time, the PCs receive a *Sending* spell from a pair of powerful individuals, a Human Wizard who has hidden herself away in a private demiplane. The *Sending*'s words are as follows:

Brave heroes, I implore your aid. Sinlord Kazsethil has returned, establishing complete dominion over Larisen. Travel to Paragon's Torch if you wish to learn more.

Paragon's Torch is a ruined lighthouse in the swamps of Southern Larisen, long since plundered of its riches by other adventurers (if any of the PCs happened to have participated in Adventure Path 62, they will recognize the location).

Created by Kazsethil long ago to illuminate a now-vanished city, Paragon's Torch has since fallen into decay, its spells faded and its guardians slain. Paragon's Torch is perhaps the last place where Kazsethil would search for potential enemies, however, which is why the Wizard has chosen to meet the PCs at the base of the lighthouse.

The wizard introduces herself as Isolde, a powerful spellcaster who played a major role in the overthrow of Queen Hereslyn several years prior. When Kazsethil returned, Isolde and her companions were among the few who attempted to defy his rule. Kazsethil put down their rebellion quickly, employing his mastery over magic to not only subdue the opposition but also to turn many of them to his side. Many of Isolde's former companions now serve the Sinlord, some under magical compulsion but many of their own free will. Isolde then invites the PCs into a *Mage's Magnificent Mansion* that she has created on the island, which is warded by *Dimensional Lock* and *Mage's Private Sanctum* to ensure that Kazsethil cannot listen in on their conversation.

Isolde narrowly escaped Kazsethil's wrath, although she is no longer in a position to oppose the Sinlord. Not only has Kazsethil deprived her of her allies and all of her magical equipment, but he has also surrounded his base with a powerful *Antipathy* effect which prevents Isolde from approaching. The PCs are not subject to this *Antipathy*, however, and so have a chance of dethroning Kazsethil and stopping the Sinlord's ultimate machinations.

Although the true plans of Kazsethil are unknown, Isolde is aware the Sinlord has reclaimed an artifact known as the Sanguine Locus and taken it within his sanctum beneath the castle of Rasonia. What he plans to do with it is unknown, but Isolde knows firsthand that the Sanguine Locus is capable of incredibly and immensely dangerous feats. Hereslyn, a spellcaster with far less knowledge and experience than Kazsethil, used the Locus to create immensely powerful soldiers and nearly achieve immortality through a magical genocide. What Kazsethil could potentially accomplish using the Sanguine Locus is unknown and potentially catastrophic. Given the Sinlord's millennium-long reign of terror before the fall of Phenesisiril, a benevolent plot is immensely unlikely.

Isolde certainly isn't in fighting shape but is more than willing to share what information she does have. Castle Rasonia is shielded by a series of endlessly renewing wards that make scrying, teleportation, and dimensional into the Castle or the Sanctum beneath not only impossible but incredibly dangerous for the caster. If the players are going to go after Kazsethil, they will have to enter the city of Rasonia and fight their way through the Sinlord's countless defenses. That said, such a dangerous gambit is a necessity if the PCs are to stop Kazsethil's further machinations.

A1: EXTERIOR OF CASTLE RASONIA (CR 23)

Rasonia remains a bustling and vivid city following Kazsethil's takeover, as the Sinlord has done little to interfere with the immense commerce that flows through the city. The entry of the PCs into Rasonia should not raise any sorts of alarms, nor should any activity that doesn't directly involve Castle Rasonia. PCs should be free to gather information and even buy and sell gear as they wish (Rasonia, being a rather wealthy city, should contain most equipment and services that the PCs might seek out). Citizens have a very positive opinion of Kazsethil, but don't know much about the Sinlord's machinations (many will grow upset with the PCs if they use the term "Sinlord," bring up Kazsethil's ancient atrocities, or in any way insinuate that he is evil). It isn't hard to find out that Kazsethil hasn't been seen in a few weeks, having retreated into Castle Rasonia. If the PCs ask where the Castle is located, the citizens need simply point to it.

Castle Rasonia has been constructed atop a tremendous hill in the heart of the city, with the primary method of entrance being the front gates (flying into one of the castle's numerous sealed parapets or trying to break through a wall is an option, but this triggers several *Alarm* spells placed along the castle and is likely to force the players into an enclosed confrontation with the guards inside Castle Rasonia).

The exterior of Castle Rasonia is fortified by magic, with the walls and doors possessing 100 hit points per 5 feet and hardness 20. The exterior walls are 20 feet thick and the front doorway 5 feet thick.

Creatures: Two elite guardian troops and a draconal agathion stand outside the gates of Castle Rasonia, with their commander Pelurian in charge. Two additional elite guardian troops patrol the top of castle, but are only capable of attacking the party at range if they PCs remain on the ground. The troops, once loyal soldiers of Queen Hereslyn, have been lured to Kazsethil's service through his convincing words, powerful magics, and vast wealth. Pelurian was more difficult to convince but has since come to identify with Kazsethil's cause. Once a loyal ally of Isolde, the paladin now believes wholeheartedly that Kazsethil's dominion over Larisen is not only a boon for the nation but the only hope that it has for salvation. The draconal agathion has been bound by Kazsethil to fight off any intruders, and although it lacks the zealotry of the other soldiers it will nonetheless do everything in its power to stop the PCs from entering the castle.

Pelurian, despite his devotion to Kazsethil, remains a fundamentally good and noble person. Although incredibly

difficult, it is possible to convince Pelurian that he should cease his defense of Kazsethil. A DC 50 diplomacy check is sufficient to convince Pelurian to throw down his sword and to allow the PCs to enter the castle, with the Elite Guardian Troops and the draconal deferring to the Paladin's authority. Having fought against Kazsethil in the past and lost brutally, Pelurian is unwilling to enter the castle alongside the PCs unless they succeed at the Diplomacy check by 10 or more.

ELITE GUARDIAN TROOPS (2)

CR 18

XP 153,600

LN Medium humanoid (human, *troop*^{B6})

Init +10; Senses Perception +34

DEFENSE

AC 32, touch 13, flat-footed 28 (+12 armor, +5 shield, +2 Dex, +4 natural, +1 dodge)

hp 324 (24d8+216)

Fort +23, Ref +16, Will +15

Defensive Abilities troop traits

OFFENSE

Speed 30 ft.

Melee troop (10d8+12)

Space 20 ft.; Reach 5 ft.

Special Attacks arrow volley (DC 30), exotic armaments

TACTICS

In Combat: Elite guardian troops on the walls will hold position and attack from afar with arrow volley, while those on the ground will immediately rush the opponent, employing Spring Attack to force confrontations on their terms while wading in and out of melee. They will prioritize reigning in spellcasters, using Disruptive to render defensive casting difficult.

Morale: Elite Guardian Troops fight to the death unless they are commanded otherwise.

STATISTICS

Str 34, Dex 22, Con 24, Int 12, Wis 20, Cha 22

Base Atk +18; CMB +30; CMD 46

Feats Ability Focus (Arrow Volley), Diehard, Disruptive, Dodge, Endurance, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Spellbreaker, Spring Attack, Toughness

Skills Intimidate +35, Perception +34, Profession (soldier) +34

Languages Avatali, Common

SQ elite troop

SPECIAL ABILITIES

Arrow Volley (Ex) An elite guardian troop can fire a volley of arrows as a standard action. This attack takes the form of up to two lines with a range of 100 feet. These lines can each

start from the corner of any square in the troop's space. Each creature in any of these lines take 10d8 points of piercing damage (Reflex DC 30 half). The save DC is Dexterity-based.

Elite Troop (Ex) As a highly trained and well-equipped unit, an elite guardian troop gains an additional +4 natural armor bonus to its AC, increases the damage dice of its troop melee attack by one step, and gains 2 additional hit points per Hit Die. These effects are included in the troop's stat block.

Exotic Armaments (Ex) The elite guardian troop has been provided advanced equipment, with its troop and arrow volley attacks being considered magic, cold iron, silver, and adamantite for the purpose of overcoming damage reduction.

PELURIAN

CR 20

XP 307,200

Male human paladin 20

LG Medium humanoid (human)

Init +3; Senses Perception +1

Aura courage (10 ft.), faith (10 ft.), justice (10 ft.), resolve (10 ft.), righteousness (10 ft.)

DEFENSE

AC 39, touch 13, flat-footed 36 (+14 armor, +7 shield, +3 Dex, +5 natural)

hp 234 (20d10+120)

Fort +31, Ref +23, Will +27

Defensive Abilities divine grace, divine health; DR 10/evil; Immune charm, compulsion, disease, fear; SR 25

OFFENSE

Speed 20 ft.

Melee *holy avenger* +34/+29/+24/+19 (1d8+14/19-20), +4 *bashing*^{UE} *determination*^{UE} *heavy steel shield* +33/+28 (1d8+13)

Ranged +4 *composite longbow* +23/+18/+13/+8 (1d8+13/x3)

Special Attacks channel positive energy (DC 27, 60 hp), *inspiring sword (advanced)*^{WMH}, smite evil 7/day (+7 attack and AC, +20 damage)

Paladin Spell-Like Abilities (CL 20th; concentration +29)

At will—*detect evil*

Paladin Spells Prepared (CL 17th; concentration +26; DC 19+spell level)

4th—*dimensional blade*^{MTT}, *death ward*, *litany of thunder*^{UC}, *litany of vengeance*^{UC}, *resounding blow*^{APG}

3rd—*archon's aura*^{UM}, *discern lies*, *litany of escape*^{UC}, *litany of sight*^{UC}, *prayer*

2nd—*paladin's sacrifice*^{APG}, *resist energy*, *righteous vigor*^{APG}, *shield other*, *widen auras*^{ACC}, *zone of truth* (DC 16)

1st—*compel hostility*^{UC}, *divine favor*, *grace*, *hero's defiance*^{APG} (2), *lesser restoration*, *litany of sloth*^{UC}

TACTICS

During Combat: Pelurian is fearless and ruthless, but has been through enough fights to understand the virtue of caution. He

will usually begin a fight by casting *quicken prayer* with his metamagic rod and activating his divine bond on his weapon (typically applying the *axiomatic*, *keen*, and *speed* properties to his longsword). Afterwards, he charges the most vulnerable-looking PC while activating Inspiring Sword and aura of justice to boost his allies. He tends to stay close to PCs whenever possible, hampering them with *litany* spells every round.

Morale: Pelurian fights to the death, but is willing to negotiate if the PCs cease hostilities

STATISTICS

Str 28, **Dex** 17, **Con** 20, **Int** 10, **Wis** 12, **Cha** 28

Base Atk +20; **CMB** +29; **CMD** 42

Feats *Divine Interference*^{UM}, Double Slice, Improved Shield Bash, *Protective Channel*^{ISG}, Improved Two-Weapon Fighting, *Quick Channel*^{UM}, Selective Channeling, Shield Master, Shield Slam, Two-Weapon Fighting, Two-Weapon Rend

Skills Diplomacy +32, Knowledge (religion) +23, Sense Motive +24

Languages Common, Undercommon

SQ aura, code of conduct, divine bond (weapon +6, 4/day), hero of legend, lay on hands (60 hp, 12/day), mercies (diseased, paralyzed, poisoned, sickened)

Combat Gear +4 *bashing determination heavy steel shield*, +5 *heavy fortification mithral full plate*, holy avenger

Other Gear *amulet of natural armor* +5, *belt of physical perfection* +6, *cloak of resistance* +5, *headband of impressive charisma* +6, *lesser quicken metamagic rod*

SPECIAL ABILITIES

Hero of Legend (Ex) Pelurian was born with exceptional skill and possess ample wealth from his years adventuring. His stats are calculated using 20 point buy and his wealth is equal to that of a 20th-level PC's. This increases his CR by 1.

YELLOW DRACONAL AGATHION^{B2} **CR 20**

XP 307,200

hp 324

TACTICS

During Combat: The draconal will typically begin combat by casting *storm of vengeance* to damage and attempt to scare off the PCs. After that, the draconal will do its best to stay out of range of the PCs and rain down fire with *quicken holy smite*, *empowered flame strike*, *holy word*, and its breath weapon. If the PCs seem like they are beating down its allies on the ground, the draconal will attempt to create distance with *repulsion* and *blade barrier*, taking the time to use *heal* on its allies. The draconal will typically hover 15 feet above its allies so that they benefit from its protective aura.

Morale: The draconal fights to the death.



A2: CASTLE RASONIA/THE FORSAKEN PRISON (CR 23)

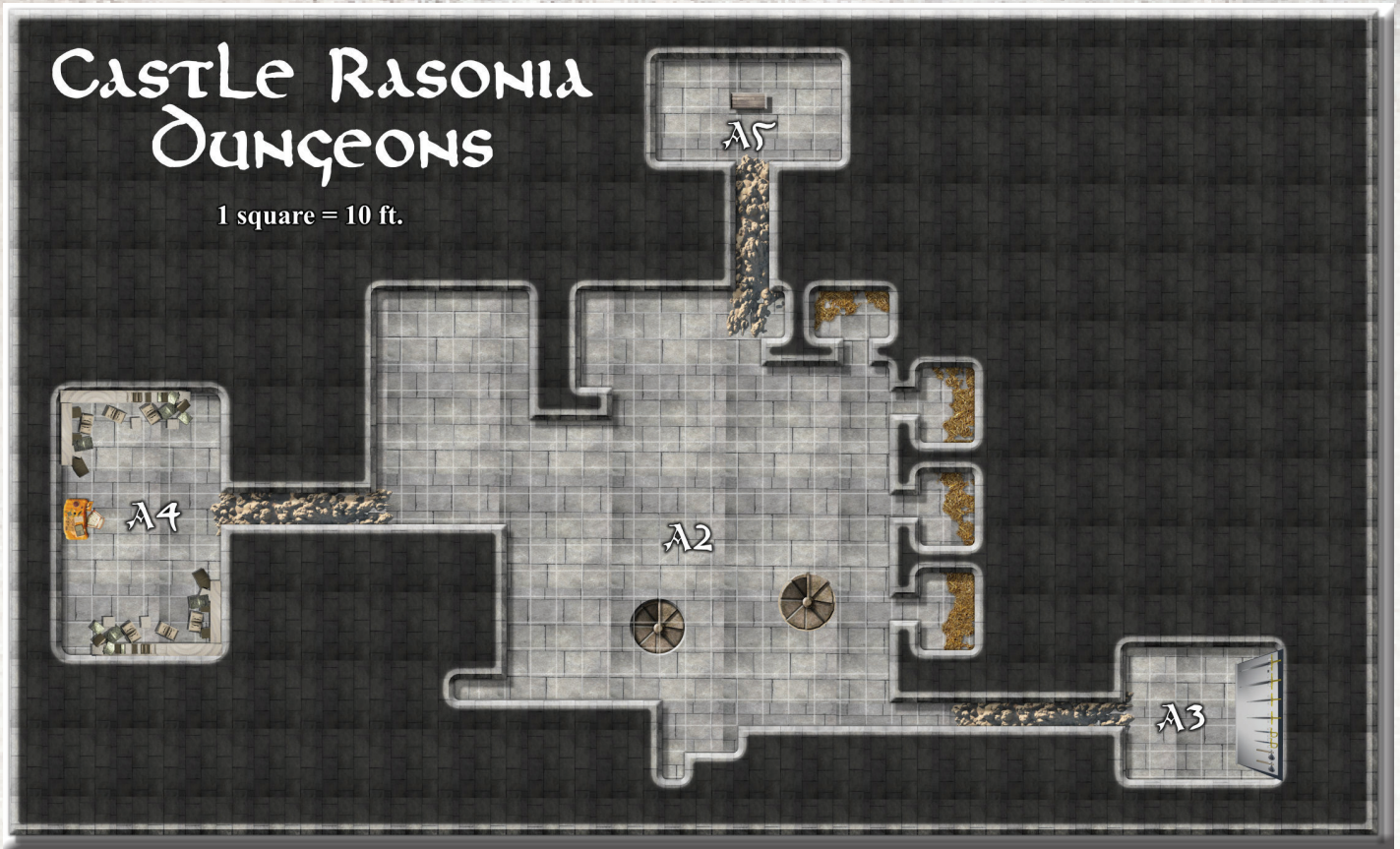
In the years between Hereslyn's downfall and the return of Kazsethil, castle Rasonia was looted extensively by the people of the city. Kazsethil has little interest in refilling the structure, and so it has remained empty. If players have explored this location in the 12th Adventure Path volume, the GM may wish to provide details which reference their presence there (such as marks in the stonework from battles)

If one wants a complete map of Castle Rasonia, the one in the 12th Adventure Path is usable, but the empty castle is mostly irrelevant to this adventure and the map is not printed here. The prison level, however, contains the only entrance to Kazsethil's citadel, and should be investigated by the PCs eventually.

The empty chambers echo with your movements, ancient bloodstains drying on the walls from the countless atrocities committed here. In the center of the room sits a strange circular pillar, its material noticeably different from the stone around it.

Castle Rasonia Dungeons

1 square = 10 ft.



Cave-Ins: The prisons are empty of life and valuables, with three caved-in tunnels each leading in different directions (to areas A3, A4, and A5). These cave-ins are 30 feet thick, but can be circumvented using *passwall* or any ability that would allow a creature to move through worked stone (such as *earth glide*). Such action is likely to draw the attention of the Earth Elementals, however.

Pillar: The path into Kazsethil's hidden Citadel is contained within the prison's central pillar, which a DC 45 Perception or Knowledge (Engineering) check reveals runs deep into the ground beneath the prison. A DC 40 Engineering check determines that the pillar is not load-bearing, and that its destruction would not bring the castle down (fascinatingly, the pillar seems to predate the castle). The 10-foot diameter pillar is immensely difficult to destroy, possessing hardness 30 and 120 hit points per five feet of thickness (it descends 40 feet down, so destroying it may be difficult). On top of that, the lead construction prevents PCs from detecting the contents of the pillar using divinations. However, the pillar is obliterated if its manifold prisoner is freed, allowing the PCs to move forward to area B1.

Creatures: The most important creature in this room is the sturztromer, which is contained within the pillar by an

Imprisonment spell. Each of the sturztromer's components was separated slightly by the metal in the pillar, stopping the creature's movement while imprisoned. The PCs are unlikely to recognize this unless they read the notes in area A4 or learn the information from Solusen (although *Stone Tell* and potentially other divinations could inform them). When freed using *wish*, *miracle*, or *freedom*, the sturztromer blames the PCs for its imprisonment and lashes out.

Before the PCs encounter the sturztromer, however, their presence is likely to draw the attention of the nosferatu Solusen and the three mythic elder earth elementals hiding in the prisons (one elemental in each of the cave-ins, and Solusen in the wall southwest of the pillar). Solusen commands the earth elementals, and coordinates them in Terran. The earth elementals were bound by Kazsethil when he reclaimed Castle Hrasonia, but have been instructed to obey Solusen's orders.

Solusen and Kazsethil have a complex history, having known each other since the days of Avatal. Solusen was a rising Avatali politician who befriended Kazsethil when they were both young men. The two shared a torrid romance, and Solusen claims to have been Kazsethil's first lover. When Kazsethil rose to power and eventually left

Avatal, Solusen stayed behind on the island continent, his sorcerous abilities insufficient to impress the Sinlords but still more than enough to ensure a great deal of clout. When Solusen eventually died, Kazsethil used his now-immense leverage and magical skill to bring his lover's body to his domain in Phenesisiril, where the Sinlord performed strange magical experiments on the body. Kazsethil has no talent for necromancy, but either the Sinlord or his allies were capable of reanimating Solusen as a Nosferatu. Kazsethil had grown beyond his old passions, however, and although he had resurrected Solusen he had little interest in restarting their relationship. Solusen served the Sinlord loyally for centuries, all in the hopes that he might one day be loved again as he once was. Solusen was ultimately forgotten in the prisons of Rasonia, however, and subsisted for thousands of years by draining the nation's many captives over the years. Solusen remained at his post, however, and was ecstatic when Kazsethil returned. Kazsethil was ambivalent, however, rewarding Solusen's unwavering devotion with a dispassionate kiss, a trio of elementals to serve him, and a request to continue his service.

MYTHIC ELDER EARTH ELEMENTAL^{MA} (3) CR 14/MR 5

XP 38,400
hp 218

TACTICS

During Combat The elementals target melee combatants, especially frailer ones. They prefer to ambush from the floors and walls using their earth glide ability, hoping to incapacitate opponents using petrify, stun, and trap weapon. They are capable of coordinating and may attempt to entrap targets in confined spaces using *stone shape* before crushing them in melee.

Morale The earth elementals are bound such that they will fight until death or banishment

SOLUSEN CR 21

XP 409,600

Male pureblood Avatali human *nosferatu*^{B4} sorcerer 20
NE Medium undead (augmented, human)

Init +12; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 30 ft.; **Perception** +37

DEFENSE

AC 34, touch 18, flat-footed 26 (+4 armor, +8 Dex, +12 natural)

hp 313 (20d6+240) fast healing 5

Fort +21, **Ref** +20, **Will** +21;

Defensive Abilities channel resistance +4, strength of stone; DR 10/adamantine; **Immune** petrification, undead traits; **Resist** cold 10, electricity 10, sonic 10

Weaknesses nosferatu weaknesses

OFFENSE

Speed 30 ft., burrow 30 ft., climb 30 ft.

Melee 2 claws +12 (1d6+2)

Ranged touch attack +20

Special Attacks blood drain, bloodline arcana (+1 to save DC while underground), crystal Shard 3/day, dominate (DC 31), take your best shot, telekinesis (DC 31), tremor +31 (14/day),

Sorcerer Spells Known (CL 20th; concentration +31; DC 22+spell level)
9th (7/day)—*clashing rocks*^{APG}, *crushing hand*, *energy drain*, *mass suffocation*^{APG}

8th (7/day)—*earthquake*, *power word stun*, *prismatic wall*, *wall of lava*^{APG}

7th (8/day)—*ethereal jaunt*, *hungry darkness*SM, *repel metal or stone*, *waves of exhaustion*

6th (8/day)—*cold ice strike*^{UM}, *disintegrate*, *greater dispel magic*, *stone tell*

5th (8/day)—*hungry earth*^{MC}, *spike stones*, *transmute mud to rock*, *transmute rock to mud*, *wall of stone*



4th (8/day)—*acid pit*^{APG}, *dimension door*, *greater invisibility*, *stone shape*, *stoneskin*
3rd (9/day)—*fireball*, *fly*, *shifting sand*^{APG}, *slow*, *stinking cloud*
2nd (9/day)—*darkvision*, *false life*, *glitterdust*, *make whole*, *resist energy*, *web*
1st (9/day)—*comprehend languages*, *expeditious excavation*^{APG}, *expeditious retreat*, *grease*, *obscuring mist*, *silent image*
o (at will)—*acid splash*, *arcane mark*, *dancing lights*, *ghost sound*, *mage hand*, *message*, *open/close*, *prestidigitation*, *spark*^{APG}

Bloodline *Deep Earth*^{APG}

TACTICS

Before Combat Solusen takes cover before the fight, casting *Mirror Image*, *Displacement*, and *Quickened Greater Invisibility* on himself.

During Combat Solusen begins the fight with *Earthquake* to cause chaos, and follows this with darting strikes using *mass suffocation*, *energy drain*, *disintegrate* and *cold ice strike*. He makes attempts at battlefield control with *clashing rocks*, *prismatic wall*, *waves of exhaustion*, *wall of lava*, and *crushing hand* (he alternates between attack and control as he feels prudent). He'll target weakened creatures with *power word stun* to incapacitate them. Although he fights evasively, Solusen is not cautious, throwing out devastating spells at every opportunity.

Morale Solusen remains a fanatic devotee of Kazsethil, and in an effort to impress the Sinlord will attack the PCs relentlessly if they so much as interact with the pillar. If he feels he is at risk of being destroyed (when he takes more than half his hp in damage over a single round or falls below 50 hp), Solusen retreats to area A5, where he begins to reflect on his loyalties to Kazsethil.

STATISTICS

Str 14, **Dex** 26, **Con** -, **Int** 17, **Wis** 20, **Cha** 32

Base Atk +10; **CMB** +12; **CMD** 30

Feats *Acrobatic Steps*, *Alertness*, *Eldritch Heritage*^{UM} (*Imperious Bloodline*^{ARG}), *Eschew Materials*, *Greater Spell Penetration*, *Heighten Spell*, *Improved Eldritch Heritage*^{UM} (*Take Your Best Shot*), *Improved Initiative*, *Intensified Spell*^{APG}, *Lightning Reflexes*, *Maximize Spell*, *Nimble Moves*, *Persistent Spell*^{APG}, *Quickened Spell*, *Skill Focus* (*Perform [Oratory]*), *Skill Focus (Stealth)*, *Spell Penetration*, *Spell Perfection*^{APG} (*Disintegrate*), *Still Spell*, *Widen Spell*

Skills *Intimidate* +34, *Perception* +37, *Perform (Oratory)* +37, *Sense Motive* +37, *Spellcraft* +26, *Stealth* +42

Languages *Abyssal*, *Avatali*, *Infernal*, *Terran*

SQ *arcane bond (Amulet)*, *earth glide* (20 minutes), *rockseer* 20 rounds/day, *spider climb*, *swarm form*, *telepathy*

Combat Gear *scroll of displacement* (CL 20th), *scroll of mirror image* (CL 20th), *scroll of protection from energy* (CL 20)

Other Gear *amulet of natural armor* +4, *belt of incredible dexterity* +6, *cloak of resistance* +4, *headband of alluring charisma* +6, *ring of protection* +4

SPECIAL ABILITIES

Blood Drain (Ex) A nosferatu can suck blood from a helpless, willing, or grappled living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, draining 1d4 points of Constitution and Wisdom each round the pin is maintained. On each round it drains blood, the nosferatu gains 5 temporary hit points that last for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points).

Dominate (Su) A nosferatu can crush a humanoid opponent's will as a standard action. Anyone the nosferatu targets must succeed at a Will save or fall instantly under the nosferatu's influence, as though by a dominate person spell (caster level 12th). This ability has a range of 30 feet. At the GM's discretion, some nosferatu (such as a very old one or with an unusually strong bloodline) might be able to affect different creature types with this power.

Fast Healing (Ex) A nosferatu gains fast healing 5. If reduced to 0 hit points in combat, a nosferatu assumes its swarm form (see below) and attempts to escape. It must reach its coff in within 1 hour or be utterly destroyed. (In swarm form, it can normally travel up to 5 miles in 1 hour.) Additional damage dealt to a nosferatu forced into swarm form has no effect. Once at rest, the nosferatu is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Nosferatu Weaknesses (Ex) A nosferatu can't tolerate the strong odor of garlic, and won't enter an area laced with it. Similarly, it recoils from mirrors or strongly presented holy symbols. These things don't harm the nosferatu—they merely keep it at bay. A recoiling nosferatu must stay at least 5 feet away from the mirror or holy symbol and can't touch or make melee attacks against that creature. Holding a nosferatu at bay takes a standard action. After 1 round, a nosferatu can overcome its revulsion of the object and function normally each round it succeeds at a DC 25 Will save.

A nosferatu cannot enter a private home or dwelling unless invited in by someone with the authority to do so.

Reducing a nosferatu's hit points to 0 incapacitates it but doesn't always destroy it (see fast healing). However, certain attacks can slay nosferatu. Exposing any nosferatu to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water deals an amount of damage to a nosferatu equal to one-third of its full normal hit points—a nosferatu reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless nosferatu's heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless its head is also severed and anointed with holy water.

Pureblood Avatali (Ex) Pureblood Avatali are a race of humans who have had their physical and mental abilities enhanced substantially by the Aboleths. They gain a +2 bonus to all ability scores rather than the normal human bonus to a single ability score.

Spider Climb (Ex) A nosferatu can climb sheer surfaces as though under the effects of a *spider climb* spell.

Swarm Form (Su) As a standard action, a nosferatu can change into a bat swarm, centipede swarm, rat swarm, or spider swarm. The nosferatu gains the natural weapons and extraordinary special attacks of the swarm it has transformed into. The swarm has the same number of hit points as the nosferatu. While in swarm form, a nosferatu can't use its claw attacks or any of its special attacks. It retains the defensive abilities, weaknesses, and special qualities it gains from being a nosferatu, counts as an undead creature, and can use any of the swarm's abilities and defenses. It can remain in swarm form until it assumes another form or until the next sunrise.

Telekinesis (Su) As a standard action, a nosferatu can use telekinesis (caster level 12th).

Telepathy (Su) A nosferatu can communicate telepathically with any creature within 60 feet that speaks the same language it does. In addition, a nosferatu can use this ability to communicate with any animal, magical beast, or vermin.

STURZSTROMER^{AP138}

CR 19

XP 204,800

hp 324

TACTICS

During Combat The sturzzstromer begins by moving into the space of the nearest creature, favoring any which resembles a spellcaster (carrying scrolls, wands, or staves). Once it has them inside its radius (or is capable of putting them inside with a 5-foot step), it uses *rumble* to trap them and stop others from interfering. It repeats this process until its initial target dies, at which point it moves on to another.

Morale The sturzzstromer fights to the death or until banished, as it suspects that the PCs aim to imprison it once again.

A3: TREASURE VAULT

This area was filled with valuables stolen from Rasonian prisoners over the years, the most magically potent of which Solusen took for himself. The rest were placed here, to be given to Kazsethil once Solusen had the opportunity.

Magical relics are strewn all across the room, with vastly divergent materials and levels of craftsmanship indicating a smorgasbord of makers. Each seems to be placed deliberately, as if to make some sort of grand display.

Treasure: The worthwhile magic items contained within the room are as follows: A *scarab of protection*^{UE}, a pair of *bracers of sworn vengeance*^{UE}, a *helm of electric radiance*^{UE}, a +3 *defending*^{UE} *dueling*^{UE} dagger, and a +3 *allying*^{UE} *dueling*^{UE} dagger.

A4: BURNED LIBRARY

Many have sought Kazsethil's secrets over the millennia, with a particularly fervent archaeologist being a wizard named Caboris. Centuries ago, Caboris was given this room as a place to study Kazsethil and his magic, a process that eventually led Caboris to become a lich in order to continue her work for as long as she needed. This intense focus unfortunately trapped Caboris in this room when a cave-in brought down the tunnel to this room. Caboris continued her study unimpeded, conducting numerous experiments on the magic beneath Castle Rasonia. When Kazsethil returned, he discovered Caboris' sanctum and the lich with it. Caboris was honored with Kazsethil's acknowledgement and presented him with her phylactery as a token of loyalty. This entreatment did not turn out well for the lich.

Scattered amongst piles of ash are the mutilated remains of a withered figure, bloodless fragments tossed amongst burned pages and magical implements broken beyond repair. The only thing intact amongst the ashes seems to be a stone figure of a man wielding two polearms.

Treasure: A DC 40 Perception check identifies a single magic item that survived Kazsethil's purge, a *major ring of spell storing*^{UE} on Caboris' severed left hand. The ring currently contains *contingency* and *break enchantment*, both at CL 18

Within the stone statue of Kazsethil, however, there are more valuable secrets. Breaking the statue (DC 25 strength check, or 50 hp and hardness 12) or casting *stone to flesh* on it reveals the secret hidden inside, a *paradox box*^{AP61} whose magical aura has been suppressed using a *magic aura* spell. The Paradox Box is not locked but contains writings which Caboris preferred to keep secret from Kazsethil. Among these are a *scroll of freedom* (CL 18th), a *scroll of mage's disjunction* (CL 18th), and a *tome of clear thought* +2. A torn-out book page is also contained in the box, on which the following is written in infernal.

Attempts at teleportation into the Crimson Ziggurat have ended disastrously, with Kazsethil's wards being too complex and too multifaceted for even my most powerful magics to bypass without extreme risk. I suspect some sort of magical focus deep within the structure. My best hope for entry seems to be the sealing pillar in the castle dungeons, in which Kazsethil has entrapped a powerful denizen of the Plane of Earth. Freeing the creature could allow entry into the Crimson Ziggurat, but as of right now I lack the ability to subdue what I believe lies beneath.

A5: SOLUSEN'S RETREAT

Following a prison break incident in which his previous coffin was lost, Solusen rebuilt it in this isolated chamber in which many prisoners were entombed alive. Trusting in his ability to move through the earth with ease, Solusen kept this place walled off, oftentimes using it for quiet contemplation.

The barren stone room contains nothing but a pile of withered bones in the corner and a stone coffin lying in the room's center.

Creatures: If Solusen escaped here after being defeated by the PCs, he entreats any entrants to talk with him, saying that he has begun to question his devotion to Kazsethil and that the Sinlord cares nothing for him anymore. It was his first real brush with destruction that pushed him to this conclusion. Solusen is well aware that he is immensely dangerous in his undead state, but nonetheless tries to negotiate with the PCs for his freedom. If they let him go, he says, he will provide them what information he has on Kazsethil.

Solusen is aware of the sturztromer confined within the pillar and knows what means can be used to free it. He also warns that directly below them is Kazsethil's menagerie of strange beasts and below that his pleasure palace. Solusen has not been permitted further below but mentions a set of "powerful new allies" Kazsethil brought with him when he last spoke with Solusen. The Nosferatu wants nothing more to do with Kazsethil, however, and will attempt to depart upon dispensing this information.

PART 2: KAZSETHIL'S LEGACY

For the rooms on level B, the area's light level is normal light (created through magic) and has a ceiling 30 feet high. For the rooms on level C, the area's light level is dim light and the rooms have ceilings 80 feet high. All of the rooms on level D have a ceiling 40 feet high and are dimly lit, while the rooms on level E are irregularly shaped and each have their own dimensions and lighting.

Every room in these levels is protected by a *screen* spell (which shows a mass of solid stone but reveals any intruders) as well as a *mythic dimensional lock*^{MA} spell (CL 22nd for both) which redirects the teleported targets to area C5. If dispelled, these spells reactivate immediately so long as the spell engine in area E2 is still functioning. These areas are also warded by a *mythic guards and wards*^{MA} effect (CL 22nd, DC 34) that renews itself in the same manner as the other spells. However, this *mythic guards and wards* spell does not create Fog or Webs in any areas.

NOT WORTH THE HASSLE?

For some GMs, the effects of *mythic guards and wards* might not contribute much to the game, either slowing down exploration needlessly or being so easily bypassed that they might as well not exist. In these cases, the spell can be removed from the adventure without adversely affecting any particular aspect of the adventure.

KAZSETHIL'S GARDEN

B1: THE GARDEN PLATFORM (CR 23)

When the pillar in A2 is destroyed, it leaves a tunnel which drops into a secluded underground garden, the hole directly over a wooden platform.

A vibrant field lays before you, flowers and grasses shining in all colors as the form delicately-shaped patterns. Bright light seems to shine down from above, illuminating a grove of trees that surrounds the field. The wooden platform you landed on seems to be in remarkable condition, as if it was maintained in the same manner as the surrounding flora.

Guards and Wards: A suggestion effect on the stairway down from the wooden platform persuades an affected character to stop the party from progressing further into the Crimson Ziggurat (DC 34). This spell is the result of the *mythic guards and wards* spell maintained in area E2.

Creatures: Three hallowed lynxes reside in the field, their eyes focused on the PCs. These creatures were created by Kazsethil long ago by binding shining children into mortal cats, and the resulting creatures are not only intelligent but also slavishly loyal to their creator. They will coordinate attacks against the PCs if they display any signs of hostility.

In addition, the eastern and western exits are guarded by tarantula trees. The tree was a curiosity Kazsethil discovered in his travels, one he has found good use for in his garden.

HALLOWED LYNXES^{AP138} (3)

CR 17

XP 102,400

hp 241

TACTICS

Before Combat The first thing that each of the hallowed lynxes does when the pillar is destroyed is cast *mirror image*.

During Combat Each of the hallowed lynxes will open in a

kazsethil's Garden

1 square = 10 ft.



different way, with one firing off blinding orbs against four targets in an attempt to blind them, one summoning a shining child to incapacitate as many targets as possible, and the third pouncing the nearest blinded creature. After this, the one who summoned in round one will fire off blinding orbs, the charger will continue attacking in melee, and the third will summon another shining child. After this, they will

coordinate attacks in melee for optimal damage, periodically interspersing *quicken dispel magic* and *prismatic spray*.

Morale The hallowed lynxes fight to the death.

TARANTULA TREES^{B6} (2)

CR 19

XP 204,800

hp 325

TACTICS

During Combat The tarantula trees don't initially act, but if a creature moves into one's reach it will move to entrap as PCs as possible with encage. From there, it aims to deal as much damage as possible to its prey, keeping them contained with *quicken entangle* while making full attacks or grappling.

Morale A tarantula tree attempts to hide if it falls below 100 hit points but fights to the death if pursued.

B2: THE GROVE

Kazsethil's grove once extended for miles around Rasonia, but the specimens within the Crimson Ziggurat are all that remain of his vineyard. The Sinlord's servitors have worked to keep these plants alive ever since, with their master's collection containing magical and mundane trees.

A grove of well-maintained trees surrounds you, their branches blossoming with all manner of exotic fruits and

flowers. Strange scents intermingle in the air, giving you an intoxicating sense of calm.

Creatures: The lotus tree at the center of the grove is perhaps the most powerful combatant in this area, although it doesn't betray its presence by moving. Kazsethil, having lost several underlings to this tree, had it replanted here to study its abilities.

Not all of the other trees are inanimate, however. Three kudimmu reside in the grove, feeding the undead of the Crimson Ziggurat with their bloodfruit. These plants were also placed here by Kazsethil, who saw potential in their ability to create semi-sapient undead.

Finally, six vampiric gardeners, created by the kudimmu from Kazsethil's prisoners, coordinate attacks against the PCs. These creatures have never tasted real blood before, and froth at the prospect.

KUDIMMU^{AP114} (3)

CR 16

XP 76,800

hp 252

TACTICS

During Combat Having designated this area as their field, the kudimmu teleport frequently during the battle, hedging in targets with *wall of thorns* and crushing them with a wide variety of melee attacks. Bombardment is used if for some reason a kudimmu cannot get near a target or if they want to support the gardeners.

Morale The kudimmu don't suspect that the PCs will suppress their rejuvenation by salting their field, and so fight with abandon until destroyed.

LOTUS TREE^{B5}

CR 20

XP 307,200

hp 356

TACTICS

During Combat The lotus tree uses its psychic magic and spell-like abilities rather than fighting in melee, employing its hallucination aura as its primary means of attack. *Psychic image*^{OA} is typically the first spell it casts (creating another Lotus Tree elsewhere in the grove), followed by *weird* in the hopes of ending as many opponents as possible. It uses *mind thrust* VI^{OA} and *microcosm*^{OA} to take out singular powerful targets, or *id insinuation* IV^{OA}, *mass suggestion* and *greater dispel magic* to deal with foes in large numbers.

Morale With little hope for escape, the lotus tree has no option but to fight until destroyed.

VAMPIRIC GARDENERS (6)

CR 16

XP 76,800

Vampire spawn^{MC} human ranger (sentinel^U) 16

NE Medium Undead (augmented, human)

Init +17; Senses Darkvision 60 ft, *greensight*^{UW}; Perception +33



DEFENSE

AC 24 touch 13, flat-footed 21 (+7 armor, +3 Dex, +4 natural)

hp 172 (16d10+80) fast healing 2

Fort +16, **Ref** +15, **Will** +9;

Defensive Abilities channel resistance +2, improved evasion, uncanny alertness; **DR** 5/silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weakness resurrection vulnerability

OFFENSE

Speed 30 ft., **climb** 30 ft.

Melee +3 *conductive*^{JE} adamantine glaive +24/+19/+14/+9 (2d8+10 plus energy drain/19-20/x3) plus Slam +16 (1d4+2 plus energy drain)

Ranged +1 returning cold iron handaxe +20 (1d6+6/x3)

Special Attacks blood drain (1d4), dominate (DC 22), energy drain (1 level, DC 22), favored enemy (Humans +8, Elves +2, Plants +2, Undead +2), mugshot quarry

Ranger Spells Prepared (CL 13th, Concentration +15)

4th—*freedom of movement*

3rd—*fickle winds*^{UM}, *instant enemy*^{APG}

2nd—*brow gasher*^{UC}, *chameleon stride*^{APG}, *greensight*^{UW}, *wind wall*

1st—*feather step*^{APG}, *heightened awareness*^{ACG}, *lead blades*^{APG}, *resist energy*

TACTICS

Before Combat As soon as the pillar is destroyed, the Vampiric Gardeners cast *heightened awareness*, *lead blades*, *freedom of movement*, *greensight*, and *fickle winds* on themselves before hiding. They seek to ambush the PCs, springing on them from hidden positions.

During Combat The vampiric gardeners first activate their *boots of speed* and use *instant enemy* on whoever they think is the most dangerous target. They will charge and use Power Attack with their glaives or intimidate targets with Dazzling Display, controlling the battlefield through attacks of opportunity. If their opponents are powerful in melee, the vampires may resort to using dominate.

Morale The Vampiric Gardeners fight until destroyed.

STATISTICS

Str 20, **Dex** 16, **Con** -, **Int** 10, **Wis** 14, **Cha** 18

Base Atk +16; **CMB** +21; **CMD** 34

Feats Combat Reflexes, Critical Focus, Dazzling Display, Dreadful Carnage, Endurance, *Furious Focus*^{APG}, Improved Critical (glaive), Improved Initiative, Intimidating Prowess, Power Attack, Quick Draw, Shatter Defenses, Skill Focus (Perception)

Skills Acrobatics +30, Intimidate +28, Knowledge (Nature) +19, Perception +33, Stealth +36, Survival +25

Languages Avatali

SQ combat style (*menacing*^{UI}), camouflage, favored terrain (underground +6, forest +2, urban +2), mugshot, gaseous

form, sense intruder (20 feet), shadowless, spider climb, swift tracker, track

Combat Gear +1 mithral breastplate, +2 channeling keen adamantine greataxe, +1 returning cold iron handaxe, potions of inflict light wounds (2)

Other Gear belt of physical might +2 (Strength and Dexterity), boots of speed, cloak of resistance +2, headband of impressive charisma +2

SPECIAL ABILITIES

Energy Drain (Su) A creature hit by a vampire spawn's slam (or other natural weapon) gains 1 negative level. This ability only triggers only once per round.

Resurrection Vulnerability (Su) A raise dead or similar spell cast on a vampire spawn destroys it (Will negates). Using the spell in this way does not require a material component.

Special Attacks A vampire spawn gains a *vampire's*^{B1} blood drain and dominate special attacks. The vampire who created the spawn can influence a spawn's dominated creature as if she had dominated it herself.

Special Qualities A vampire spawn gains the gaseous form, shadowless, and spider climb abilities of a vampire.

Weaknesses A vampire spawn has the same weaknesses of the vampire that created it. However, as the vampiric gardeners were created by Kudimmu, they do not have any typical vampire weaknesses.

B3: THE BLOODMARSH (CR 23)

Kazsethil's research into blood and the Sanguine Locus led to him developing a special curiosity for blood-feeding creatures, most notably vampiric mists. He captured several, releasing them multiple times on heavily-populated areas in order to figure out just how powerful they could become. The results were four immensely powerful creatures which Kazsethil has confined in this swampy area with a *binding* spell, feeding them through the blood engine.

The musty clearing is filled with a massive red haze and the smell of blood, with red liquid condensing on every surface.

Blood Generation Runes: The floor of this room is infused with four strange runes which spurt up geysers of fresh blood once per minute to feed the vampiric maelstroms (DC 35 Spellcraft check to recognize it as an original creation of Kazsethil's, as well as the methods in which it can be destroyed or disrupted). These runes heal any maelstroms within 20 feet of them for 8d8 hp, with excess hp granting them temporary hit points. These runes can be destroyed by casting *erase* on them and succeeding on a DC 32 caster level check, although they can also be negated by casting *symbol of exsanguination*^{HA} or *limited wish* over them.

Creatures: Four vampiric maelstroms dwell in this area, circling constantly. Equal in strength, they have been stopped from consuming each other by Kazsethil's magic.

VAMPIRIC MAELSTROMS (4)

CR 19

Advanced **vampiric mist**^{B2}

XP 204,800

NE Huge aberration (air, water)

Init +12; **Senses** blindsight 60 ft., sense blood; **Perception** +37

DEFENSE

AC 27, touch 27, flat-footed 18 (+8 Dex, +8 overdose, +1 dodge)

hp 315 (30d8+180) (22 temporary hp)

Fort +18, **Ref** +20, **Will** +18

Defensive Abilities amorphous; **DR** 10/-

Weaknesses vulnerable to fire

OFFENSE

Speed fly 50 ft. (perfect)

Melee 4 touches +30 (bleed, blood siphon)

Space 15 ft.; **Reach** 15 ft

Special Attacks bleed (3d6), engulfing mists (DC 31, bleed and blood siphon)

TACTICS

During Combat The vampiric maelstroms attack relentlessly, moving into melee immediately and unleashing as many touch attacks as possible in order to keep its temporary hit points. They are indiscriminate as to who they attack so long as they can drain blood. They will not attack undead, constructs, or each other, and their sense blood ability allows them to discern which creatures are viable targets.

Morale The vampiric maelstroms fight until destroyed

STATISTICS

Str —, **Dex** 27, **Con** 22, **Int** 13, **Wis** 19, **Cha** 16

Base Atk +22; **CMB** —; **CMD** —

Feats Combat Expertise, Combat Reflexes, Dodge, Following Step, Great Fortitude, Improved Initiative, Lightning Reflexes, Lightning Stance, Mobility, Spring Attack, Step Up, Step Up and Strike, Weapon Finesse, Whirlwind Attack, Wind Stance

Skills Fly +49, **Perception** +37, **Stealth** +41

Languages Aklo

SQ blood overdose, misty form

SPECIAL ABILITIES

Blood Siphon (Ex) A vampiric maelstrom drains blood with each melee touch attack dealing 1d8 points of Constitution drain. Every time a vampiric mist damages a creature in this way, it heals 8d8 hit points. Hit points healed in excess of its maximum are gained as temporary hit points, to a maximum amount equal to its Constitution score. These temporary hit points last for 1 hour.

Blood Overdose (Su) When a vampiric maelstrom gorges on blood to an extent that it gains temporary hit points, it moves much more quickly. It gains a +8 bonus to its Armor Class and on Reflex saves, and can take one additional move action each round. These bonuses are already factored into the vampiric maelstrom's stats.

Engulfing Mists (Ex) A vampiric maelstrom can engulf foes (see the engulf special ability). A creature engulfed by a vampiric maelstrom does not gain the pinned condition and can move normally—such a creature is not in danger of suffocating, but as long as it begins its turn engulfed, it takes the vampiric maelstrom's touch damage. A vampiric maelstrom's vapors obscure sight as per the spell *obscuring mist*. The save DC to avoid the engulfing mists is Constitution-based.

Misty Form (Ex) A vampiric maelstrom's body is composed of a semisolid red mist similar in consistency to thick foam. The vampiric mist does not have a Strength score, and it cannot manipulate or wear solid objects. This form grants it the amorphous defensive ability, and allows it to move through areas as small as 1 inch in diameter with no reduction to its speed. The creature can speak in a hissing voice. A vampiric maelstrom cannot enter water or other fluids, and is treated as a creature two size categories smaller than its actual size (medium for the vampiric maelstrom) for the purposes of how wind affects it.

Sense Blood (Ex) A vampiric maelstrom can immediately sense the presence of warm-blooded creatures in a 60-foot radius as if by scent. It can detect exposed blood within a mile.

B4: THE MENAGERIE (CR 23)

Kazsethil collected a wide variety of powerful magical beasts to study, emphasizing specimens which were especially difficult to kill. He kept them pacified through magic, placing them in magical pens which they could easily escape if their enchantments were ever dispelled. Simple iron gates are all that confine them to their locations, although these impediments have a built-in bypass which Kazsethil kept secret from even the Gardeners.

Before you stands a variety of immense and powerful beasts, each pacing within a small fenced-in area. They eye you hungrily, keeping the other creatures within view to evaluate potential competition.

Gates/Trap: When he last came through this location to detach the creatures within from the blood siphoning devices, Kazsethil rigged an auto-release trap in the room's entrance which would free the creatures from their magical pacifications and turn them on whoever entered the room (the vampiric gardeners are protected from this effect). If the

trap doesn't activate, then the vampiric gardeners can open the gates of the creatures to free them mentally, allowing them to enter the fray.

The gates are 10 feet wide and can be opened as a move action by someone adjacent to them. The fences themselves prove little more than difficult terrain and have only 10 hp and hardness 5, so they are easy to bypass once the domination effect is broken.

AUTO-RELEASE TRAP

CR 14

Type magic; Perception DC 40; Disable Device DC 40

EFFECTS

Trigger location; Reset none

Effect all gates in the room are opened, allowing the monsters in the pens to break free.

Creatures: Two vampiric gardeners patrol this area, and their first actions will be to try and release the beasts once the PCs enter the room. As for the beasts themselves, there are 2 stormwraiths, a confounding bandersnatch, a tarn linnorm, and a thessalhydra placed in the pens. These were various creatures Kazsethil collected for their regenerative abilities and that he has spent millennia extracting blood from.

Treasure: Until Kazsethil recently freed them, each of the penned-in monsters were hooked up to complex mechanisms known as blood siphoning devices, designed

to drain their blood without ever killing them. The blood would be funneled through a series of pipes leading deep into the Crimson Ziggurat (these pipes are warded with a wide variety of defensive spells, so aren't a feasible method of transportation through the dungeon even for characters who can transform into liquid). Although the full mechanisms can't be removed, their components can be salvaged with a DC 40 Engineering check, with each success granting the party a single functional *greater extraction scarificator**. In addition, the tarn linnorm's mechanism has an *orb of dragonkin*^{A&L} (linnorms), which allowed the Sinlord to control the creature with mental effects in spite of its typical immunity.

CONFOUNDING BANDERSNATCH^{B3}

CR 18

XP 153,600

hp 385

TACTICS

During Combat The confounding bandersnatch leaps into battle immediately, pouncing on the target which appears to be least armored and focusing its gaze attack on whichever other creature is closest to its target. The bandersnatch should have little trouble reaching targets in melee due to its speed, size, and climbing ability. If these fail the creature, it resorts to hurling its tail spikes at the nearest target.

Morale The confounding bandersnatch is not aware of any way to escape the Crimson Ziggurat and so fights to the death.



STORMWRAITHS (2)**CR 16**Advanced *stormghost*^{B5}

XP 76,800

hp 246

TACTICS

During Combat The stormwraiths maneuver along the walls, starting the fight by casting *ice storm* and employing static blasts to keep foes at a distance. They'll use *greater invisibility*, *plague storm*^{UM}, and *deeper darkness* to control visibility, striking from the shadows with impaling leap to deal as much damage as possible to distracted targets. They will also take advantage of any flanking offered by the other Stormwraith or any grappled conditions inflicted by the other creatures.

Morale Each stormwraith, after killing one creature, will try to escape with the body in order to consume it later.

TARN LINNORM^{B1}**CR 20**

XP 307,200

hp 385

TACTICS

During Combat The tarn linnorm alternates between using its breath weapons and its bite attacks, employing whichever seems more effective in hurting the PCs (starting with breath weapon). As it recognizes how the creature is immune to acid, the linnorm will fight in close quarters with the thessalhydra, using both creatures' breath weapons for battlefield control.

Morale The Tarn Linnorm fights until reduced to less than 100 hp, at which point it tries to dig through the walls and escape through room B1.

THESSALHYDRA^{B6}**CR 18**

XP 153,600

hp 310

TACTICS

During Combat The thessalhydra keeps its distance in battle, preferring to weaken targets with its acid spit and breath weapon while lashing out at any creature which gets within range using attacks of opportunity. It will go after weakened or isolated targets by pouncing on them and attempting to grapple them.

Morale The thessalhydra relishes in violence and fights to the death

VAMPIRIC GARDENERS (2)**CR 16**

XP 76,800

hp 172 (see page 12)

B5: THE CAGE (CR 23)

Kazsethil experimented with the properties of the Sanguine Locus many times, with few survivors. However, one incredibly powerful creature not only endured the artifact's power but prospered from it, becoming an immensely powerful prize which the Sinlord has sealed within a special room in his Citadel using a *binding* spell.

Blood covers every surface of this musty room, rippling with the movements of a tremendous many-headed abomination which ripples with the violently pulsating fluids beneath its skin.

Creatures: The beast known as Plaguefont has not fed in millennia, and although it does not require sustenance its mortal impulses of hunger drive it to violence against any creature that enters its domain. This was the result of Kazsethil attempting to force immortality on a creature through the Sanguine Locus, a process which achieved impressive results when performed on a hydra. Plaguefont is in immense pain, however, and killing it may be a mercy.

PLAGUEFONT**CR 23/MR 8**Giant *swarm-blooded*^{AB} 18-headed *mythic hydra*^{MA}

XP 819,200

N Gargantuan magical beast (mythic)

Init +13/-7^M, **dual initiative**^{MA}; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +23

DEFENSE

AC 39, touch 9, flat-footed 36 (+2 Dex, +1 dodge, +30 natural, -4 size)
hp 359 (18d10+260); fast healing 18

Fort +19, **Ref** +15, **Will** +8; **second save**^{MA}

Defensive abilities *block attacks*^{MA}, ferocity, fortification (50%), self-swarm immunity; **DR** 10/epic

Weakness verminous innards**OFFENSE****Speed** 40 ft., **swim** 40 ft.**Melee** 18 bites +24 (2d6+13 plus bleed)**Space** 20 ft.; **Reach** 20 ft.

Special Attacks bleed (1), *mythic power*^{MA} (8/day, surge +1d10), pounce, powerful blows (bite), push (bite, 10 ft.), swarm bleed (*bloodhaze mosquito swarm*^{AP38})

TACTICS

During Combat Plaguefont pounces on targets in melee while using Mythic Power Attack and Mythic Combat Reflexes, using one of its bite attacks on itself to spawn a bloodhaze mosquito

swarm. It will attack itself with its own bites so that it always has at least three swarms out at any given time. If surrounded by multiple foes, Plaguefont splits his attacks among them before focusing in on any which seem severely wounded.

Morale Plaguefont is convinced it cannot die and so fights to the death

STATISTICS

Str 28, **Dex** 14, **Con** 26, **Int** 2, **Wis** 11, **Cha** 9

Base Atk +18; **CMB** +31; **CMD** 43 (can't be tripped)

Feats **Combat Reflexes**^M, Dodge, **Improved Initiative**^M, Iron Will, **Lightning Reflexes**, Lunge, **Power Attack**^M, **Toughness**^M, **Weapon Focus** (bite)

Skills Perception +23, **Swim** +38; **Racial Modifiers** +2 Perception
SQ hydra traits, regenerate head

SPECIAL ABILITIES

Fast Healing (Ex) A mythic hydra's fast healing ability is equal to its current number of heads (minimum fast healing 5). This fast healing applies only to damage dealt to the hydra's body.

Hydra Traits (Ex) A mythic hydra can be killed by severing all of its heads or slaying its body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head.

A head is considered a separate weapon with hardness 0 and hit points equal to the hydra's Hit Dice. To sever a head, an opponent must deal enough damage to reduce the head's hit points to 0 or fewer. Severing a head deals damage to the hydra's body equal to the hydra's current Hit Dice. A hydra can't attack with a severed head but takes no other penalties.

Regenerate Head (Ex) When a mythic hydra's head is destroyed, two heads regrow in 1d4 rounds. A mythic hydra can't have more than twice its original number of heads at any one time. To prevent new heads from growing, at least 5 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they appear. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A hydra doesn't die from losing heads until all its heads are cut off and the stumps are seared by acid or fire.

Self-Swarm Immunity (Ex) A swarmblooded is immune to the attacks and effects of swarms created through its swarm bleed ability (see below).

Swarm Bleed (Ex) Each swarmblooded has an associated swarm of vermin that spill out of it when it is injured (being created in its space). This swarm is created whenever the swarmblooded creature is damaged. The swarmblooded has no control over the swarm it releases. In plaguefont's case, the swarm is a Bloodhaze Mosquito Swarm.

Verminous Innards (Ex) Any effect that grants a bonus to attack rolls, damage rolls, or skill checks against creatures of the vermin type (such as a bane weapon or a ranger's favorite enemy class feature), also grants that same bonus to rolls against the swarmblooded.

B6: THE REFLECTING POOL (CR 23)

Just outside Kazsethil's underground palace lies his reflecting pool, a place where the Sinlord would often come to think on a difficult question or just enjoy the scenery. It is here that Kazsethil bound several extraplanar guards.

An air of serenity infuses this garden, the shining pool of water serving as the centerpiece in the atmosphere. A pair of gem-laden doors covering a delicately-bricked entryway. Before the gate stands an immense silvery guardian, glaring at you with hardly a concern.

Reflecting Pool: Kazsethil's reflecting pool is actually a potent source of magic, granting a +4 bonus to caster level and a +2 bonus to saving throw DCs on all divination spells which use it as a focus.

Heavenly Infusion: Due to Heseniyk's presence, this area is strongly good-aligned and lawful-aligned, causing all creatures not of Good alignment to take a -2 penalty on Intelligence, Wisdom, and Charisma checks. All good-aligned spells gain a +2 bonus on caster level and all evil-aligned spells take a -2 penalty on Creatures native to heaven are considered native to this area for the purpose of *banishment* and *dismissal* effects.

Doors: The doors in this room lead to a staircase descending into area C1, and are made of gemstones and precious metals worth a total of 8,000 gp if removed (DC 30 Strength check). The doors themselves are unlocked, however.

Creatures: The doorway is guarded by the Paradise Dragon Heseniyk alongside four bound Planetary Angels. Heseniyk was another one of Kazsethil's experiments, with the Sinlord having stopped the dragon's aging processes long ago to allow him to stand vigil over the domain for millennia. Heseniyk is not magically compelled as many of the other creatures here are, but serves Kazsethil willingly, especially after being told that his vigil is nearing an end.

HESENIYK

CR 21

Male ancient paradise dragon^{B6}

XP 409,600

hp 434

TACTICS

During Combat Heseniyk begins by unleashing his breath weapon in a manner that strikes as many PCs as possible, adding in a *quicken dispel magic* on any creature which seems particularly resilient. He regularly employs his breath weapon and his tail sweeps to control space, taking advantage of distance to cast *quicken divine favor*, and *extended divine power* on himself as needed. If he sees an opportunity, he will lash out in melee, but remembers that his ultimate goal is to protect the doorway.

Morale Heseniyk fights to the death

PLANETAR ANGELS^{B1} (4)

CR 16

XP 76,800

hp 229

TACTICS

During Combat The angels begin the fight by unleashing their most powerful spells, weakening foes with *waves of exhaustion* and *greater dispel magic* while controlling space using *blade barrier*. They prefer to keep out of melee, using their wide array of spells (including *fire storm*, *flame strike*, *earthquake*, and *holy word*). They will use *heal* in order to heal each other or Hesenyik, coordinating to best control space.

Morale The angels are bound to fight to the death



THE PALACE OF RASONIA

C1: THE OSTENTATIOUS HALL (CR 20)

Kazsethil was obsessed with his own image, and much of the artwork he commissioned during his rule depicted the Sinlord's form. Kazsethil once entertained guests on this level, and as a result it is the most ornately-decorated area in the Crimson Citadel.

Frescoes, statues, and tapestries line this grandiose hallway, depicting a variety of scenes both heroic and debauched. All of the creations have a single common figure to them, a muscular dark-haired man with runic tattoos along his face.

Decorations: The many vanity commissions scattered across the room are worth quite a bit of gold, especially to historians of Phenesiril. However, every single statue, painting, or otherwise removable decoration is trapped with a Sinlord's Glory trap, which transports the target into a variety of twisted demiplanes created by the Sinlord to celebrate his triumphs.

SINLORD'S GLORY TRAP

CR 20

XP 307,200

Type magic; Perception DC 36; Disable Device DC 36

EFFECTS

Trigger touch; **Reset** immediate

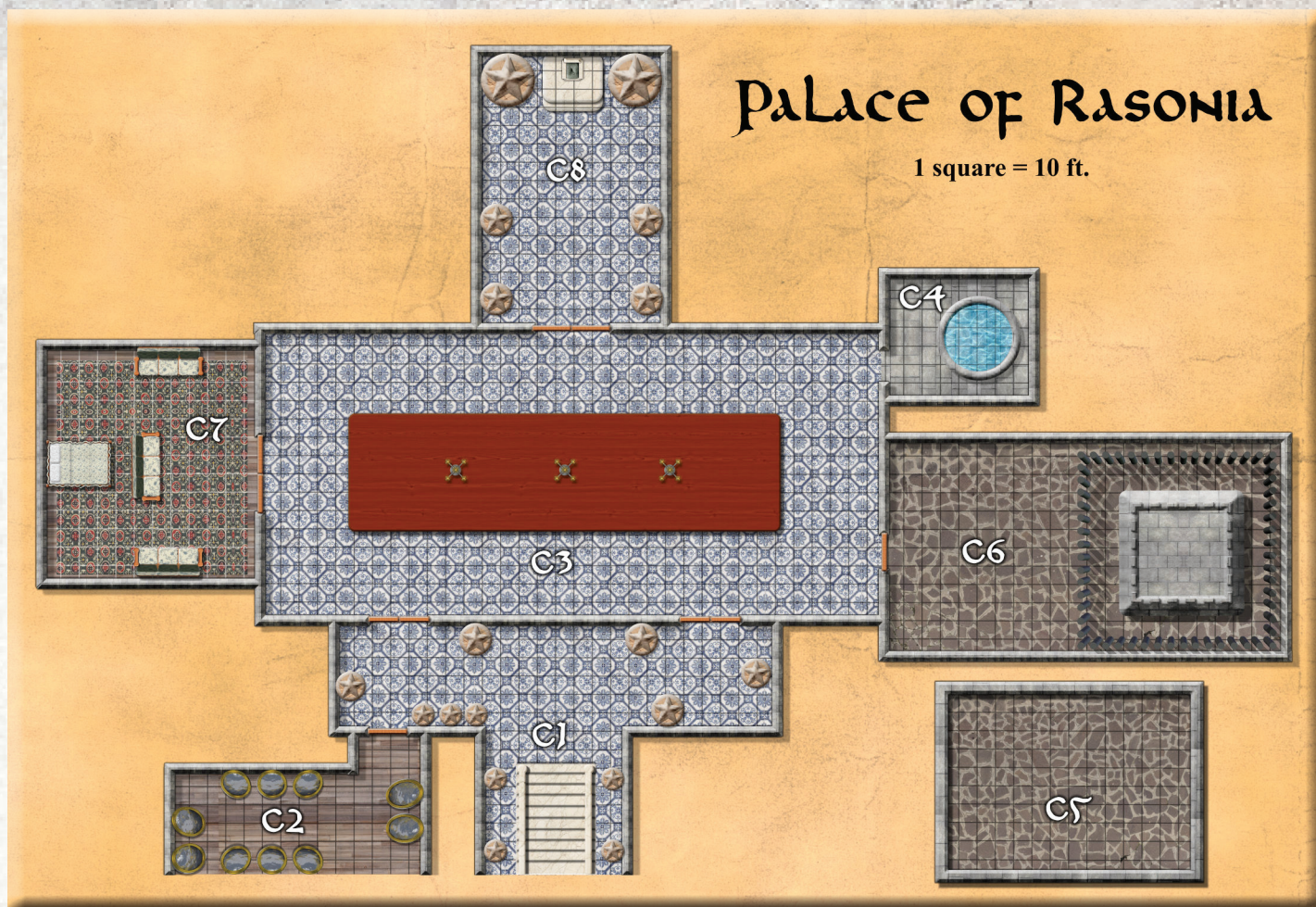
Effect spell effect (*maze of madness and suffering*^{HA}, DC 30), creatures take 1d4 points of intelligence, wisdom, and charisma drain every round they remain within the maze (DC 30 will save half).

The total worth of the valuables in this room is 180,000 gp, although sketches of the contents of this room can be sold for an additional 50,000 gp.

Guards and Wards: The 20-foot wide entryway to this room is secured by four *dispel magic* effects (CL 22nd) which target any creatures that enter. These come from the *mythic guards and wards* effect supported in area E2

Palace of Rasonia

1 square = 10 ft.



C2: THE ROOM OF GATES (CR 23)

Kazsethil possessed numerous strongholds across the multiverse, many of them ruined in his many battles with the other Sinlords. His fortresses were interlinked through a network interplanar portals, many of which connected back to this room here. However, with plan so close to completion, Kazsethil felt that these portals were an unnecessary security risk and so destroyed them, leaving this hall of portals as little more than a decoration in his citadel.

Portals of varying colors line the edges of this room, the walls covered with gouges which might once have been magical runes. Several imposing metal figures float before you, eyes glowing with dispassionate focus.

Damaged Portals: A DC 35 Knowledge (arcana or planes) check discerns that the thirteen portals lining this room do not lead anywhere. On top of that, they are incredibly

unstable, and coming into contact with a portal triggers one of the following effects (roll a d20 every time a creature comes into physical contact with a portal).

Treasure: A DC 40 Perception check reveals a hidden compartment in the floor of the room, which contains several items which Kazsethil once used for planar magic: A *robe of gates*^{UE}, two *scrolls of gate* (CL 20th), a *staff of the planes*^{UE}, a *greater authoritative metamagic rod*^{PA}, and a *greater persistent metamagic rod*^{APG}.

Creatures: In the process of destroying the portals, Kazsethil was attacked by a pair of lhaksharut inevitables, outraged at the Sinlord for his devastation of the planar fabrics. Kazsethil was persuasive, however, and well aware of the possibility of the time-travelling PCs arriving made an agreement with the inevitables to help assure their capture. These two lhaksharut have waited here for the PCs ever since, and have enlisted the aid of two aavarut inevitables as well. All four inevitables are determined to make the PCs pay for warping time.

TABLE 1: DAMAGED PORTAL EFFECTS

D20 roll	Effect
1	The portal releases an explosion of power, dealing 20d6 points of force damage to all creatures within 30 feet (DC 30 Reflex save half)
2	All creatures within 30 feet of the portal are slowed (as per <i>slow</i>) for 1 minute (DC 30 Will save negates)
3	All creatures within 30 feet of the portal are affected as per <i>haste</i> for 1 minute
4	The creature is sucked into the portal (DC 30 Reflex save negates), emerging 1d4 rounds later from another portal in the room.
5	The creature that touched the portal is affected as per <i>harm</i> (CL 20 th , DC 30)
6	A <i>kekatar protean</i> ^{B2} emerges from the portal
7	All creatures within 30 feet of the portal gain 1d4 negative levels (DC 30 Will save negates)
8	The entire room is affected as per <i>reverse gravity</i> for 1 minute (DC 30)
9	The creature that touched the portal is affected as per <i>heal</i> (CL 20 th , DC 30)
10	2d4 vrock ^{B1} emerge from the portal
11	A pit fiend ^{B1} emerges from the portal
12	All creatures in the room are affected as per <i>holy word</i> (CL 20 th , DC 30)
13	All creatures in the room are affected as per <i>word of chaos</i> (CL 20 th , DC 30)
14	All creatures in the room are affected as per <i>dictum</i> (CL 20 th , DC 30)
15	All creatures in the room are affected as per <i>blasphemy</i> (CL 20 th , DC 30)
16	All creatures within 30 feet of the portal are affected as per <i>prismatic spray</i> (CL 20 th , DC 30)
17	The creature that touched the portal is teleported into area C5
18	The creature that touched the portal is affected as per <i>righteous might</i> for 1 minute
19	The creature that touched the portal becomes possessed by a <i>belier devil</i> ^{B2} (DC 30 Will save negates)
20	The creature that touched the portal is affected as per <i>time stop</i>

AEVARUT^{PSS 8-25} (2)

CR 17/MR 7

XP 102,400

hp 278

TACTICS

Before Combat As soon as the PCs enter C1, the aavaruts cast *haste* and *freedom of movement* on themselves and the lhaksharuts.

During Combat The aavaruts begin by casting *quicken* *slow* and using correction to obtain additional actions. From there, they move into melee, using erasure and ravages of time to weaken opponents.

Morale The aavaruts fight until destroyed

LHAKSHARUT^{B2} (2)

CR 20

XP 307,200

hp 337

TACTICS

During Combat The lhaksharuts engage targets in melee, unleashing a constant barrage of melee attacks while

periodically employing spells like *dictum* or *wall of force* to control targets. If they suspect that the PCs have the advantage in melee, they will move back, using their energy bolts and attacks of opportunity to damage targets from a distance.

Morale The lhaksharuts fight until destroyed.

C3: THE GRAND HALL (CR 24)

Once, this tremendous banquet hall housed Kazsethil's legendary parties, with powerful magics allowing guests to dance through the air beneath the ornately-decorated ceiling. Although this place has not seen a gathering in millennia, it remains in remarkable condition.

The tremendously high ceiling and vast tiled floors greet you as you enter, as does the sound of festive music from every corner of the room. Several tremendous shadows gaze down at you, humanoid in shape if not in proportion.

Creatures: Long ago, Kazsethil enlisted the aid of a thanatotic titan named Sohorr, using his brute strength and magical understanding to the Sinlord's personal ends.

Sohorv eventually turned against Kazsethil and went on a rampage, forcing the Sinlord to employ his incredible power to bind the titan in his disused hall. To watch over him, Kazsethil employed four runeslave rune giants, beings which have been enough to content the powerful titan during the boredom of his imprisonment (especially given his freedom to destroy and resurrect them as he pleases).

RUNESLAVER^{OTR} RUNE GIANT^{B2} (4) CR 18

XP 153,600

LE Gargantuan humanoid (giant)

Init +1; **Senses** low-light vision; **Perception** +28

DEFENSE

AC 31, touch 7, flat-footed 30 (+9 armor, +1 Dex, +15 natural, -4 size)

hp 290 (20d8+200)

Fort +15, **Ref** +7, **Will** +17

Defensive Abilities resist pain; **Immune** cold, electricity, exhaustion, fatigue, fear, fire

Weakness arcane decay

OFFENSE

Speed 50 ft. (70 ft. without armor); air walk

Melee mwk bardiche +29/+24/+19 (4d8+25/15-20) or 2 slams +28 (2d6+17)

Ranged mwk spear +13/+8/+3 (4d6+17/x3)

Space 20 ft.; **Reach** 20 ft. (25 ft with bardiche)

Special Attacks arcane surge, command giants, runes, spark shower

Spell-Like Abilities (CL 20th; concentration +24)

Constant—*air walk*

At will—*charm person* (DC 14), *suggestion* (DC 16)

3/day—*mass charm monster* (DC 21), *dominate person* (DC 18)

1/day—*demand* (DC 21), *true seeing*

TACTICS

During Combat The rune giants charge into battle immediately, hungry for conflict (given that they were forbidden by Kazsethil to attack Sohorr unless he tries to escape). They typically use their polearms in conjunction with Power Attack to deal as much damage as possible, frequently using Great Cleave to strike multiple targets at once. They will use *air walk* to stay airborne and ensure nobody stays outside their reach, and if overwhelmed by many opponents will use spark shower to lash out and potentially blind nearby targets.

Morale The rune giants fight to the death.

STATISTICS

Str 45, **Dex** 13, **Con** 28, **Int** 12, **Wis** 21, **Cha** 16

Base Atk +15; **CMB** +36; **CMD** 47

Feats *Awesome Blow*^{B1}, *Cleave*, *Cleaving Finish*^{UC}, *Critical Focus*, *Diehard*, *Great Cleave*, *Improved Bull Rush*, *Improved Cleaving Finish*^{UC}, *Improved Critical* (bardiche), *Power Attack*, *Staggering Critical*, *Toughness*

Skills *Acrobatics* +15 (+23 jump), *Craft* (metalworking) +25, *Perception* +28

Languages Avatali, Giant

SPECIAL ABILITIES

Arcane Decay (Su) The symbols etched upon a runeslave's body put great stress on its physical form, choking its mind and ultimately killing the giant in time. Each runeslave has a predominant rune associated with one school of magic inscribed on its body. Traditionally, this rune is of a school of magic directly opposed to the sinlord the runeslave serves—all of the runeslaves encountered in this adventure bear the sign of gluttony upon their bodies as a sort of brand of shame. The slow decay of a runeslave's mental faculties



manifests as a gradual loss of life and sanity, represented by the accumulation of rune-shaped scars all over the body. The disease has no additional physical or mental effect until these magical runescars completely overwhelm their host, at which point the accumulated pain the giant has endured since becoming a runeslave is released in a fatal surge of unleashed suffering. All runeslaves are “infected” with this disease. Only limited wish, miracle, or wish can prevent or cure arcane decay, but in so doing removes the entire template, reverting the runeslave back to the base creature. Multiple successful Fortitude saves only delay the decay and do not cure the creature of the disease.

Arcane Decay: Inherited—non-contagious; *save* Fortitude DC 15; *frequency* 1/week; *effect* gain one runescar; cure none (but see above). When a runeslave’s number of runescars equals its Hit Dice, it dies.

Arcane Surge (Su) Once per day as a swift action, a runeslave can gain the benefits of the spell *haste* for 6 rounds. Using this ability forces the giant to make an additional Fortitude save against arcane decay, even if it has already made its weekly save to resist the disease.

Command Giant (Su) A rune giant gains a +4 racial bonus on the save DC of charm or compulsion effects used against giants.

Resist Pain (Ex) Runeslaves can continue to function even after taking great punishment. They are immune to nonlethal damage. Against effects that inflict pain (such as a *symbol of pain* spell), a runeslave gains a +4 bonus on all saving throws.

Runes (Ex) As a free action, whenever a rune giant uses its spark shower or spell-like abilities, it can cause the runes on its body to flash with light. All creatures within 10 feet of the giant must make a DC 23 Fortitude save or be blinded for 1 round. The saving throw is Charisma-based.

Spark Shower (Su) As a standard action, a rune giant can cause a shower of sparks to erupt out of one of the runes on its body. These sparks function as a breath weapon (30-ft. cone; 10d6 fire and 10d6 electricity damage; Reflex DC 29 half; usable once every 1d4 rounds). The save DC is Constitution-based.

SOHORV

CR 22

Male thanatotic titan^{B2}

XP 614,400

hp 471

TACTICS

During Combat Sohorr begins the fight by casting *greater dispel magic* to weaken his foes, moving away to keep his distance. If the PCs do not attempt to close, he will fire *disintegrate* or *meteor swarm* at them. If they do wish to challenge him in melee (or Sohorr suspects that he is losing a long-distance fight), the titan will charge in with his battleaxe. Sohorr favors targets with obvious divine abilities, especially humans due to his hatred of Kazsethil.

Morale Sohorr is too proud to admit defeat and fights until destroyed.

C4: THE HIDDEN CITY

The Hidden City is one of Kazsethil’s more sophisticated magical creations, a massive extraplanar prison constructed to house the Sinlord’s enemies. The city itself is a massive extraplanar replica of what Rasonia once at the Peak of Kazsethil’s rules, save that once he completed its creation Kazsethil transformed the entire plane into a realm where no magic operates. Kazsethil would often show it off to visiting contemporaries as display of power or a threat against those who would cross him.

This dimly illuminated room contains a silvery pool of water, in which an empty city can be viewed from above. Movements cause the view of the city to shift, and periodically you can see mummified bodies lying in the streets

Portal: The portal to the Hidden City is concealed at the bottom of the 20-foot-deep scrying pool, sealed within a fortified quintessence sphere (200 hp, hardness 40, break DC 35). The Portal opens 500 feet above the ground. The quintessence sphere shatters automatically if Kazsethil is ever imprisoned within the Hidden City, allowing the Sinlord to escape.

Scrying Pool: The pool of water shows a view of the Hidden City, which can be moved to any location within the city. Hundreds of Kazsethil’s prisoners lie dead throughout the Hidden City. Without their magic, all of the prisoners within the Hidden City have long since perished, many by their own hands. Their bodies were stripped of any valuables before they were cast in.

Sinlord’s Prison: Kazsethil has connected powerful sources of magic to the Hidden City, causing any instance of the *imprisonment* spell cast within the Crimson Ziggurat to send imprisoned creatures into the Hidden City rather than into the earth (DC 40 Spellcraft check to recognize this). The Hidden City itself is demiplane created through the *greater create demiplane*^{UM} spell that possesses the *dead magic*^{GG} trait. The Hidden City is a permanent demiplane created by Kazsethil, so the *permanency* effect which maintains it can be dispelled (CL 22nd). Once dispelled, any survivors (creatures affected by *imprisonment* over the course of the adventure) within are released into this room. The *Permanency* effect is automatically dispelled if Kazsethil enters the Hidden City.

C5: THE INFILTRATOR’S BANE (CR 23)

Kazsethil rightfully feared that enemies would attempt to enter the Crimson Ziggurat through extraplanar means, and so created this room as a way to entrap anyone foolish enough to try.

Teleportation Trap: Due to Kazsethil's *mythic dimensional lock* effects, creatures who attempt to teleport into any location within the Crimson Ziggurat are teleported to the center of this room.

Solid Walls: The room is isolated from the rest of the Crimson Ziggurat by magically fortified adamantine walls, which are 50 feet thick on all sides and have both hardness 40 and 300 hp for every 5 foot cube of material.

Creatures: Kazsethil and his underlings have found no shortage of bodies in this chamber, and so have used them to construct numerous immense guardians. Eight advanced flesh colossi reside in this room, prepared to attack any creatures which enter.

ADVANCED FLESH COLOSSUS^{B4} (8)

CR 17/MR 6

XP 102,400

hp 224

TACTICS

During Combat The flesh colossi have readied actions to move such that any creatures which appear in the room are immediately within the reach (and the antimagic aura) of at least one. From that point, they continually attack targets in melee until said targets are destroyed.

Morale The flesh colossi fight until destroyed

C6: THE CRUCIBLE (CR 19 OR 25)

While Kazsethil was usually content to either kill prisoners, send them to The Hidden City, or simply imprison them in some remote location, there were a few foes which the Sinlord needed to keep a special eye on. For these, he created a special prison known as the Crucible, which he has used to house his most dangerous captives.

Within this dark, empty room, behind numerous spells and gates sits a cubical stone structure with tightly placed metal bars over it that allow only the slightest light through. From deep within, Infernal curses can be heard.

Security Measures: The cubical stone structure, also known as the Crucible, is contained within a Permanent *prismatic sphere* (CL 22nd for both spells, DC 34 for Prismatic Sphere). This prismatic sphere is within a cage of adamantine bars which have 300 hp and Hardness 30, and this

cage is encased on all sides (including above and below) by Permanent *walls of force* (CL 21st). It is possible to converse with a prisoner inside the Crucible but freeing them is a difficult process indeed. Kazsethil knows a command word which disables the spells, opens the cage, and leads the Crucible to release its prisoner. The security measures reactivate after one minute or when another command word is spoken. Besides Kazsethil, there are three creatures in the Crimson Ziggurat who know the command word due to having once been trapped in the Crucible: Setlikax (in area C7), The Eldest Lamia (in area D3), and Sheima (in area F2). Nephestek knows about all three creatures and informs the PCs of their ability to set him free. However, he has no idea where to find them.



Creatures: The Crucible itself is a stone colossus, currently in its keep form, and contains inside it an Infernal Duke by the name of Nephstek. When Rasonia was eventually rebuilt in Kazsethil's absence, Nephstek seized control of it from the shadows, manipulating many noble and merchant factions to secure near total control of the city. Even Hereslyn was unaware of his machinations until Nephstek claimed the tyrant's soul following her death. Incensed by the capture of both his city and a prize he saw as rightfully his, Kazsethil spent a year hunting down Nephstek and his followers, murdering many of them and recruiting the rest. Kazsethil recognizes that Nephstek is valuable, however, and so the Sinlord has placed him in the Crucible until further notice.

Nephstek is well aware of the danger Kazsethil poses, and bargains with the PCs for his escape. He even agrees to join them in the fight against the Sinlord and intends to honor that promise if he is freed. As he is bound, deprived of his equipment, and trapped within the stone colossus' antimagic aura, there is little he is capable of at the moment. He does request to retrieve his equipment from area C7, however.

If the PCs destroy the many defenses around the Crucible, the stone colossus attacks them, changing back into its colossus form and attacking them.

THE CRUCIBLE

CR 19/MR 7

XP 204,800

Stone colossus^{B4}

hp 265

TACTICS

During Combat The Stone Colossus charges into battle immediately, aiming to keep as many creatures as possible within its reach while bombarding them with melee attacks.

Morale The Stone Colossus fights until destroyed

NEPHESTEK

CR 25

XP 1,638,400

Male infernal duke^{15B} (note: due to his imprisonment, Nephstek does not have any of his listed equipment)

hp 560

TACTICS

During Combat If conflict is inevitable, Nephstek begins by casting *time stop* on himself, followed by *unholy aura*, *freedom of movement*, *greater invisibility*, and *spell turning*. He keeps his distance during the fight, employing *mage's disjunction* and *polymorph any object* to weaken foes. He will go after weakened targets with *dominate monster* and *dominate person*, draining their intelligence while they obey him.

Morale Nephstek constantly attempts to negotiate with the PCs (or escape, if negotiation no longer seems like a viable option).

C7: THE PLEASURE ROOM (CR 23)

Kazsethil was known as the Sinlord of Lust for numerous reasons, and the parties he threw were legendary in their excess. His pleasure room, a common setting for the Sinlord's debaucheries, was not far from his Grand Hall, and enticing visitors into this secluded location was a common practice for Kazsethil.

Treasure: Kazsethil sometimes used this place as a hiding space for magical equipment, oftentimes because he removed his garments when entering and needed to be prepared for ambushes. A DC 44 Perception check reveals a hidden compartment underneath the bed, which contains a pair of boots of speed, 2 rods of cancellation, a staff of power; two *bracers of armor* +6, a *mirror of life trapping*, a *ring of evasion*, a *ring of protection* +5, a *rod of lordly might*, a *staff of vision*^{UE}, an *orb of utter chaos*^{UE}, and a *greater selective metamagic rod*^{UE}.

Creatures: Within this room, Kazsethil bound many of his favorite companions, creatures from across the multiverse who had proven their skill in the art of pleasure. Chief among them is an izfiitar protean named Setlikax, a creature who has been both a lover and enemy of the Sinlord and who is privy to many strange secrets about him. Setlikax chiefly desires their freedom, but their great age has given them patience and their enjoyable experiences with Kazsethil has given them a certain affinity for the man. Setlikax thus obeys Kazsethil's orders to murder anyone who sets foot in the room, but not before offering them a more pleasant encounter.

In addition, there are four demonic delighters whom Kazsethil has stationed here. These creatures are powerful succubi with immense magical ability which the Sinlord employs for pleasure as well as for information extraction (never without contingencies, however). Finally, two advanced aerial servants keep the place clean, stepping into the fight in order to protect their domain.

ADVANCED AERIAL SERVANT^{B5} (2)

CR 12

XP 19,200

hp 175

TACTICS

During Combat The aerial servants target creatures which are already distracted by other combatants, attempting to grapple them and deal as much damage as they can with sneak attack.

Morale The Servants fight until destroyed

DEMONIC DELIGHTERS (4)

CR 18

Succubus *mesmerist*^{OA} 18

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +11; **Senses** darkvision 60 ft., *detect good*, *thoughtsense*^{OA}; **Perception** +39

DEFENSE

AC 28, touch 20, flat-footed 25 (+1 armor, +3 deflection, +7 Dex, +7 natural)

hp 302 (8d10+18d8+40)

Fort +15, **Ref** +24, **Will** +30

Defensive Abilities towering ego; **DR** 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +11 (1d6+1)

Special Attacks bold stare (allure, disorientation, psychic inception, sapped magic), energy drain, hypnotic stare -3, mental potency, painful stare +9/6d6 (DC 32), profane gift

Spell-Like Abilities (CL 12th, concentration +17)

Constant—*detect good*, *tongues*

At will—*charm monster* (DC 25), *detect thoughts* (DC 23), *ethereal jaunt* (self plus 50 lbs. of objects only), *suggestion* (DC 24), *greater teleport* (self plus 50 lbs. of objects only), *vampiric touch*

1/day—*dominate person* (DC 26), *summon* (level 3, 1 babau 50%)

Mesmerist Spells Known (CL 18th, concentration +29, DC 21+spell level)

6th (5/day)—*hostile juxtaposition*^{UC}, *mass hold person*, *waves of ecstasy*^{UM}, *waves of exhaustion*

5th (6/day)—*cloak of dreams*^{APG}, *mind fog*, *phantasmal web*^{APG}, *possession*^{OA}

4th (7/day)—*dimension door*, *enervation*, *mind probe*^{OA}, *serenity*^{UM}, *thoughtsense*

3rd (8/day)—*aura of the unremarkable*^{UI}, *confusion*, *crushing despair*, *dispel magic*, *major image*

2nd (8/day)—*blindness/deafness*, *compassionate ally*^{UM}, *glitterdust*, *oneiric horror*^{OA}, *pyrotechnics*, *touch of idiocy*

1st (8/day)—*faerie fire*, *hideous laughter*, *jitterbugs*^{ARG}, *paranoia*^{OA}, *silent image*, *vanish*^{APG}

0 (at will)—*daze*, *detect magic*, *ghost sound*, *light*, *mage hand*, *prestidigitation*

TACTICS

Before Combat The demonic delighters implant the *free in body* trick on themselves and one of them implants *greater mask misery* on Setlikax. The delighters then cast *thoughtsense* on themselves

During Combat The demonic delighters focus their hypnotic stares (usually using sapped magic or psychic inception to bypass resistances) on different targets and try to weaken targets through *empowered enervation* and *mind fog* before

seizing control of them with *possession* or crippling them with *persistent confusion*, *mass hold person*, *waves of ecstasy*, or *waves of exhaustion*. *Phantasmal web* and *hostile juxtaposition* are used to control space.

Morale The Demonic Delighters have been conditioned by Kazsethil to have little regard for their own safety and thus fight to the death (he has resurrected each of them at least once before).



STATISTICS

Str 11, **Dex** 24, **Con** 22, **Int** 20, **Wis** 14, **Cha** 32

Base Atk +21; **CMB** +21; **CMD** 38

Feats Ability Focus (Painful Stare), **Bleeding Stare**^{OA}, **Compounded Pain**^{OA}, **Demoralizing Stare**^{OA}, **Dimensional Agility**^{UC}, Empower Spell, Heighten Spell, Improved Initiative, **Intense Pain**^{OA}, **Logical Spell**^{OA}, Persistent Spell, Quicken Spell, Weapon Finesse

Skills Bluff +57, Diplomacy +40, Disguise +40, Escape Artist +36, Intimidate +40, Knowledge (history) +34, Knowledge (local) +34, Knowledge (planes) +34, Perception +39, Sense Motive +31, Spellcraft +34

Languages Abyssal, Celestial, Common, Draconic; telepathy 100 ft., *tongues*

SQ Change Shape (alter self, Small or Medium humanoid), Consummate Liar, Glib Lie, Manifold Tricks (5), mesmerist tricks (compel alacrity, free in body, greater mask misery, mask misery, meek facade, mesmeric mirror, reflection of weakness, spacial switch, spell anticipation) (20/day, DC 30), touch treatment (*break enchantment*, greater)

Other Gear Magic Tattoos replicating a *robe of scintillating colors*^{UE}, a *ring of protection* +3, a pair of *bracers of armor* +1, and *feather step slippers*^{UE}, spell component pouch

SPECIAL ABILITIES

Energy Drain (Su) A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a suggestion spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 25 Will save to negate the suggestion. The DC is 25 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Profane Gift (Su) Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her suggestion spell-like ability through it). A profane gift is removed by dispel evil or dispel chaos. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

SETLIKAX

CR 20

Izfiitar protean^{B6}

XP 307,200

hp 362

TACTICS

During Combat Setlikax begins a fight with *mage's disjunction* to weaken targets before targeting them with quickened *confusion*. From there, they use Reshape Reality to create numerous obstacles for opponents, hemming them in so that they can shred them using Warpwave-enhanced claw attacks.

Morale Setlikax fights until reduced below 100 hit points, at which point they surrender and agree to talk (perhaps bargaining with the PCs for information). If Setlikax detects that the PCs are intent on destroying them, the Protean fights to the death but never stops enticing the PCs to stop.

C8: THE THRONE ROOM (CR 25)

As befitting a being of his wealth and power, Kazsethil's throne room is immense and luxurious, covered with paintings and statuary that make the triumphs of artifice in C1 and C3 seem like childish efforts by comparison. It was here that the Sinlord conducted the trials of many of his opponents, and it is said that their blood has been baked into the room's elaborate stonework. Kazsethil knows of the legends surrounding him and this location and has taken advantage of them to present this location as a masquerade. A powerful usurper-turned-servant has taken Kazsethil's place atop the throne and pretends to be the Sinlord in the hopes of ending the missions of any who would seek to topple her master.

A majestic figure stands before an immense throne, the grand adornments of the room all converging to this grandiose display. The face of the Sinlord, easily identified from the countless replicas, smiles back at you.

Decorations: Like in C1, the ornaments here are quite valuable, worth a total of 290,000 gp (or 80,000 gp if simply recorded). However, they are infused with the same Sinlord's Glory trap which protects the treasures in C1.

Guards and Wards: The 20-foot wide entryway to this room is secured by four *dispel magic* effects (CL 22nd) which target any creatures that enter. These come from the *mythic guards and wards* effect supported in area E2

Red Throne: The throne that Hereslyn sits atop is Rasonia's infamous Red Throne, a monumental seat said to curse any who sit upon it with eventual overthrow. Regardless of whether or not this curse exists, the Red Throne grants whoever sits upon it immense power, granting them at +10 deflection bonus to AC and immunity to all illusions and mind-affecting effects.

Hidden Passageway: A DC 50 Perception check reveals a hidden illusion-covered passageway beneath the Red Throne, which descends to area D1. The passageway is sealed with *arcane lock*, lined with lead to stop divinations, and covered with a *wall of force* to stop entry.

Creatures: The individual on the throne is not Kazsethil but rather an impersonator, the now-undead Queen Hereslyn who once controlled Rasonia and who sought immortality through the Sanguine Locus. Kazsethil reanimated her after reclaiming her soul from Nephstek and has placed her amongst other would-be usurpers in his throne room. The two vampiric challengers are powerful lust wizards who once tried to claim Kazsethil's position or powers, efforts which the Sinlord punished by transforming these foes into his immortal servants. Finally, three Infernal Champions, the last loyal members of Hereslyn's brutal guard, fight to protect their undead queen.

HERESLYN

CR 24/MR 3

Female human mythic vampire bard 20
CE Medium undead (augmented, mythic)

Init +17^M; **Senses** darkvision 60 ft., arcane sight; **Perception** +41

DEFENSE

AC 54 touch 31, flat-footed 43 (+8 armor, +10 Dex, +10 deflection, +1 dodge, +14 natural)

hp 457 (20d8+364) fast healing 5

Fort +25, **Ref** +30, **Will** +23;

Defensive Abilities channel resistance +8, *freedom of movement*, overcome weakness (sunlight); **DR** 10/epic; **Immune** mind-affecting effects, illusions, undead traits; **SR** 25

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft, climb 30 ft

Melee slam +24 (1d4+8 plus energy drain)

Special Attacks bardic performance 57 rounds/day (swift; countersong, deadly performance, dirge of doom, distraction, fascinate [DC 35], frightening tune [DC 35], inspire competence +6, inspire courage +4, inspire greatness, inspire heroics, mass suggestion [DC 35], soothing performance, suggestion [DC 35]), blood drain (2 levels, DC 35), children of the night, create spawn, dominate (DC 35), energy drain (2 levels, DC 35), mythic power (3/day, surge +1d6), negative energy focus, scabrous claws

Bard Spells Known (CL 20th, concentration +35, DC 25+spell level, 27+spell level for enchantment spells)

6th (8/day)—*brilliant inspiration*^{APG}, *dirge of the victorious knights*^{AG}, *fool's forbiddance*^{APG}, *geas/quest*, *irresistible dance*^{M,MA}, *project image*

5th (8/day)—*greater dispel magic*, *mind fog*, *shadow walk*, *song of discord*, *stunning finale*^{APG}

4th (8/day)—*dominate person*^{M,MA}, *freedom of movement*, *greater invisibility*, *hold monster*, *shadow conjuration*, *wall of sound*

3rd (9/day)—*charm monster*, *confusion*^{M,MA}, *displacement*, *gaseous form*, *haste*, *purging finale*^{APG}, *slow*

2nd (9/day)—*alter self*, *detect thoughts*, *hold person*, *mirror image*, *misdirection*, *suggestion*

1st (9/day)—*feather fall*, *grease*, *hideous laughter*, *saving finale*^{APG}, *silent image*, *timely inspiration*^{APG}

o (at will)—*detect magic*, *light*, *mage hand*, *message*, *open/close*, *prestidigitation*

TACTICS

Before Combat Hereslyn uses her *staff of vision* and *crystal ball* to scout the floor out when she hears of the PC's entrance, and casts *freedom of movement*, *haste*, *mirror image*, and *greater invisibility* before using *project image* to create the image of Kazsethil which greets the PCs.



During Combat Hereslyn stays on her throne to retain its benefits, casting spells through her projected image and using it to draw fire. She begins the fight by using *Inspire Courage* and casting *mythic confusion* from her projection. Throughout the fight, she continues to concentrate on the effect while using spells such as *mind fog*, *fool's forbiddance*, *greater dispel magic*, and *dirge of the victorious Knight* to cripple opponents. She aids her allies with *brilliant inspiration*, *timely inspiration* and *saving finale* if she feels that they are playing an important role in protecting her.

Morale Hereslyn fights until destroyed, too proud to face defeat yet again

STATISTICS

Str 27, **Dex** 31, **Con** -, **Int** 22, **Wis** 21, **Cha** 40

Base Atk +15; **CMB** +23; **CMD** 43

Feats Alertness, Combat Reflexes, Deceitful, *Discordant Voice*^{UC}, Dodge, Greater Spell Focus (enchantment), Heighten Spell, Improved Initiative^M, Lightning Reflexes, *Lingering Performance*^{APG}, *Mythic Spell Lore*^{M,MA}, Persistent Spell, Quicken Spell, Spell Focus (enchantment), Spell Perfection (*confusion*), *Spellsong*^{UM}, *Subtle Enchantments*^{UI}, Toughness

Skills Bluff +51, Disguise +43, Knowledge (history) +29, Knowledge (local), Knowledge (nobility) +29, Perception +41, Perform (oratory) +38, Perform (sing) +38, Perform (string) +38, Perform (wind instruments) +38, Spellcraft +29, Use Magic Device +39 **Racial Bonuses** +8 Perception, Sense Motive, and Stealth

Languages Aklo, Avatali, Common, Elven, Giant, Infernal, Larisen, Phenesiril, Shadowtongue, *tongues*

SQ bardic knowledge +10, change shape (*dire bat*^{B1} or *wolf*^{B1}, *beast shape II*), *contingency*, exceptional stats, gaseous form, inherent bonuses, jack-of-all-trades, lore master 3/day, permanent spells, shadowless, spider climb, versatile performances (dance, oratory, sing, string, wind)

Combat Gear *disruptive metamagic rod*^{APG}, major ring of spell storing (contains *harm*, *stoneskin*), quicken metamagic rod, *reach metamagic rod*^{UE}, *staff of vision*^{UE} (40 charges), *threnodic metamagic rod*^{UE}, wand of magic missile (CL 9th, 30 charges);

Other Gear amulet of natural armor +5, belt of physical might +6 (Str, Dex), *boots of teleportation*^{UE}, bracers of armor +8, crimson gown (as *wings of flying* but takes up the body slot, not the shoulder slot), crystal ball with *true seeing*, *eyes of charming*^{UE}, handy haversack, headband of mental superiority +6 (grants ranks in Knowledge (history), Perception, and Spellcraft), *iridescent spindle ioun stone*, *pages of spell knowledge*^{UE} (*purging finale*, *subjective reality*), *pale green prism ioun stone*, *portable hole*, *ring of splendid security*^{COTCT}, *vibrant purple prism ioun stone* (*dispel magic*), *spectral shroud*^{UE}, spell component pouch, opera script worth 100 gp each (for casting *dirge of the victorious knights*)

SPECIAL ABILITIES

Blood Drain (Su) A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Change Shape (Su) A vampire can use change shape to assume the form of a dire bat or wolf, as *beast shape II*.

Children of the Night (Su) Once per day, a vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Contingency Hereslyn used a scroll of *contingency* to set up this effect: if she is ever brought to fewer than 150 hit points, *harm* (CL 20th) is cast on her.

Create Spawn (Su) A vampire can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire's base creature type. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of the vampire that created it, and remains enslaved until its master's destruction. A vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Dominate (Su) A vampire can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some vampires might be able to affect different creature types with this power.

Energy Drain (Su) A creature hit by a vampire's slam (or other natural weapon) gains two negative levels. This ability only triggers once per round, regardless of the number of attacks a vampire makes.

Exceptional Stats (Ex) Queen Hereslyn was destined from birth to achieve greatness. Her ability scores were generated using 25 points, rather than the standard array. Additionally, her gear was determined as if she were a PC rather than an NPC to account for her vast wealth. These advantages increase her total CR by 1.

Gaseous Form (Su) As a standard action, a vampire can assume gaseous form at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Inherent Bonuses With the aid of Kazsethil, genie-granted wishes and other expenditures of her wealth, Hereslyn has a +5 inherent bonus to all of her ability scores.

Negative Energy Focus (Su) A mythic vampire's energy drain ability triggers once per successful melee attack with melee weapons or natural attacks, up to a maximum of once per round for every 2 mythic ranks the vampire has.

Overcome Weakness (Ex) If a mythic vampire begins its turn in an area of direct sunlight, it is nauseated (rather than staggered), takes 10 points of damage, and loses its fast healing ability for that round. The vampire is still destroyed on the second round. At higher ranks, it can overcome or ignore other vampire weaknesses or aversions, as follows: garlic (4th rank), mirrors and holy symbols (6th rank), invitation (8th rank), running water (10th rank).

Permanent Spells Hereslyn has *arcane sight* and *tongues* as permanent spells, both functioning at CL 16th.

Scabrous Claws (Su) As an immediate action, a mythic vampire can expend one use of mythic power to grow claws on its hands, allowing it to make claw attacks or slam attacks. The claw attacks deal the same damage as its slams (including energy drain) plus 1d6 points of bleed damage. The claws last for 1 hour or until dismissed by the vampire as a free action.

Shadowless (Ex) A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex) A vampire can climb sheer surfaces as though under the effects of a *spider climb* spell.

INFERNAL CHAMPIONS^{N^{PCC}} (3)

CR 19

XP 204,800

hp 233

TACTICS

Before Combat Each champion applies *oil of greater magic weapon* to her falchion and *oil of magic vestment*, then drinks her potions of *barkskin*, *heroism*, and *bear's endurance* and activates her *boots of flying*.

During Combat Each champion attacks a single enemy until they are dead then switches to another. She usually opts to inflict stun and bleed with critical hits, then blind and exhaust. They go after good outsiders, paladins, and clerics of good-aligned deities first. She obeys Hereslyn's orders if they conflict with this, however.

Morale The infernal champions fight to the death.

VAMPIRIC CHALLENGER (2)

CR 16

Human vampire enchanter (*scrollmaster*^{UM}) 15

CE Medium Undead (augmented)

Init +9; Senses darkvision 60 ft., *true seeing*, Perception +28

DEFENSE

AC 37 touch 19, flat-footed 31 (+4 armor, +3 deflection, +5 Dex, +1 dodge, +10 natural, +4 shield)

hp 130 (15d6+75) fast healing 5

Fort +13, Ref +16, Will +14;

Defensive Abilities channel resistance +4, *displacement*, scroll shield; DR 10/magic and silver; **Immune** undead traits

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee +3 scroll blade +14/+9 (1d6+7) or dazing touch +11 touch

Ranged ranged touch +12

Special Attacks aura of despair (15 rounds), blood drain, children of the night, create spawn, dominate (DC 21), energy drain (2 levels, DC 21), improved scroll casting, scroll blade

Enchanter Spell-like Abilities (CL 15th, concentration +19)
10/day—dazing touch

Enchanter Spells Prepared (CL 15th, concentration +22; DC 17+spell level; 19+spell level for enchantments, 21+spell level for *feeblemind*)

8th—*irresistible dance* (2), *summon monster VIII*

7th—dazing *ball lightning*^{APG}, *mage's sword*, *power word blind* (2), *prismatic spray*

6th—*cloak of dreams*, *dazing fireball*, *persistent confusion* (2), *sirocco*^{APG}, *true seeing*

5th—*feeblemind* (4), *icy prison*^{UM}, *mirage arcana*, *persistent slow*

4th—*aura of the unremarkable*, *crushing despair*, *dimension door*, *dimensional anchor*, *overwhelming grief*^{UM} (2), *wall of ice*

3rd—*dispel magic*, *displacement*, *fireball*, *fly*, *stinking cloud*, *suggestion* (2), *vision of hell*^{UM}

2nd—*acid arrow*, *compassionate ally* (2), *glitterdust*, *invisibility*, *resist energy*, *touch of idiocy*, *web*

1st—*charm person*, *grease*, *illusion of calm*, *lock gaze* (2), *mage armor*, *magic missile*, *silent image*

0 (at will)—*arcane mark*, *daze*, *detect magic*, *prestidigitation*

Sin Magic Specialization^{ROTR} Enchantment **Prohibited Schools**

Necromancy, Transmutation

TACTICS

Before Combat The Vampiric Challengers, once they hear of incoming enemies, cast *mage armor*, *displacement*, *true seeing*, *aura of the unremarkable*, *illusion of calm*, *fly*, *invisibility*, and *cloak of dreams* on themselves, or at least as many of these as they can.

During Combat The Vampiric Challengers begin by casting *summon monster VIII* to summon 1d3 *bebiliths* and afterwards lash out frequently with *feeblemind*, oftentimes using *Quickened Spell* and *Persistent Spell* in conjunction with *Spell Perfection* to amplify the spell's effect. They target spellcasters primarily, eager to prove their superiority in combat.

Morale The Vampiric Challengers' egos are immense, and they would sooner die than face the humiliation of defeat again.

STATISTICS

Str 18, **Dex** 20, **Con** -, **Int** 25, **Wis** 12, **Cha** 18

Base Atk +7; **CMB** +11; **CMD** 26

Feats Alertness, Augment Summoning, Combat Reflexes, **Dazing Spell**^{APG}, Dodge, Greater Spell Penetration, Heighten Spell, Improved Initiative, Lightning Reflexes, Persistent Spell, Quicken Spell, Scribe Scroll, Spell Focus (Conjuration and Enchantment), Spell Penetration, Spell Perfection (Feeblemind), Toughness, **Verdant Spell**^{UW}

Skills Bluff +32, Knowledge(arcana), Knowledge(dungeoneering), Knowledge(engineering), Knowledge(history), Nature, Planes, Religion) +25, Perception +28, Spellcraft +25 **Racial Bonuses** +8 Perception, Sense Motive, and Stealth

Languages Abyssal, Aklo, Aquan, Avatali, Celestial, Draconic, Giant, Infernal, Phenesiril

SQ change shape (dire bat or wolf, *beast shape II*), enchanting smile, gaseous form, shadowless, spider climb

Combat Gear *potion of glibness*, *potions of invisibility* (2), *scrolls of detect secret doors* (2), *scroll of dimension door*, *scrolls of fly* (2), *scroll of greater invisibility*, *scrolls of scorching ray* (2), *scrolls of see invisibility* (2), *scrolls of chain lightning* (2), *scrolls of greater heroism* (2)

Other Gear *amulet of natural armor* +4, *bag of holding* (type I), *belt of incredible dexterity* +4, *cloak of resistance* +4, *hat of disguise*, *headband of vast intelligence* +4 (grants ranks in Knowledge (engineering) and Knowledge (religion)), *ring of protection* +3, *slippers of spider climbing*, *eye ointment* worth 250 gp for casting *true seeing*, spellbooks.

SPECIAL ABILITIES

Spellbooks The vampiric challengers' spellbooks contain all sorcerer/wizard spells of 8th level or lower from the *Core Rulebook*, save that they do not contain any spells of the necromancy or transmutation schools. These are in addition to the spells that the vampiric challengers have prepared.

KAZSETHIL'S CATACOMBS

D1: THE DESOLATE HALLWAYS

The grandiose decorations of the floors above fade into drab stone construction as you descend the stairway, a web of twisting passageways greeting you in the darkness as you reach the bottom, between them sitting a quartet of statues.

In contrast to the ornate structures of the previous level, the tunnels beneath the throne room are made of unworked black stone with no decorations to speak of. Kazsethil never intended for visitors to come here, and so never affixed the floor with the pomp that decorates the upper levels. Four hallways extend from the initial path, each leading to a different location where Kazsethil conducted his private affairs.

Statues: Four statues of Kazsethil stand at the end of the center hallway, each posed in a certain manner. One is kneeling as if before an altar, its empty hand outstretched as if it was meant to hold something. One stands proudly with its palm out expectantly, as if expecting tribute. One stands nude with an open hand close to its chest. Finally, the last statue has the Sinlord scratching his chin, his arm outstretched as if he were observing something in his empty hand.

Each of the statues radiates a powerful conjuration aura, and together they will open a portal to area D6 when all four of them are given specific keystones. The keystones for each statue are located in the following places.

The Kneeling Statue: **D2**

The Tribute Statue: **D3**

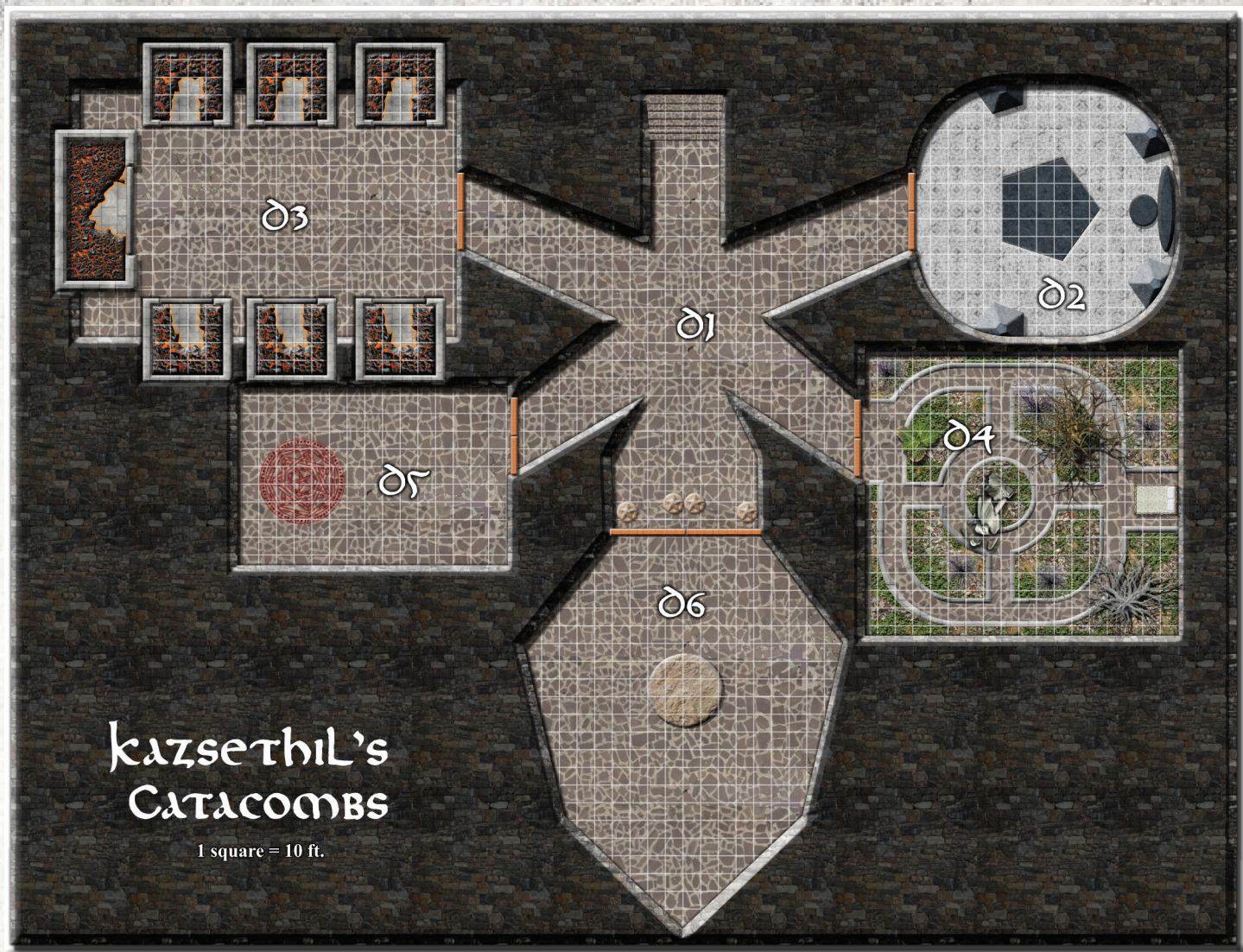
The Amorous Statue: **D4**

The Curious Statue: **D5**

When all four keystones are in place, the four statues activate, each one crushing its respective keystone as the portal opens. This destruction is a bit of theatricality by Kazsethil, an indicator that the four concepts embodied by the keystones (control, devotion, pleasure, and power) are little more than means to an end for the Sinlord.

D2: THE SHRINE (CR 24)

Kazsethil has claimed to worship countless gods over the millennia, deities ranging from artistic gods to demon lords to Great Old Ones to a variety of other entities from across the cosmos. In truth, there was only one god that Kazsethil revered and adhered to: Eimha, ancient Avatali god of secrets and control. Eimha's teachings were the ones Kazsethil was raised into and the only ones he took to heart, with the Sinlord learning to uncover the world's mysteries, to crave ever-greater influence, and to never reveal everything he knew. Many times, Kazsethil allied himself with other gods and their churches, only to cast them aside when the alliance no longer suited him. This perverse practice earned Kazsethil (and thus Eimha) a curious follower in the Eldest Lamia, an Avatali woman cursed by the gods who took sick pleasure in watching divinity so often defied.



Kazsethil's Catacombs

1 square = 10 ft.

Deep within the Crimson Ziggurat, Kazsethil constructed an immense shrine to all the deities he had revered and jilted, its circular shape forming an immense image of Eimha's holy symbol (identified with a DC 40 Knowledge (religion) check).

The circular room and its vaulted ceiling are a patchwork of divine icons, displaying holy images from many eras and cultures. Each of these images is defaced in a unique manner, being burned, slashed, eroded, stained, or otherwise visibly damaged.

Some deities of mention in the shrine are as follows (each identified with a Knowledge (religion) check of varying DCs):

- Federia, discussed in area D6 (DC 20)
- Demon Lord of Succubi, Darkness, and Assassins (DC 15)
- Goddess of Art, Love and Music (DC 10)

- God of Armageddon and the Moon (DC 20)
- Goddess of Elves and Revenge (DC 10)
- Goddess of Dreams and Stars (DC 10)
- Goddess of Magic, Sin, and Discipline (DC 20)
- God of Destiny and Humanity (DC 15)
- Goddess of Death and Fate (DC 10)
- Goddess of Suffering and Widows (DC 15)
- God of Peacocks and Rainbows (DC 20)
- Goddess of Tragedy and Suicide (DC 15)
- Hastur, Great Old One of Excess and Dominion (DC 30)
- Yog-Sothoth, Outer God of Space and Time (DC 30)

Keystone: The Keystone in this room is in the center of the floor pattern, noticeable with a DC 40 Perception check. The Keystone itself is an onyx dodecahedron with a white webbing pattern running across it, an ancient holy symbol of Eimha which was carried by Kazsethil's father long ago.

Creatures: The Eldest Lamia is the primary foe in this room, and she leads the six fallen abbots in a ruthless assault against the PCs. They will prioritize attacking characters with clear religious displays, especially divine casters.

The Eldest Lamia was once a false priestess, giving fabricated prophecies in ancient Avatal before she was cursed and transformed by her alleged patron. Thousands of years later, after having birthed countless descendants across the world, the Eldest Lamia stills draws immense pleasure from watching the gods defied. She was bound here by Kazsethil long ago, her mythic power sustaining her. As she has been magically forbidden from harming the Abbots or the sefaced monuments in the room, the Eldest Lamia hungers for the blood of the faithful.



The Fallen Abbots were once high priests, each of a different faith Kazsethil once served. Each of them was sacrificed by the Sinlord to Eimha, who transformed them into powerful immortal servitors.

ELDEST LAMIA

CR 22/MR 6

Female mythic *harridan*^{ROTR} *lamia matriarch*^{B2} *antipaladin*^{ACG} 2/
eldritch knight 8

XP 615,000

CE Huge monstrous humanoid (shapechanger)

Init +16/-4^M; **Senses** darkvision 60 ft., low-light vision; **Perception** +28

Aura Seduction 30 ft (DC 25)

DEFENSE

AC 44, touch 19, flat-footed 39 (+10 armor, +4 deflection, +5 Dex, +17 natural, -2 size)

hp 371 (22d10+246) (14 temporary hit points)

Fort +33, **Ref** +33, **Will** +31

Defensive Abilities unholy resilience; **Immune** mind-affecting effects; **SR** 36

OFFENSE

Speed 40 ft., climb 40 ft., fly 40 ft (good), swim 40 ft.

Melee +4 *ghost touch spell storing scimitars* +35/+35/+30/+30/+25/+25/+20 (1d8+18/15-20/x3 plus 1 wisdom drain on first hit each round) (both currently contain *bestow curse*), tail slap +29 (2d6+7 plus grab) or touch +31 (1d8 Wisdom drain)

Space 15 ft., **Reach** 10 ft.

Special Attacks constrict (2d6+21), mythic magic 3/day, mythic surge (6/day, +1d8), pounce, rake (2 claws, +34, 1d8+14), smite good +9/+2, touch of corruption 10/day (1d6, DC 20), wisdom drain

Spell-Like Abilities (CL 16th; concentration +25)

At will—*charm monster* (DC 23), *ventriloquism* (DC 20)

3/day—*deep slumber* (DC 22), *dream*, *major image* (DC 22), *mirror image*, *suggestion* (DC 22)

Sorcerer Spells Known (CL 16th; concentration +25; DC 19+spell level)

8th (4/day)—*frightful aspect*^{UC}

7th (6/day)—*blasphemy*, *repulsion*

6th (7/day)—*antimagic field*, *greater dispel magic*, *heal*

5th (8/day)—*echolocation*^{UM}, *fickle winds*, *overland flight*, *true seeing*
4th (8/day)—*dimension door*, *freedom of movement*, *greater invisibility*, *wall of bone*^{MaTT}

3rd (8/day)—*bestow curse*, *greater magic weapon*, *haste*, *magic vestment*

2nd (8/day)—*align weapon*, *death knell*, *grace*, *silence*, *touch of idiocy*

1st (9/day)—*divine favor*, *magic missile*, *shield*, *shield of faith*, *shocking grasp*

o (at will)—*arcane mark*, *dancing lights*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *mending*, *prestidigitation*

TACTICS

Before Combat The Eldest Lamia casts *greater magic weapon* on both her scimitars, as well as *overland flight*, *magic vestment*, and *shield of faith* at the start of the day.

During Combat The Eldest Lamia casts *quicken greater invisibility* on herself before charging into battle with her scimitars. She'll maneuver around the battlefield with *dimension door* and cast defensive spells such as *repulsion*, *echolocation*, *fickle winds*, and *frightful aspect* as she gets the opportunity. In extreme circumstances, she resorts to *antimagic field*, potentially using the mythic version to maintain some of her defensive or offensive spells.

Morale As much as the Eldest Lamia fears Kazsethil, she fears her death even more, as this would mean coming face-to-face with the goddess who cursed her. As a result, she will surrender if reduced below 40 hit points.

STATISTICS

Str 38, **Dex** 27, **Con** 27, **Int** 16, **Wis** 16, **Cha** 29

Base Atk +22; **CMB** +18; **CMD** 32 (can't be tripped)

Feats Dimensional Agility, *Dimensional Assault*^{UC}, *Dimensional Dervish*^{UC}, Double Slice, *Favored Prestige Class*^{POTR} (eldritch knight), Greater Two-Weapon Fighting, *Improved Critical (scimitar)*^M, *Improved Initiative*^M, *Improved Two-Weapon Fighting*, Multiattack, *Prestigious Spellcaster*^{POTR}, *Quickened Spell*, *Two-Weapon Fighting*^M

Skills Acrobatics +38, Bluff +40, Knowledge (arcana) +30, Knowledge (history) +30, Knowledge (planes) +20, Knowledge (religion) +30, Perception +30, Spellcraft +20, Use Magic Device +30

Languages Abyssal, Draconic, Phenesiril

SQ change shape (fixed medium humanoid form, *alter self*), *detect good*, undersized weapons

Combat Gear 2 +1 *ghost touch spell storing* scimitars, +1 *light fortification* mithral breastplate, *staff of understanding*^{UE}

Other Gear belt of physical perfection +2, cloak of resistance +3, headband of impressive charisma +2, ointment for true seeing worth 250 gp, spell component pouch

SPECIAL ABILITIES

Aura of Seduction (Su) Any creature within 30 feet of a mythic lamia must succeed at a DC 25 Will save or become fascinated. A creature that succeeds at this save is immune to the lamia's aura for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

Rake (Ex) When a lamia harridan uses her pounce ability, she also gains a rake attack with her two hind claws (these attacks are identical in other regards to her normal claw attacks).

Spells A mythic lamia matriarch casts spells as a 8th-level sorcerer, and can cast spells from the cleric list as well as

those normally available to a sorcerer. Cleric spells are considered arcane spells for a lamia matriarch. The Eldest Lamia has advanced this spellcasting ability through the Eldritch Knight class.

Wisdom Drain (Su) A lamia matriarch drains 1d4 points of Wisdom each time she hits with her melee touch attack. The first time each round that she strikes a foe with a melee weapon, she also drains 1 point of Wisdom. A DC 25 Will save negates the Wisdom drain. Unlike with other kinds of ability drain attacks, a lamia matriarch does not heal damage when she uses her Wisdom drain. The save DC is Charisma-based.

Alternatively, a mythic lamia matriarch may use her touch attack to drain one use of mythic power from the target and regain one of her own uses of mythic power (save negates).

FALLEN ABBOT (6)

CR 17

Advanced *rogue*^{MC} *herecite*^{B6} of Eimha

XP 102,400

NE Medium undead

Init +16; **Senses** darkvision 60 ft., *aura sight*^{ACG}, *see invisibility*; **Perception** +29

Aura desecration (30 ft.)

DEFENSE

AC 33, touch 26, flat-footed 25 (+8 Dex, +7 natural, +8 profane)

hp 304 (21d8+210) fast healing 10 (14 temporary hit points)

Fort +17, **Ref** +17, **Will** +17

Defensive Abilities channel resistance +6, evasion, improved uncanny dodge, profane insight; **DR** 10/good; **Immune** undead traits; **SR** 30 (34 vs. divine spells)

OFFENSE

Speed 40 ft.

Melee 2 slams +26 (2d6+11 plus faith-stealing strike)

Ranged +5 *unholy hand crossbow* +30/+25/+20 or +28/+28/+23/+18 (1d4+7 plus faith-stealing strike)

Special Attacks crippling strike, faith-stealing strike, scars of betrayal, sneak attack +10d6

Spell-Like Abilities (CL 21st; concentration +29)

Constant—*aura sight*, *see invisibility*

At will—*confusion* (DC 22), *divination*, *heroism*, *imbue with spell ability*, *magic circle against good*, *nondetection*, *prayer*, *speak with dead*, *suggestion* (DC 21), *unholy blight* (DC 22)

3/day—*charm monster* (DC 23), *create undead*, *dispel good*, *false vision*, *find the path*, *geas/quest*, *greater dispel magic*, *heroes' feast*, *mislead*, *quicken unholy blight* (DC 22), *telepathic bond*, *true seeing*

1/day—*blasphemy* (DC 25), *demand* (DC 26), *discern location*, *insanity* (DC 25), *legend lore*, *mass inflict critical wounds* (DC 26), *mass invisibility*, *refuge*, *screen*, *unholy aura*

TACTICS

Before Combat One of the fallen abbots casts *Heroes' Feast* at the start of each day. One of the the fallen abbots casts mass invisibility over all of them in anticipation of conflict. They also keep a perpetual *Heroism* effect active on the Eldest Lamia so that it is active when she begins combat.

During Combat The fallen abbots begin by targeting creatures with *Confusion* or by casting *quicken unholly blight* and attacking with their crossbows, although one initiates the fight by casting *prayer*. Afterwards, they use *unholly aura* on themselves and move to keep their distance from the PCs while using another *quicken unholly blight*. Depending on how the PCs move and attack, the Abbots may move into melee to take advantage of flanking, but they will otherwise stay at a distance and use their crossbows.

Morale The fallen abbots fight until destroyed

STATISTICS

Str 28, Dex 27, Con —, Int 18, Wis 13, Cha 26

Base Atk +15; CMB +24; CMD 42

Feats Combat Expertise, Deadly Aim, Improved Initiative, Improved Natural Attack (slam), Iron Will, Point-Blank Shot, Power Attack, Precise Shot, *Quicken Spell-Like Ability*^{B1} (Unholly Blight), Rapid Reload, Rapid Shot

Skills Acrobatics +29, Bluff +29, Diplomacy +29, Intimidate +32, Knowledge (Religion) +28, Perception +29, Sense Motive +25

Languages Abyssal, Avatali, Celestial, Infernal, Phenesiril

SQ cabal, herecite domains (Charm, Evil, Trickery), profane insight, rogue talents (fast stealth, crippling strike), unleash heresy

SPECIAL ABILITIES

Cabal (Ex) Multiple herecites can form a cabal to gain increased magical abilities and defenses. A cabal consists of at least two herecites. The ritual to form a cabal (or to welcome new herecites into an existing cabal) requires 24 hours of worship, prayer, and vile sacrifice, after which point the herecites become bound to the area in which the ritual was performed (this area can be no larger than one 50-foot cube per herecite in the cabal, to a maximum of five 50-foot cubes for a cabal of five herecites). If any one member of a herecite cabal leaves this area, it and all other herecites in the cabal lose all of the shared abilities granted by their cabal and they must perform the ritual once again to regain these abilities.

All herecites in a cabal gain the spell-like abilities granted by each individual herecite's domains (in the case of duplicate domains, no additional spell-like abilities are gained—most herecite cabals consist of herecites with individually different domains). All herecites in a cabal share one mind, can communicate telepathically, and gain a +4 bonus on initiative and Perception checks. If at least one herecite in a cabal disbelieves an illusion, all other herecites in the cabal are considered to disbelieve the illusion. If one herecite is aware of combatants, all other herecites in that cabal area also

aware of those combatants, and if one member is injured or killed, all remaining herecites are aware of it. As long as the cabal exists, all herecites in the cabal gain fast healing 10.

Desecration Aura (Su) A herecite's very existence is an embodiment of blasphemy and heresy, and as such it exudes a 30-foot-radius aura of desecration. It and all undead within this area gain a +2 profane bonus on attack rolls, damage rolls, and saving throws, and the DC to resist negative channeled energy in the area increases by 6. The herecite gains 2 hit points per Hit Die (+42 hit points for the fallen abbots). All of these benefits are calculated into the above statistics, and while they do not stack with those granted by desecrate spells, neither do they vanish if the herecite enters an area under the effect of a consecrate spell.

Faith-Stealing Strike (Su) A nonevil divine spellcaster struck by a herecite's slam attack or by its favored weapon must succeed at a DC 21 Will save or be unable to cast any divine spells for 1 round. If it succeeds at this save, the creature is immune to further faith-stealing strikes from that particular herecite for 24 hours. The save DC is Charisma-based.

Herecite Domains (Su) A herecite is associated with one evil god, and is always of the same alignment as that god. The fallen abbot selects two domains granted by that god, gaining both domains' 3rd- and 4th-level spells as at-will spell-like abilities, the 5th- and 6th-level spells as 3/day spell-like abilities, and the 7th- and 8th-level spells as 1/day spell-like abilities. Inappropriate spells granted by domains, or spells that duplicate the herecite's existing spell-like abilities, are replaced with inflict spells of the same level. For example, a herecite with access to the Healing domain would swap out all of its cure spells for the inflict versions, while a herecite with access to Glory would swap out bless weapon for inflict moderate wounds, searing light for inflict serious wounds, and holy smite for inflict critical wounds. These spell-like abilities are in addition to the herecite's base spell-like abilities. The fallen abbot possesses the Charm, Community, Evil, Knowledge, and Trickery domains (due to their cabal).

Profane Insight (Su) A herecite adds its Charisma bonus (+8 for the abbots) to its AC as a profane bonus. It is proficient with the favored weapon of its associated deity, and if it wields its deity's favored weapon, that weapon gains the unholly special ability. Against divine spells, the herecite's spell resistance increases by 4.

Scars of Betrayal (Su) The fallen abbots come from a variety of faiths, all of which Kazsethil served at one point or another. The magic which animates them is thus infused with Kazsethil's amoral nature, allowing a fallen abbot to treat targets of their spells as any alignment for the purpose of determining their effects (typically, the fallen abbots treat all targets (save for other abbots) as good so as to hurt them with *blasphemy*, *dispel good*, and *unholly blight*).

Unleash Heresy (Su) When a herecite is destroyed, it explodes, dealing 9d6 points of negative energy damage to all creatures in a 30-foot radius (Reflex DC 21 half). Any nonevil creature damaged by this energy must also succeed at a DC 28 Will save or be affected by the herecite's faith-stealing strike. The save DCs are Charisma-based.



D3: THE FORGE (CR 25)

Kazsethil oftentimes constructed (or at least commissioned) his magical equipment within the Crimson Ziggurat, and this location was where most of them were built. Weapons, armor, and many constructed servants were forged by countless enslaved smiths and mages whose bodies and souls have long been converted into materials for the Sinlord's machinations. One two remain to this day.

The pounding of machinery can be heard echoing across the room, with numerous glowing forges operating across the complex. In the center of the room stands a single shrouded figure, orchestrating the operations of the machines beneath a massive construct.

Forges: The magical forges across the room are being used by Havalor to construct a variety of magic items, and all of them currently burn with immense arcane power. Creatures within 10 feet of a forge take 4d6 points of damage each round, half of which is fire and half of which is force (DC 30 reflex save for half). Creatures which enter a forge (or rather, those that are forced into one) take 12d6 points of this damage each round they remain in there (DC 35 reflex save for half). The magic items being worked on are nowhere near completion, but can be scavenged for about 80,000 gp worth of raw materials.

Treasure: Hidden in the farthest forge is a powerful magical artifact which Kazsethil could not wield and that he wished to have altered, an artifact that Siramelle will mention but that Havalor will try to hide (and that can be discovered with a DC 50 Perception check). The artifact is a dagger known as *Legendsbane*^{MA}, which harms mythic users but excels at slaying mythic creatures. This weapon provides an effective method for slaying both Kazsethil and the Shining Elder.

Havalor's Spellbooks are hidden within a *secret chest* which she carries the replica of. If the contents of the chest can be retrieved, these spellbooks contain all of Havalor's prepared spells in addition to all sorcerer/wizard spells from the *Pathfinder Roleplaying Game Core Rulebook*, *Pathfinder Roleplaying Game Advanced Player's Guide*, *Pathfinder Roleplaying Game Ultimate Magic*, *Pathfinder Roleplaying Game Ultimate Combat*, and *Pathfinder Roleplaying Game Advanced Class Guide*.

Keystone: The Keystone of this room is contained within the construct Siramelle and is in fact her soul focus. Taking the soul focus means destroying Siramelle, and both Siramelle and Havalor are aware of this. Havalor helped design the defenses of the portal and the four statues and knows that taking Siramelle's soul focus to the statues would result in its destruction.

Creatures: The shrouded figure is a psychic lich named Havalor, her tremendous construct a soulbound warmonger named Siramelle. They are aided by Havalor's most recent creations: a pair of clockwork blooddrinkers which were just finished a few days prior.

During the time of Avatal, Havalor was an Avatali wizard and Siramelle a priestess. On separate occasions, Kazsethil came to them both with invitations of romance, only to be rebuffed numerous times. When Kazsethil discovered that the two women shared a love for each other, he was outraged, and so used his magic to enslave and humiliate them both. Not content with this, the Sinlord condemned the two lovers to toil within his forge, transforming them into immortal servitors.

Havalor was transformed into a psychic lich, and although she has attempted to end her existence multiple times she inevitably reforms within the forge. This experience has left her bitter, but Kazsethil has traumatized the lich enough to force her to continue working at the Sinlord's behest (enchantments were employed many, many times to get her to this state).

Siramelle, on the other hand, has mostly remained compliant with Kazsethil's instructions and hence has retained much of her original mind. As much as she still hates Kazsethil for what he did, she has accepted her fate for fear of what might happen if she crosses him again.

Both Havalor and Siramelle know exactly what the PCs are searching for, and Siramelle will actually tell them that her Soul Focus is the keystone. Havalor is unwilling to let her beloved go so easily, however, and in order to stop such a sacrifice has implanted an *unconscious agenda*^{ROTR} spell within Siramelle that causes the soulbound warmonger to fight nonstop if anyone should seek her. Havalor, for her part, fights the PCs ruthlessly, by this point too traumatized by the Sinlord and her own undead existence to cease her efforts.

CLOCKWORK BLOODDRINKERS (2)

CR 20

Hemodynamic* *clockwork fiend*^{B6}

XP 307,200

N Medium construct (clockwork)

Init +14; **Senses** blindsight 30 ft, darkvision 60 ft., lifestense 60 ft, low-light vision, see in darkness; **Perception** +0

DEFENSE

AC 36, touch 24, flat-footed 26 (+10 Dex, +2 dodge, +12 natural, +4 profane)

hp 261 (23d10+135) fast healing 10

Fort +12, **Ref** +19, **Will** +7

Defensive Abilities 50% chance to negate critical hits; **DR** 15/adamantine; **Immune** construct traits, fire **SR** 35

Weaknesses vulnerable to bleed, vulnerable to electricity, vulnerable to negative energy

OFFENSE

Speed 30 ft.

Melee bite +37 (2d8+14/18–20/x3 plus bleed), 2 claws +37 (2d6+14 plus bleed), 2 wings +29 (1d8+7 plus bleed)

Space 5 ft.; **Reach** 5 ft. (10 ft. with wings)

Special Attacks bleed (2d8 claws, 1d6 bite and wings), explosive rend, overdrive

TACTICS

During Combat The clockwork blooddrinkers are commanded to rush the nearest target and bite them, aiming to inflict bleed damage. They focus on specific targets unless commanded otherwise, making full attacks against them.

Morale The clockwork blooddrinkers fight until destroyed.

STATISTICS

Str 38, **Dex** 30, **Con** 20, **Int** —, **Wis** 11, **Cha** 7

Base Atk +23; **CMB** +37; **CMD** 59

Feats Improved Initiative, Lightning Reflexes

SQ difficult to create, swift reactions, winding

SPECIAL ABILITIES

Explosive Rend (Su) When a clockwork fiend makes two successful claw attacks against the same target in 1 round, its claws ignite into an explosive blast of fire. The target of the attack and all creatures within a 5-foot radius of the clockwork fiend take 10d6 points of fire damage. A successful DC 26 Reflex save halves this damage. The save DC is Constitution-based.

Overdrive (Su) Once per day when a clockwork fiend is reduced below 100 hit points, its internal systems significantly augment the construct. Entering overdrive drastically reduces the clockwork fiend's remaining winding time, and as a result, the clockwork fiend can operate for only 2d4+10 rounds before it ceases to function and requires further winding. Once overdrive is triggered, the clockwork fiend immediately gains the following effects for as long as it remains functional.

- Gains 100 temporary hit points. These hit points last until the clockwork fiend ceases functioning or is rewind.

- Gains an aura of fire. All creatures within 10 feet take 2d6 points of fire damage at the beginning of the clockwork fiend's turn.

- Makes all attacks as if using Power Attack (–6 on attack rolls, +12 points of damage on all natural attacks).

Savage Bite (Ex) A clockwork fiend's bite threatens a critical hit on a roll of 18–20 and deals triple damage on a successful critical hit.

HAVALOR THE UNDYING

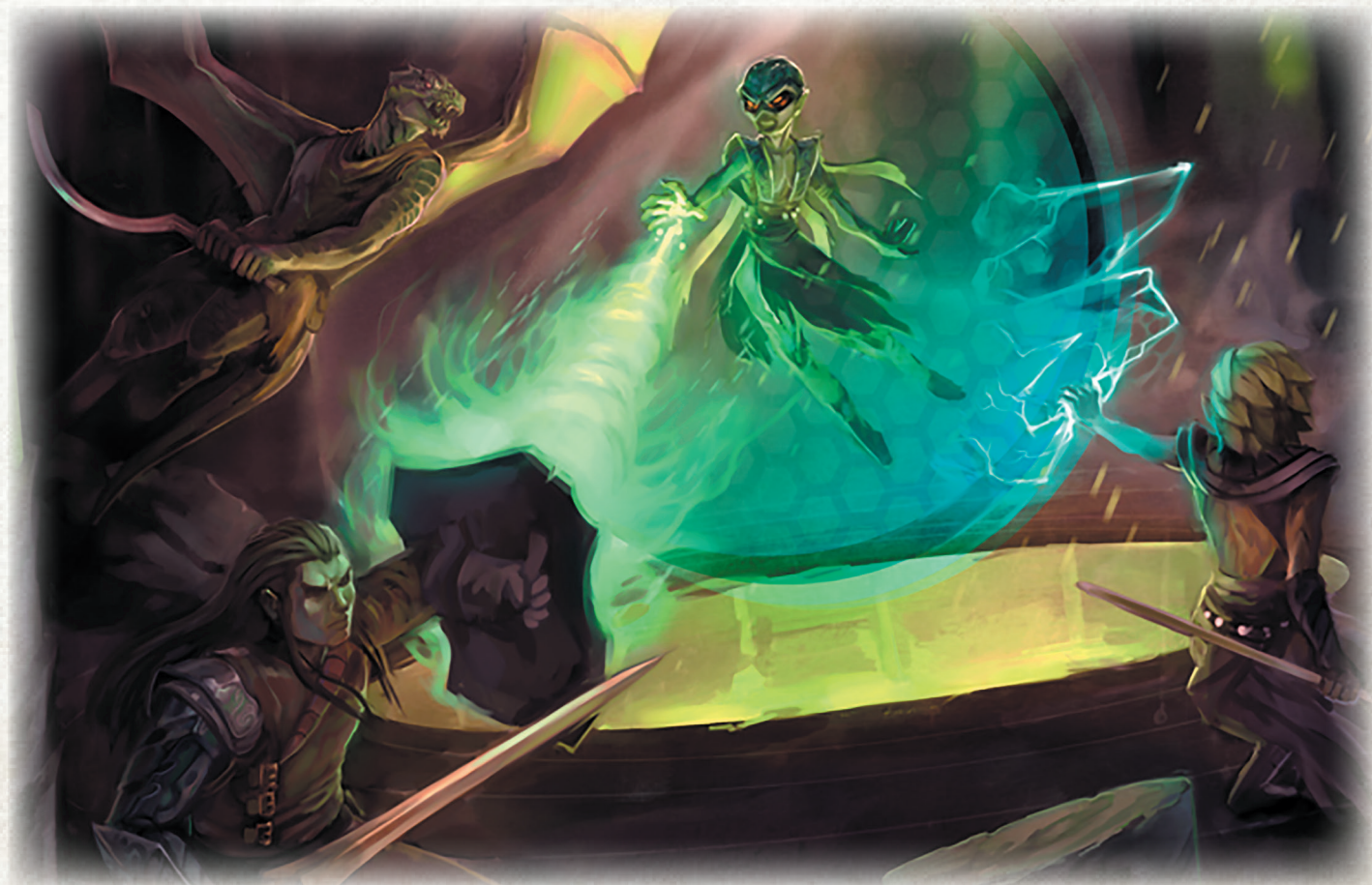
CR 21

Female pureblood Avatali **psychic lich arcanist**^{ACG} 20

XP 405,600

NE Medium Undead (augmented, human)

Init +2; **Senses** darkvision 60 ft.; **Perception** +31



DEFENSE

AC 24 touch 14, flat-footed 22 (+5 armor, +2 deflection, +2 Dex, +5 natural)

hp 173 (20d6+100)

Fort +14, **Ref** +12, **Will** +18;

Defensive Abilities channel resistance +4, psychic feats, rejuvenation; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits; **SR** 18

Weaknesses vulnerable to mind-affecting effects

OFFENSE

Speed 30 ft

Melee touch +12 (1d8+10)

Ranged touch +12

Special Attacks arcane reservoir (13), bewildering touch (DC 24), consume spells, counterspell, counter drain, dimensional slide, greater counterspell, magical supremacy, metamixing, potent magic, psychic preparation

Arcanist Spells Prepared (CL 20th; concentration +28; DC 18+spell level)

9th (5/day)—*energy drain, time stop, wish*

8th (5/day)—*maze, prismatic wall, telekinetic sphere*

7th (5/day)—*limited wish, reverse gravity, spell turning*

6th (5/day)—*chain lightning, disintegrate, forceful hand*

5th (6/day)—*damnation stride^{ARG}, cloudkill, fickle winds, secret chest*

4th (6/day)—*black tentacles, enervation, horrific doubles^{HA}, telekinetic charge^{UC}*

3rd (6/day)—*chain of perdition^{UC}, displacement, fly, protection from energy*

2nd (6/day)—*glitterdust, resist energy, scorching ray, touch of idiocy, web*

1st (7/day)—*feather fall, magic missile, shield, unseen servant, vanish*

o (at will)—*arcane mark, detect magic, ghost sound, mage hand, mending, message, prestidigitation, read magic, resistance*

TACTICS

During Combat Havalor begins by casting *time stop* on herself before buffing herself with *horrific doubles*, *quicken fly*, *spell turning*, *quicken displacement*, *fickle winds*, and *quicken protection from fire*. When the fight begins, Havalor uses *energy drain*, *maze*, *telekinetic sphere*, and *quicken enervation* to incapacitate foes, staying close to Siramelle and controlling space with *prismatic wall*. Havalor has enough diamond dust for two *wish* spells, which she saves to unleash powerful attacks should she sense that the battle is hopeless.

Morale Havalor fights until destroyed, but as she nears destruction will beg the PCs to find and destroy her legend.

STATISTICS

Str 14, **Dex** 14, **Con** -, **Int** 26, **Wis** 14, **Cha** 19

Base Atk +10; **CMB** +12; **CMD** 24

Feats *Cooperative Crafting^{ACG}*, *Craft Construct^{B1}*, *Craft Magical Arms and Armor*, *Craft Rod*, *Craft Staff*, *Craft Wand*, *Craft Wondrous Item*, *Empower Spell*, *Extra Arcanist Exploit^{ACG}*, *Forge Ring*, *Inscribe Magical Tattoo^{ISM}*, *Psychic Combatant^{OA}*, *Psychic Defender^{OA}*, *Quicken Spell*, *Reach Spell^{APG}*, *Scribe Scroll*

Skills *Craft* (alchemy) +31, *Craft* (armor) +13, *Craft* (metalworking) +13, *Craft* (tattoos) +13, *Craft* (weapons) +13, *Knowledge* (arcana) +31, *Knowledge* (dungeoneering) +31, *Knowledge* (engineering) +31, *Knowledge* (nature) +31, *Knowledge* (planes) +31, *Perception* +33, *Sense Motive* +33, *Spellcraft* +31, *Use Magic Device* +27 **Racial Bonuses** +8 *Perception*, *Sense Motive*, and *Stealth*

Languages Aquan, Abyssal, Aklo, Avatali, Celestial, Draconic, Giant, Ignan, Infernal

SQ greater metamagic knowledge, item crafting, metamagic knowledge, suffering knowledge

Other Gear diamond dust worth 53,000 gp (for *wish* and *limited wish*), flawed pink and green sphere ioun stone, *headband of vast intelligence* +4 (grants ranks in *Sense Motive* and *Use Magic Device*), *ring of protection* +2, *robe of the archmagi*, spell component pouch, replica of a chest worth 50 gp (for casting *secret chest*)

SPECIAL ABILITIES

Bewildering Touch (Su) Any living creature a psychic lich hits with its touch attack must succeed at a Fortitude saving throw or be permanently confused as its nervous system continuously sends false signals. The creature doesn't automatically attack the psychic lich if it is targeted by further attacks. *Calm Emotions* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description) with a DC equal to the *bewildering touch*'s save DC. As a full-round action, a creature that rolls a result of "act normally" can attempt a new saving throw to end this effect.

Memoir and Legend To become a psychic lich, one must create and infuse a memoir, which serves a similar function to an ordinary lich's phylactery. This memoir projects the lich's personal legend into the Astral Plane, which is tethered through the planes to a physical object, typically a magically strengthened book or scroll (10 hit points, hardness 1, break DC 15). The only way to destroy the lich is to destroy his astral legend, which almost always requires the memoir as a special focus. Unless the astral legend is erased, the lich can rejuvenate after it is killed.

If the physical memoir is destroyed while the psychic lich's astral legend survives, the physical memoir gradually reforms over the course of 1d10 days at a site central to its creator's history (such as the library where he first studied magic or the battlefield where he vanquished a powerful rival). It typically reappears hidden among other books or treasures, where an unwitting dupe might begin reading the text and hasten the psychic lich's return.

Psychic Feast (Ex) If a psychic lich succeeds at a Will saving throw against an attack that has a reduced effect on a successful save, it instead avoids the effect entirely. If the effect was a spell with the mind-affecting descriptor, the psychic lich also heals an amount of damage equal to 1d8 plus the spell's caster level if it succeeds at its save. A psychic lich may automatically succeed on any Will save against a spell it casts that targets only itself.

Rejuvenation (Su) When a psychic lich is destroyed, its body reforms near its astral memoir 10d10 days later. If a creature reads the psychic lich's memoir, the total time is reduced to one tenth the original result, which could result in the psychic lich's immediate restoration in a new body. Once the time elapses, the lich awakens fully healed (albeit without any gear it left behind on its old body).

The only way to ensure that a psychic lich does not rejuvenate is to target its memoir with the spell *instigate psychic duel*^{OA} or *mindscape door*^{OA} or use it as a special focus when casting plane shift or similar magic.

This allows one creature to instigate a psychic duel on a veiled, harmful mindscape with a self-contained shape inhabited by the lich's astral legend. The legend has the statistics of the lich, can't leave the mindscape by any means, and is permanently destroyed if reduced to 0 or fewer hit points. An astral legend can't be destroyed unless the psychic lich's physical body has also been destroyed and has not yet rejuvenated.

Vulnerable to Mind-Affecting Effects (Ex) A psychic lich doesn't gain immunity to mind-affecting effects as a result of becoming undead. If the base creature is immune to any mind-affecting effects, it loses those immunities and instead gains a +4 bonus on saving throws against such effects.

SIRAMELLE THE IDOL

CR 21

Female *soulbound*^{CH} *warmonger*^{B6}

XP 405,600

LN Huge construct

Init +6; Senses darkvision 120 ft., low-light vision; Perception +25

DEFENSE

AC 40, touch 20, flat-footed 34 (+6 deflection, +6 Dex, +20 natural, -2 size)

hp 344 (28d10+190)

Fort +9, Ref +15, Will +16

DR 15/adamantine and bludgeoning; Immune construct traits

Weaknesses susceptible to mind-affecting effects

OFFENSE

Speed 40 ft.

Melee chisel +37 (3d6+11/x4), hammer +37 (3d6+11/x3 plus stun), tongs +37 (2d6+11 plus grab), 2 slams +37 (1d8+11)

Ranged 4 automatic crossbow bolts +32 (3d8/19-20), rock +33 (3d6+11)

Space 15 ft.; Reach 15 ft.

Special Attacks rock throwing (140 ft.), warmonger weaponry

Spell-Like Abilities (CL 18, concentration +24

At-will-*lesser globe of invulnerability*, *suggestion* (DC 19)

3/day-*blade barrier* (DC 22)

TACTICS

Before Combat Siramella casts *lesser globe of invulnerability* on herself.

During Combat While under the effect of *unconscious agenda*, Siramelle sticks close to Havalor in order to protect her. She employs *blade barrier* as a method of battlefield control, using her vast arsenal of weapons to strike down anyone who gets close. She obeys Havalor's orders, as she has little knowledge of warfare herself.

Morale While controlled by *unconscious agenda*, Siramelle fights to death. She surrenders as soon as the spell is broken, however, and tries to stop Havalor from hurting herself or anyone else.

STATISTICS

Str 32, Dex 23, Con —, Int 18, Wis 25, Cha 23

Base Atk +28; CMB +41; CMD 57

Feats *Bodyguard*^{APG}, Combat Reflexes, Cooperative Crafting, Craft Construct, Craft Magical Arms and Armor, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Power Attack

Skills Knowledge (arcana) +25, Knowledge (engineering) +22, Knowledge (planes) +25, Knowledge (religion) +25, Perception +25, Sense Motive +28, Spellcraft +25

Languages Aquan, Avatali, Celestial, Infernal

SQ fortified construction, soul focus

SPECIAL ABILITIES

Automatic Crossbow (Ex) Bolts fired from a warmonger's automatic crossbow have a range increment of 100 feet and deal 3d8 points of piercing damage, with a critical threat range of 19-20. The weapon creates ammunition magically as needed and can fire up to four bolts per round as part of a full attack. A warmonger can throw one rock in the same round that it attacks with its automatic crossbow, but cannot throw rocks or use its crossbow in the same round it makes melee attacks.

Fortified Construction (Ex) A warmonger gains an additional 150 bonus hit points in addition to the 40 bonus hit points a Huge construct gains.

Soul Focus (Su) Siramelle's soul lives within a gem called a soul focus. As long as the soul focus remains intact, a soulbound construct gains the abilities granted by this template, and it retains the base creature's personality, memories, and

thoughts, as well as its alignment, mental ability scores, feats, and skills that are based on mental ability scores. It does not retain racial modifiers to those skills (if any). A soul focus has hardness 8, 12 hit points, and a break DC of 20.

A soulbound construct's soul focus is made from a gem worth 1,000 gp per Hit Die of the base creature. Creating the soul-bound construct requires first binding the base creature's soul to the gem in a 10-hour ritual using rare spell components worth 10,000 gp. The base creature dies at some point during the process of creating the soul focus (this prevents the body from later being revived, so long as the soul focus still remains intact). An unwilling soul can resist the procedure with a successful DC 20 Will save.

Susceptible to Mind-Affecting Effects (Ex) A soulbound construct is not immune to mind-affecting effects.

Warmonger Weaponry (Ex) A warmonger's weapons are all primary natural attacks. The tongs deal slashing damage, the chisel piercing damage, and the hammer bludgeoning damage. Creatures damaged by the hammer are stunned for 1 round unless they succeed at a DC 24 Fortitude save. The save DC is Constitution-based.

D4: THE HAREM

Kazsethil's hidden harem once hosted an endless variety of gorgeous captives, many of whom came willingly after being seduced by the Sinlord. Although countless stories tell of it, none but Kazsethil and his champion Zeluci have ever left the location or even confirmed its existence. This is one location that has not seen the Sinlord's presence in thousands of years, a place that Kazsethil now views as a cesspool of feeble hedonism that simply distracts from his true desires.

What may once have been a gorgeous garden with painted walls now stands as a desiccated ruin, the plants having long ago eroded into dust and the statuary having collapsed into rubble. Only a large bed, preserved as if through magic, remains intact, it's gem-studded headboard decorated with a painting of an half-elven woman clutching a sword.

Keystone: The Keystone in this room is the brooch of shielding worn around Zeluci's neck, which she is reluctant to part with.

Treasure: mounted atop the bed is a *cornucopia of plenty*^{MA}, which Zeluci has used to provide for her warped "children" for millennia. In addition, Zeluci keeps her spellbooks in a hidden compartment underneath the bed (DC 50 Perception check to find). These spellbooks contain all spells from the magus spell list contained in the *Pathfinder Roleplaying Game*

Core Rulebook and *Pathfinder Roleplaying Game Ultimate Magic* in addition to the spells that Zeluci has prepared.

Creatures: The painting of the swordswoman is in fact a *trompe l'oeil*, a powerful magical construct which retains all of the abilities of its original counterpart: Kazsethil's champion Zeluci. Eager for combat, she springs from the painting as soon as she spots the PCs, calling upon the six warped descendants hiding in the shadows to join her in her assault.

Long ago, the denizens of Kazsethil's harem were among the most beautiful creatures from across the world. Of these, none were so favored as Zeluci, a half-elven woman of immense beauty and skill. At one point, hundreds of denizens resided within the harem, but in an effort to fuel a powerful magic ritual Kazsethil set his prizes on each other in a bloody conflict. Zeluci emerged victorious, and Kazsethil bestowed the legendary Sword of Lust upon her as a prize. Zeluci loyally served Kazsethil as his champion before eventually perishing in battle, but Kazsethil immortalized her through the creation of an undying *trompe l'oeil* replica of the swordswoman. Zeluci kept watch over the harem and its recently-recruited fellow inhabitants in Kazsethil's absence, but the fall of Phenesiril and the Sinlord's ensuing departure left Zeluci alone with a collection of mortals who could not please her as her master once did. Zeluci began experimenting on these captives, testing unusual spells and eventually breeding them together to amplify their strength and magical abilities. Save for a brief excursion where she set out to reclaim the Sword of Lust, Zeluci has remained within the harem ever since Kazsethil left. The resulting abominations can hardly be called human, having been altered through ten thousand years' worth of magical and biological manipulations by the *trompe l'oeil*.

WARPED DESCENDANTS (6)

CR 17

Sinwarped^{AP133} (lust) morlock^{B1} barbarian (mooncursed^{H1A}) 13

XP 102,400

CE Large aberration

Init +10; Senses darkvision 120 ft., scent; Perception +20

DEFENSE

AC 25, touch 14, flat-footed 20 (+7 armor, +5 Dex, +4 natural, -1 size)

hp 263 (3d10+13d12+157)

Fort +20, Ref +16, Will +16

Defensive Abilities fearless rage, indomitable will, superstition +5, trap sense +4; DR 3/-; Immune disease, poison; SR 28

Weaknesses light blindness

OFFENSE

Speed 40 ft., climb 30 ft., swim 30 ft.

Melee 2 claws +31 (2d6+16), bite +31 (1d8+16 plus consume magic and grab)

Space 10 ft **Reach** 10 ft

Special Attacks **beast totem**^{APG} +4, consume magic (DC 26), **greater beast totem**^{APG}, greater shifting rage, hybrid rage, leap attack, **lesser beast totem**^{APG}, rage (36 rounds/day), shifting rage (crocodile), sneak attack +1d6, swarming, unbound rage, **witch hunter**^{APG} +4

Spell-Like Abilities (CL 16th; concentration +14)

1/day-hold person (DC 10), hypnotism (DC 10)

TACTICS

During Combat the stats above are given with the assumption that the Warped Descendants are raging, which they start to do as soon as combat begins. They lunge at targets from the walls and attempt to grapple them, each descendant focusing on a specific foe until it dies. They use Power Attack and swarming liberally. They prefer to target spellcasters, and can discern them by their scent.

Morale The Warped Descendants feel themselves cornered in this room and are desperate to feed on something, thus fighting to the death.

STATISTICS

Str 36, **Dex** 23, **Con** 27, **Int** 7, **Wis** 18, **Cha** 6

Base Atk +16; **CMB** +30; **CMD** 46

Feats **Blood Feast**^{HA}, **Eldritch Claws**^{APG}, Extra Rage Power (raging grappler), Furious Focus, Improved Initiative, Iron Will, Power Attack, Toughness

Skills Acrobatics +24, Climb +47, Perception +20, Stealth +23 (27 in caverns); **Racial Modifiers** +4 Stealth in caverns, +8 Acrobatics, +16 Climb

Languages Avatali

SQ expert climber

Other Gear *amulet of mighty fists* +3, +1 *wild mithral breastplate*, *belt of giant strength* +6, *cloak of resistance* +3, *pink rhomboid ioun stone*

SPECIAL ABILITIES

Consume Magic (Su) A sinwarped creature's bite drains magical ability from creatures capable of casting spells or using spell-like abilities. The struck creature loses its highest-level prepared spell, spell slot, or spell-like ability unless it succeeds at a Will save to negate the effect. A creature can be affected by this ability only once per round, even if attacked multiple times or by multiple runewarped creatures. The save DC is Constitution-based.

Expert Climber (Ex) A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, a morlock is treated as constantly being under a nonmagical version of the spell spider climb, save that it



cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.

Leap Attack (Ex) As a standard action, a morlock may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity for leaving a threatened square.

Swarming (Ex) Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

ZELUCI

CR 21

Female trompe l'oeil half-elf **magus**^{UM} (**kensai**^{UC}) 20

XP 409,600

NE Medium construct

Init +22 (always rolls 20); **Senses** darkvision 60 feet, low-light vision; **Perception** +25;

DEFENSE

AC 46 touch 33, flat-footed 28 (+4 armor, +5 deflection, +11 Dex, +7 dodge, +9 natural)

hp 233 (20d8+140)

Fort +17, **Ref** +22, **Will** +17

Defensive Abilities canny defense, elven immunities, rejuvenation; **DR** 10/adamantine (150); **Immune** construct traits

OFFENSE

Speed 30 ft., fly 40 ft. (good)

Melee *sword of lust*^{ARL} +32/+27/+22 (1d8+9/17-20/x3 plus 1d6 fire)

Special Attacks arcane pool (25), **bane blade**^{UC}, counterstrike, critical perfection, **fighter's finesse**^{WMH} (heavy blades), empowered magic, **flamboyant arcana**^{ACG} (derring-do, opportune parry and riposte), greater spellstrike, iajutsu, iajutsu focus, iajutsu master, improved spellstrike, perfect strike, **prescient attack**^{UC}, quickened magic, spellstrike, spell combat, superior reflexes (7), weapon mastery (longsword)

Magus Spells Prepared (CL 20th or 21st for transmutations; concentration +27, DC 17+spell level)

6th—*dazing fireball*, *decapitate*^{HA} (2), *greater dispel magic*, *true seeing*

5th—*dimensional blade*, *ether step*^{PA}, *greater bladed dash*^{ISM}, *overland flight*

4th—*dazing chill touch*, *dimension door* (2), *intensified vampiric touch*, *paragon surge*^{ARG}

3rd—*displacement*, *force hook charge*^{UM}, *tactical adaptation*^{AG} (2), *vampiric touch* (2)

2nd—*bladed dash* (2), *frigid touch*^{UM} (2), *intensified shocking grasp*, *mirror image*

1st—*frostbite*^{UM} (2), *mage armor*, *true strike* (2), *vanish*

0 (at will)—*arcane mark*, *detect magic*, *mage hand*, *prestidigitation*

TACTICS

Before Combat As soon as she hears the PCs enter this floor, Zeluci casts *mage armor*, *overland flight*, *mirror image*, and *stoneskin* on herself

During Combat Zeluci activates her *boots of speed* tattoos and charges the PCs using *greater bladed dash* in conjunction with spellstrike. The following round, she casts *dimensional blade* (assuming she hasn't used *decapitate*) and uses Spell Combat with either *displacement*, *dimension door*, *frostbite*, or *dazing chill touch*. If placed in melee, Zeluci makes extensive use of opportune parry and riposte to counter attacks as well as

perfect strike and prescient attack to pile on damage. Zeluci typically tries to inflict numerous penalties on foes with Blinding Critical, Stunning Critical, and spells and continues to use spell combat for either movement or debuffs. If she is overwhelmed by numerous powerful opponents, she attempts to put distance between them and her using *dimension door*, *storm step*, or *bladed dash* before pelting them from afar with *dazing fireball* or *dazing glitterdust*.

Morale Zeluci is convinced she is invincible and fights to the death.

STATISTICS

Str 16, **Dex** 32, **Con** -, **Int** 24, **Wis** 10, **Cha** 22

Base Atk +15; **CMB** +18; **CMD** 39

Feats **Advanced Weapon Training**^{WMH} (fighter's finesse), Blinding Critical, Critical Focus, Critical Mastery, Dazing Spell, Dimensional Agility, Improved Critical (Longsword), Improved Initiative, Intensified Spell, **Martial Focus**^{WMH}, Skill Focus (Fly), Staggering Critical, Stunning Critical, Weapon Finesse, Weapon Focus (Longsword)

Skills Acrobatics +34, Disguise +36, Fly +50, Knowledge (arcana, dungeoneering, local, history) +30 Perception +25, Spellcraft +30

Languages Aboleth, Aklo, Avatali, Draconic, Dwarven, Elven, Gnome, Phenesiril, Sylvan

SQ autorelic, elf blood, enter painting, fey thoughts (acrobatics, perception), fighter training, keen senses

Combat Gear *sword of lust*

Other Gear magical tattoos replicating an *amulet of natural armor* +5, a *belt of physical might* +6 (strength and dexterity), *boots of speed*, a *cloak of resistance* +5, a *headband of mental might* (intelligence and charisma), a *ring of arcane mastery*, a *ring of protection* +5, a *brooch of shielding*, spell component pouch, eye ointment worth 250 gp for casting *true seeing*

SPECIAL ATTACKS

Autotelic (Ex) A trompe l'oeil uses its Charisma score in place of its Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution (such as when calculating a breath weapon's DC).

Enter Painting (Su) As a standard action, a trompe l'oeil can enter a painting it touches. When it does so, its physical body disappears, and its image appears in the painting.

The trompe l'oeil can use its normal senses and attempt Perception checks to notice anything occurring near the painting. While within a painting, the trompe l'oeil can talk and move anywhere within the picture or even temporarily alter it (such as by picking a flower in the painting). It cannot use any spells or other abilities while within an image. In addition, the trompe l'oeil gains the freeze universal monster ability to appear as part of the painting. The trompe l'oeil can leave the painting as a move action. Once it leaves the painting, the image immediately reverts to the appearance it had before the

trompe l'oeil entered. If someone destroys or damages the painting, the trompe l'oeil is unharmed, but exits the image.

Legendary Champion (Ex) Zeluci's ability scores were generated using a 20-point buy, and she possesses wealth as a level 20 PC in addition to a powerful artifact. She has also used wishes granted by Kazsethil to increase her Dexterity by 4, and her Intelligence and Charisma by 2 each. This increases her CR by 1.

Rejuvenation (Su) When a trompe l'oeil is destroyed, it reforms 2d4 days later on its original canvas. The only way to permanently destroy a trompe l'oeil is to destroy the original canvas before the creature reforms.

Trompe L'oeil Canvases A trompe l'oeil remains magically connected to the surface on which it was painted. Unless its canvas is destroyed, a trompe l'oeil can rejuvenate after it is killed. Although most trompe l'oeils are painted on large canvases, any solid surface can serve as the "canvas" for a trompe l'oeil. If the trompe l'oeil is painted on a wall, only the surface must be destroyed to prevent the creature from rejuvenating. The canvas is enhanced by its connection to the trompe l'oeil. It has a hardness equal to the trompe l'oeil's HD (maximum 20) or the material's hardness, whichever is higher. It has hit points equal to half the trompe l'oeil's maximum hit points. Its dimensions must be at least as tall and wide as the trompe l'oeil itself.

D5: THE BINDING CHAMBER

Kazsethil has become infamous for his use of bound creatures, and many legends tell of the extraplanar agents he used to topple entire nations. Entreating demon lords for aid was a practice familiar to the Sinlord, and many dark bargains were struck in this specially-prepared room. All of the Sinlord's feats of extraplanar romance pale in comparison to his final binding, however.

The stone room is covered with glyphs, runes, and magical circles of all sorts, with few adornments save for the arcane markings. Several figures glare at you, the most intense among these gazes coming from within an intricate binding circle.

Names: Etched into the walls of this room are the names of outsiders Kazsethil has bound to his service, among them Federia and the four lilitu. Although this room once housed thousands if not millions of names, Kazsethil has since freed many of these creatures. In addition to the outsiders introduced already in the adventure (the three earth elementals, the four planetars, Sohory, the four demonic delighters, Setlikax, the aerial servants, and the draconal), there are four names listed: three in Infernal and one written simply as The Shining Elder. Kazsethil is capable of dismissing creatures using this room's magic, but the PCs are unable to affect these creatures by altering these names.

Magic Circle: The Demon Lord Federia is confined within a *magic circle against evil* created by Kazsethil, and has so far proved unable to escape. She entreats the PCs to help her escape by breaking the circle (which can be violated by any object crossing it). If the Vampiric Challengers view defeat as inevitable, they will destroy the circle, allowing Federia to break loose.

Lilitu Husks: Each lilitu possesses eight active husks scattered across the planet, and the variety of alignments in these husks allow the lilitu to present as any alignment they wish. Each husk can absorb a killing blow for the Lilitu, but rescuing them is beyond the scope of this adventure.

Keystone: The Keystone in this room is an *amulet of the planes*^{UF}. None of the denizens of this room know it's true purpose as part of the puzzle.

Creatures: There are four lilitu demons, two vampiric challengers, and two clockwork blooddrinkers. All of them fight to keep the PCs away from the demon lord Federia, who is bound within the magic circle near the back of the room.

Federia herself is rather young by demon lord standards, having risen from a noblewoman in Avatal during the civilization's height. In life, Federia was known for her excess and brutality, traits which were only amplified by her abyssal transformation. Over time, her violent and hedonistic ambitions enabled her to rise through the ranks of demonkind, eventually facilitating her ascension into a Demon Lord. A patron of vampires, cannibals, and others who take pleasure from feeding on or exploiting their kin, Federia has acquired twisted followers all across the world.

Kazsethil has long been a rival of Federia's cult (who has viewed the Sinlord as an upstart and impersonator), but has never seen the need to strike out against the Demon Lord herself. This situation changed as Kazsethil reached the final stages in his plot to "transcend existence" (in Federia's words) and sought out secrets of blood magic which only the Queen of Bloodletting could provide. He was able to extract this information after six days of nonstop interrogation, but feels that Federia still poses a threat to him and has thus confined her within the Crimson Ziggurat until his ascension is complete. In the meantime, he has enlisted the aid of the vampiric challengers (who fear Federia due to her control over vampires) and four lilitu Demons (all of whom served Federia long ago) to guard the outraged Demon Lord.

Federia is outraged at Kazsethil and his followers, and if the circle is broken she brutalizes these targets first. Her bloodlust is not sated so easily, however, and she continues on to attack the PCs for daring to see in her in this feeble state.

CLOCKWORK BLOODDRINKERS (2)

CR 20

XP 307,200

hp 261 (see page 36)



FEDERIA

CR 26

XP 2,457,600

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +17; **Senses** darkvision 60 ft., *detect good*, *detect law*, *true seeing*; **Perception** +51;

Aura *cannibalism* 20 ft. (DC 27), corrupt defenses 30 ft., frightful presence (120 ft., DC 37), *unholy aura* (DC 30)

DEFENSE

AC 45, touch 39, flat-footed 32 (+4 deflection, +13 Dex, +6 natural, +12 profane)

hp 525 (30d10+360); regeneration 30 (deific or Mythic)

Fort +33, **Ref** +29, **Will** +31

Defensive Abilities abyssal resurrection, freedom of movement, negative energy affinity; **DR** 20/cold iron, epic, and good;

Immune ability damage, ability drain, charm effects, compulsion effects, death effects, electricity, energy drain, petrification, and poison; **Resist** acid 30, cold 30, fire 30; **SR** 36

OFFENSE

Speed 60 ft., **climb** 60 ft., **fly** 120 ft. (perfect)

Melee Bite +44 (4d8+12/19-20 plus 3d6 bleed, energy drain, and grab), 2 wings +44 (3d6+12 plus 3d6 bleed and energy drain), 2 talons +42 (2d6+6 plus 3d6 bleed and energy drain)

Space 5 ft.; **Reach** 5 ft. (15 ft. with wings)

Special Attacks blood mastery (DC 39), disciples of the night, energy drain (2 levels, DC 37), pounce, sanguine legion, vampiric dominion (DC 37)

Spell-Like Abilities (CL 26th; concentration +38)

Constant—*aura of cannibalism* (DC 27), *detect good*, *detect law*, *freedom of movement*, *spider climb*, *true seeing*, *unholy aura* (DC 30)

At will—*astral projection*, *blasphemy** (DC 29), *bleed glory*^{MA} (DC 26), *blood biography*^{APG}, *desecrate**, *greater dispel magic*, *greater teleport*, *harm** (DC 28), *major curse* (DC 29), *telekinesis** (DC 27), *shapechange*, *unhallow*, *unholy blight** (DC 26), *waves of blood*^{HA} (DC 25)

3/day—*finger of death** (DC 31), *hungry darkness*, *insanity* (DC 29), *mass hunger for flesh*^{HA} (DC 31), *quicken bleed glory* (DC 26), *quicken waves of blood* (DC 25), *summon demons*

1/day—*energy drain*, *power word kill**, *wail of the banshee* (DC 33)

* Federia can use the Mythic version of this ability in her realm.

TACTICS

During Combat Federia immediately summons a *vrolikai*^{B2} demon and pounces on a nearby target, hoping to grapple them and drain blood using blood mastery the following round. Her swift action is spent seizing control of creatures with vampiric dominion, summoning more demons (usually *vrolikai*), or forcing foes back with *quicken waves of blood*. Once she has drained blood, Federia creates a minion using Sanguine Legion and begins darting between targets, inflicting severe bleed damage and negative levels to slowly cripple her foes as they struggle to strike at her. She uses *mass hunger for flesh* to turn foes against each other and *quicken bleed glory* to strike down foes using mythic abilities, saving *power word kill* and *wail of the banshee* to take out numerous foes at once.

Morale Federia is outraged at her enslavement by mortals, and once she is freed will attempt to slaughter everyone in the room rather than be subjected again. She is aware that she will revive in the abyss if killed and so cares not of death.

STATISTICS

Str 34, **Dex** 36, **Con** 34, **Int** 32, **Wis** 30, **Cha** 35

Base Atk +30; **CMB** +42 (+46 grapple); **CMD** 65 (69 vs grapple)

Feats *Accursed Critical*^{UM}, Ability Focus (blood mastery), Combat Reflexes, Critical Focus, Deceitful, Flyby Attack, Greater Spell

Focus (Necromancy), Improved Critical (talons), Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Quickened Spell-Like Ability (Bleed Glory), Quickened Spell-Like Ability (Waves of Blood), Spell Focus (Necromancy)

Skills Acrobatics +43, Bluff +49, Diplomacy +45, Disguise +49, Fly +51, Intimidate +45, Knowledge (Arcana) +44, Knowledge (Dungeoneering) +41, Knowledge (Local) +41, Knowledge (Nature) +41, Knowledge (Planes) +44, Knowledge (Religion) +41, Perception +51, Sense Motive +43, Spellcraft +41, Stealth +46, Use Magic Device +41 **Racial Modifiers** +8 Perception

Languages Abyssal, Avatali, Celestial, Common, Draconic, Phenesiril; telepathy 300 ft.

SQ demon lord traits

SPECIAL ABILITIES

Blood Mastery (Su) All of Federia's natural attacks deal 2d6 points of bleed damage, and bleed damage dealt by Federia stacks with itself and other forms of bleed damage. A successful DC 35 Heal check or a DC 30 caster level check (if using a magical healing effect) is required to stop the bleed damage. This is a curse effect.

As a standard action, Federia can force a bleeding creature within 30 feet of her to make a DC 37 fortitude save or have its blood forcibly torn from every orifice of its body, dealing 3d6 points of Constitution drain and causing the target to become nauseated for one round. A successful fortitude save halves the damage and causes the target to become sickened rather than nauseated. The save DC is Charisma-based. Federia may use this ability in place of an attack while maintaining a grapple, and creatures which are grappled by Federia automatically fail their saving throw against this ability.

Whenever a creature fails a saving throw against blood mastery, Federia gains one of the following benefits:

She gains the benefits of *heal* (CL 20th) (even though she is not normally healed by positive energy effects).

She regains the use of one of her spell-like abilities.

She ends one of the following effects upon herself: bleed, blind, confused, cowering, dazed, dazzled, deafened, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned.

She can attempt a new saving throw against an ongoing spell or ability currently affecting her, using the ability's original DC.

She gains 10d8 temporary hit points and a +6 enhancement bonus to all of her ability scores for 1 minute.

Corrupt Defenses (Su) Federia's magic impedes many of the typical counters to vampires. All nonmagical mirrors within 30 feet of Federia instantly shatter and all garlic disintegrates into ash. Holy symbols and other implements or actions which would be able to keep vampires at bay are unable to do so if Federia is within 30 feet of them.

Demonic Wings (Ex) Federia's clawed wings are primary natural attacks which can deal either piercing, slashing, or bludgeoning damage. They have a reach of 15 feet.

Disciples of the Night (Su) Any creature slain by Federia rises as a vampire spawn in one hour, although Federia may spend one minute desecrating a dead body to cause it to instead rise as a Vampire or Lycanthrope (using some type of bat, rat, or wolf as the base animal). Alternatively, she can choose to have it rise as a variety of other types of creatures provided that the target creature possessed a certain number of Hit Dice in life. By spending a point of mythic power, Federia may use this ability on a body within 30 feet of her as a full-round action.

1 or more HD-bat^{B1}, dire rat^{B1}, or wolf

2 or more HD-worg^{B1} or dire bat

6 or more HD-incubus^{B3} or vampiric mist

10 or more HD-nabasu^{B1} or vrykolakas^{B6}

12 or more HD-omox^{B2}

16 or more HD-vilderavn^{B5}

20 or more HD-vrolikai

Sanguine Legion (Su) As a standard action three times per day, Federia can create a blood clone of one creature it has drained constitution from with Blood Mastery in the last hour. This blood clone is an advanced *Mezlan*^{B6} whose appearance is identical to the individual it was created from, and the clone gains a +4 insight bonus to attack rolls and saving throws against the creature it was designed to mimic. If the creature the blood clone was created from is capable of casting spells, the blood clone is created with up to three spells the original creature knows stored with the blood clone's store spells ability.

Vampiric Dominion (Su) As a swift action, Federia can break the will of a creature within 120 feet. The target must make a DC 39 will save or be dominated as per *dominate monster* (CL 30th). This is a mind-affecting effect but can be used on undead creatures. As a standard action, Federia can target all creatures within 30 feet of her with this ability. The save DC is Charisma-based.

LILITU DEMONS^{B6} (4)

CR 17

XP 102,400

hp 263

TACTICS

Before Combat The lilitu use *seeming* to give themselves, the clockwork blooddrinkers, and the Vampiric Challengers the appearances of bound captives (potentially taking the forms of Isolde and Pelurian's fallen allies or their counterparts).

During Combat The lilitu begin the fight by trying to seize control of PCs with *dominate monster* or by summoning demonic allies with *summon* (typically summoning *glabrezu*). Afterwards, they gang up on a single creature to try and brand them as many times as possible in order to increase the likelihood of enslaving them. From there, they prioritize another target, focusing on the most dangerous foes.

Morale The lilitu fight until seven of their eight husks have been destroyed, at which point they surrender and attempt to bargain with the PCs. They mention the hidden husks as collateral, bargaining with the PCs for these lives (or with promises of power, as while they are bound to aid Kazsethil they are still free to aid the PCs with Profane Pact or Profane Wishcraft).

VAMPIRIC CHALLENGERS (2)

CR 16

XP 76,800

hp 130 (see page 29)

D6: THE HEPTAGONAL ROOM

The philosophies of the Avatali scholar Onia detailed seven virtues which a leader should possess, traits which would enable them to guide their nation in times of crisis as well as prosperity. Each virtue was associated with a school of magic, and are as follows:

- Courage (Evocation)
- Determination (Necromancy)
- Dignity (Illusion)
- Empathy (Enchantment)
- Industry (Transmutation)
- Patience (Conjuration)
- Vigilance (Abjuration)

A central premise of Onia's philosophy is that these seven virtues conflict with each other in many ways, and a great affinity for a single virtue naturally comes at the expense of others (acts of courage, for example, often require one to put vigilance and patience aside, while acting with great industry can mean a sacrifice of empathy and dignity). One must work to maintain balance between these forces, Onia wrote, or else they might find the virtues they pursue turning against them.

This fate befell the seven mages who followed Onia to Phenesisiril, each of whom became blindly and overwhelmingly devoted to pursuing their respective virtue. These mages sacrificed not only their moral stability but also their magical capabilities, and in time these two concepts became intertwined into a strange form of arcana known as Sin Magic. Courage exploded into Wrath, Determination advanced into Gluttony, Dignity encased itself in Pride, Industry distorted into Greed, Patience collapsed into Sloth, Vigilance twisted into Envy, and Kazsethil's own Empathy was perverted into Lust.

The masters of each type of Sin Magic began to call themselves Sinlords, the mantle of Sinlord often passing dynastically from one mage to another. Seven Sinlord

dynasties emerged, each corresponding to a specific sin and school. Kazsethil is one of two Sinlords to maintain their title throughout the entirety of Phenesisiril's history.

Kazsethil is the last of the seven Sinlords alive, and while he did not have a direct hand in all of their defeats the final Sinlord certainly facilitated their downfalls. Kazsethil wished to take certain precautions against the return of these powerful individuals but at the same time desired to commemorate their valiant efforts. A certain magical technique employed by Hereslyn and her followers offered him the opportunity to fulfil both needs at once.

A seven-pointed star is carved into the floor, each of its points touching a corner of the room. Immense rune-covered statues stand against six of the seven walls, a robed figure crucified on each of their chests.

Guards and Wards: The central 40-foot square of this room is rigged with four *black tentacles* effects (CL 22nd) created with *mythic guards and wards*.

Stairway: A recently-placed stone plate covers into a spiral stairway leading to D7. The plate has 200 hp and hardness 20, and can be noticed with a DC 40 Perception check. It weighs 3000 lbs.

Creatures: The six statues are unique Akaruzugs known as the sepulchers of sin, with the figures suspended on them being the final Sinlords of each other sin (Greed, Sloth, Gluttony, Pride, Wrath, and Envy). Kazsethil resurrected each of them to entomb their souls within these brutal constructs. PCs which participated in various adventure paths might even remember fighting some of these powerful wizards. The only remnants of these Sinlords are the powerful magical abilities of each Sepulcher and the withered bodies upon their frames. Kazsethil placed them here as a display of his might, but in truth has no need for any of them. He cares not if they are destroyed, but has placed them in what was once a simple stairwell in order to stop any from entering.

ALREADY GONE, OR NOT YET TIME

Although this adventure assumes that the Sinlords are all dead and that their souls are all intact, this may not be the case for certain adventuring parties who not slew the Sinlords' counterparts but also found some way to destroy their souls (or in one specific case, the party was unable to stop the soul from being destroyed). If this is the case, then the simplest course of action is to either assume that the soul bound within a Sepulcher which would normally house a Sinlord is another rival of Kazsethil. Alternatively, one or more Sepulchers could be removed from the fight, perhaps being replaced by normal Akaruzugs or some other appropriate monster.

SEPULCHERS OF SIN (6)

CR 19/MR 7

Mythic **runeplated**^{CH} **akaruzug**^{COTCT}

XP 204,800

NE Large construct

Init +7; **Senses** darkvision 60 ft., low-light vision; **Perception** +24; **Aura** unhallow (40 ft.)

DEFENSE

AC 39, touch 18, flat-footed 36 (+6 deflection, +3 Dex, +21 natural, -1 size)

hp 330 (20d10+220)

Fort +14, **Ref** +17, **Will** +16 second save

Defensive Abilities block attacks, mythic soul shield, opposition school resistance; **DR** 15/bludgeoning, epic, and good; **Immune** construct traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 claws +28 (2d6+13/19-20/x3 plus infused attacks), gore +28 (2d8+13 plus infused attacks), 2 wings +23 (1d8+9 plus infused attacks)

Space 10 ft., **Reach** 10 ft.

Special Attacks infused attacks (DC 29), mythic magic 3/day, mythic power (7/day, surge +1d10), powerful blows, soul steal

Spell-Like Abilities (CL 20th; concentration +24)

Constant—*unhallow**

1/day—*soul slave**

Simple Arcane Spellcasting (CL 20th, concentration +26) (varies)

*The Sepulchers of Envy and Sloth do not possess these spell-like abilities

TACTICS

During Combat The sepulchers begin by creating soul slaves, with the Sepulcher of Envy instead casting *protection from spells* on itself and the Sepulcher of Sloth casting *summon monster IX* to summon 1d3 **elder earth elementals**^{B1}. Afterwards, the sepulchers engage targets in melee as their soul slaves continue to cast spells (Envy and Sloth do not engage in melee and continue casting until they run out of spells. The sepulchers prioritize spellcasters and PCs who the Sinlords would recognize from life (if such PCs are among the party)

Morale The sepulchers fight until destroyed

STATISTICS

Str 28, **Dex** 17, **Con** —, **Int** 15, **Wis** 18, **Cha** 23

Base Atk +20; **CMB** +30; **CMD** 43

Feats Ability Focus (soul steal), Combat Reflexes, Flyby Attack, Great Fortitude, Greater Spell Focus (Sepulcher of Sin's favored school), **Improved Critical**^{M,MA} (claws), Improved Initiative^M,



Lightning Reflexes, Power Attack^M, **Spell Focus**^{M,MA} (sepulcher of sin's favored school)

Skills Fly +32, Knowledge (religion) +22, Perception +24, Sense Motive +24

Languages Avatali, Draconic, Phenesiril

SQ runeplated, mythic soul engine

SPECIAL ABILITIES

Favored School/Opposition Schools Each of the Sepulchers have a favored school and two opposed schools determined by the body of the Sinlord they draw their power from, as indicated by the table below.

Infused Attack (Su) By drawing upon the magical energy of the school that created it, a runeplated construct can add additional effects or damage to its melee attacks (see Table: Sins, Schools, and Abilities). The save DC against these abilities is 10 + half the construct's CR + the construct's Strength modifier.

Mythic Soul Engine (Su) A sepulcher of sin draws the energy it requires to function from a living creature crucified upon its frame. An active sepulcher of sin (or another creature working with an inactive sepulcher of sin) can spend 1 minute to bind a helpless or willing creature to the construct. Once the victim is restrained, the sepulcher of sin can attempt to draw

TABLE 2: SINS, SCHOOLS, AND ABILITIES

Sin	Favored School	Opposition Schools	Infused Attack	Spells
Envy	Abjuration	Evocation and Necromancy	Once per round as a free action upon hitting an opponent, an envyplated construct can lower the total deflection bonus (if any) of that foe by 2 (Reflex negates). Multiple applications of this ability stack until the target's deflection bonus is reduced to 0. If the target has deflection bonuses from multiple sources, the highest bonus is lowered first. This ability does not render magical items non-magical, nor does it end spell durations. After 1 minute, the effect ends and the deflection bonuses return to normal.	1/day-greater <i>dispel magic</i> , <i>mage's disjunction</i> (DC 29), <i>prismatic wall</i> (DC 28), <i>protection from spells</i> , <i>spell turning</i>
Gluttony	Necromancy	Abjuration and Enchantment	Once per round as a free action upon hitting an opponent with a melee attack, a gluttonyplated construct can impose 1 temporary negative level on that foe (Fort negates).	1/day-circle of death (DC 26), <i>control undead</i> (DC 27), <i>create greater undead</i> , <i>energy drain</i> , <i>horrid wilting</i> (DC 28)
Greed	Transmutation	Enchantment and Illusion	As a free action once per round upon hitting an opponent with a melee attack, it can polymorph that opponent into a tiny animal for 1d3 rounds, as per the <i>baleful polymorph</i> spell (Fort negates). Unlike for the spell, however, none of the changes are permanent, and the target returns to its normal form and mind at the end of the duration.	1/day-disintegrate (DC 26), <i>polymorph any object</i> (DC 28), <i>reverse gravity</i> (DC 27), <i>shapechange temporal stasis</i> , (DC 28)
Pride	Illusion	Conjuration and Transmutation	Once per round as a free action upon hitting an opponent, a prideplated construct can cause the target to become fascinated for 1d4+1 rounds as it is surrounded by interwoven, scintillating colors (Will negates).	1/day-greater <i>shadow conjuration</i> (DC 27), <i>greater shadow evocation</i> (DC 28), <i>permanent image</i> (DC 26), <i>scintillating pattern</i> , <i>weird</i> (DC 29)
Sloth	Conjuration	Evocation and Illusion	Once per round as a free action upon hitting an opponent, a slothplated construct can cause that opponent, along with all its worn and held gear, to instantaneously teleport to any other available, visible space of the construct's choosing within 100 feet (Will negates). Opponents thus teleported cannot be sent into the ground or into the air, and if the arrival area is dangerous (on fire, for instance), the opponent gains a +4 bonus on the saving throw to resist the effect.	1/day-acid fog, <i>incendiary cloud</i> (DC 28), <i>maze</i> , <i>phase door</i> , <i>summon monster ix</i>
Wrath	Evocation	Abjuration and Conjuration	Melee attacks made by a wrathplated construct deal an additional 2d6 points of fire damage (no save).	1/day-chain lightning (DC 26), <i>greater shout</i> (DC 28), <i>meteor swarm</i> (DC 29), <i>prismatic spray</i> (DC 27), <i>telekinetic sphere</i> (DC 28)

the creature's soul into it once per round as a free action—the victim can resist with a successful DC 26 Will save. On a failure, the victim dies and the sepulcher of sin becomes active. If the body crucified upon an active sepulcher of sin is removed, the soul within the construct returns to its body (and is capable of being resurrected as normal) and the sepulcher of sin deactivates after 1d4 rounds plus a number of rounds equal to the number of mythic surge uses the sepulcher of sin has remaining (during which time it cannot use its spells. A sepulcher of sin's victim cannot be resurrected while its soul is trapped within the construct, and destroying a sepulcher of sin causes trapped soul to be forever destroyed (meaning it cannot be returned by any means).

While a sepulcher of sin is active, attacks and effects directed specifically at the victim crucified to the sepulcher of sin treat the attack or effect as if it targeted the sepulcher of sin instead. A creature can attempt to remove a crucified body from the construct, but doing so first requires the creature to successfully pin the sepulcher of sin. Once this occurs, the creature can attempt a combat maneuver check to wrench the body free. On a success, the corpse is removed and the sepulcher of sin deactivates in 1d4 rounds plus a number of rounds equal to the number of mythic surge uses the sepulcher of sin has remaining. A deactivated sepulcher of sin can take no action other than to attempt to draw in the soul of a creature crucified on its body to reactivate itself. It does not have an Intelligence score while deactivated, nor does it gain the benefit of any of its feats or skill ranks. It can't fly or move at all and loses all benefits of its mythic soul shield defensive ability. It retains its evil alignment while deactivated. The save DC is Charisma-based.

Mythic Soul Shield (Ex) As long as an akaruzug is active, it gains bonus hit points equal to its Charisma modifier x its Hit Dice (120 hit points for sepulchers of sin), and gains a deflection bonus equal to its Charisma modifier to its Armor Class (+6 for sepulchers of sin).

A Sepulcher of Sin also adds its charisma modifier (+6) as a profane bonus to all saving throws.

Opposition School Resistance (Su) A runeplated construct gains a +2 bonus on saving throws against spells and spell-like abilities from the schools of magic to which its school is opposed.

Runeplated (Su) A runeplated construct cannot cast spells or use spell-like abilities, even those granted to the base creature, from schools opposed to the one in which it is runeplated. If the base creature has spells or spell-like abilities from the school in which it is runeplated, it gains one additional use of each such ability during the normal frequency period (3/day becomes 4/day, for example).

Simple Arcane Spellcasting (Su) Each of the sepulchers of sin has unique spells for the Simple Arcane Spellcasting mythic ability, as shown on Table: Sin, Schools, and Abilities.

Soul Servitor (Sp) Using a trapped soul, an akaruzug can manifest a ghostly representation of its victim to attack its enemies. A soul servitor appears as the akaruzug's victim did in life and wields a weapon favored by that individual, but otherwise functions as per *spiritual ally* cast by a 20th-level caster (and, as such, has an attack of +24/+19/+14/+9 and deals 1d10+5 points of force damage on a hit).

In place of making attacks, a Sepulcher of Sin's soul servitor can use one of the Sepulcher of Sin's spells, with the spell originating from the soul servitor's space and using the Sepulcher of Sin's concentration modifier.

Soul Steal (Su) An akaruzug can draw additional soul energy into itself. Once every 1d4 rounds, the construct can unleash a blast of soul essence that seeks to flense the life force of any living creature within a 20-foot burst. Any living creature in this area must succeed at a DC 26 Fortitude save or gain 1d4 negative levels. A victim can remove those negative levels 24 hours later with a successful DC 26 Fortitude save. Each time an akaruzug successfully uses this ability, it regains a number of hit points equal to 5 times the number of creatures successfully affected by soul steal (regardless of how many negative levels any one creature suffers). The save DC is Charisma-based.

Unhallow (Sp) An akaruzug emanates a 40-foot aura of unholy energy, as per *unhallow*. The construct's creator determines what, if any, additional spell effects are tied to the akaruzug's unhallow aura at the time of its creation. The construct benefits from any spell effects tied to its unhallow aura. If this effect is dispelled and the akaruzug uses the spell-like ability to reactivate the effect, it also reactivates the associated spell effect (if any) set by its creator. The sepulchers of sin (save for the Sepulchers of Envy and Sloth) have the following spell effects tied to their unhallow auras:

Gluttony: *freedom of movement* (affects allies of Kazsethil)

Greed: *aid* (affects allies of Kazsethil)

Pride: *invisibility purge* (does not affect allies of Kazsethil)

Wrath: *dispel magic* (does not affect allies of Kazsethil)

D7: CRYPT OF THE FALLEN

Kazsethil's patron sin is Lust for a reason: he hungered to be desired above all else. Human connection was something he always treasured but something that his tremendous ego and contempt for others always prevented him from obtaining. The obsession with others has long tormented Kazsethil, leading him to create a monument to the countless fallen interlocutors whom the Sinlord might have otherwise forgotten. Some of the creatures listed in the crypt are old friends, many more are slain enemies, but every single one represents a connection which Kazsethil feels he failed to make.

A tremendous staircase spirals downwards into the depths, the stone walls around it covered with a thick mass of engraved runes. Each rune glows a distinct color, and as you approach them you can hear faint voices.

Runes: Each rune is the name of someone Kazsethil has memorialized, and touching a rune conjures up a *major image* of them (DC 28, CL 20th) for as long as the rune is touched. Each name has a story behind it, with each one possessing a unique keyword provoking them to tell it. GMs are encouraged to come up with their own stories for these characters, but most of them tell stories of betrayal, weakness, greed, and unwarranted disgust for Kazsethil (it is important to know that Kazsethil created these spells, and these accounts are all colored by the Sinlord's interpretations of these individuals).

Creatures: Only a single creature occupies this location, an erodaemon named Melosidrei who came to visit this place to regather many of her memories from mortal lives. Despite being made of thousands of souls, Melosidrei has found etched in the walls the names of every single mortal which now makes up her daemoniac form. In a sense, she is the metaphysical embodiment of Kazsethil's destructive impact on the multiverse, an embodiment which Kazsethil has taken a great deal of interest in and has permitted to stay (she can leave any time she wishes, but this would mean getting through the countless dangers of the upper dungeon which would likely destroy her). Melosidrei doesn't wish to fight the PCs or Kazsethil and is hardly capable of doing so. She is willing to share some information on Kazsethil's abilities, however, most notably some of the Mythic spells he knows (*dominate person*, *irresistible dance*, *dispel magic*, and *power word kill*, all of which have been used against her component souls at some point).

MELOSIDREI

CR 12

Advanced erodaemon^{B6}

XP 19,200

hp 175

TACTICS

During Combat If absolutely pushed to fight, Melosidrei starts with *quicken* *crushing despair* and *enervation* to dissuade targets. She uses *object of desire* to try and appeal to the PCs' emotions and *greater teleport* to stay out of their reach long enough to reach D6 and perhaps the prior rooms.

Morale Melosidrei does everything she can to avoid fighting and tries to flee immediately. Barring flight, she surrenders.

THE ANCIENT CITY

E1: THE CITY STREETS

The deepest level of Kazsethil's Crimson Ziggurat is a recreation of his home city of Ras on the lost continent of Avatal, the place where the Sinlord first learned magic and which he would later name the city of Rasonia after. Kazsethil always associated Ras with a sense of belonging and companionship, the bonds which he experienced within the cult of Eimha before it was exterminated. The Sinlord visited the city numerous times numerous times before its destruction but was never truly able to escape the loneliness that haunted him ever since he first fled Ras. Following the destruction of both Avatal and Phenesisiril, Kazsethil became ever-more consumed by his nostalgia and undertook an ambitious plan to magically rebuild Ras beneath his Ziggurat. From memory, he constructed a replica of Ras as he knew it, replacing the government building in the center with a wizard's tower of his own. When this work was completed, however, the Sinlord saw his grand creation as a poetic emblem of his own solitude and so chose to keep it to himself.

A city stands before you, its streets paved with shining stone and every building decorated with ornate markings. In the center of the city stands an immense stone tower with a fresco of Kazsethil emblazoned upon it.

Size and Lighting: The city is illuminated magically to resemble normal light. The ceiling ascends 300 feet above the ground and is covered with illusions to mimic a sunrise.

Structures: Every building in the city is empty, although Kazsethil has developed a habit of recreating the people and places he once knew using illusion spells. For that reason, every building in the city has a faint illusion aura.

The one building which is not empty is the immense tower, which contains areas E2, E3, and E4

E2: THE LIBRARY

Kazsethil's Library is filled with magical lore taken from all across the multiverse, and it was from this location that the Sinlord laid the foundations for his plan for ascension.

This vast cylindrical library towers several hundred feet into the air, books lining the walls and tables suspended on a spiraling stairway of force. Tomes and magical regents

seemingly sit suspended in midair. In the very center of the structure, a rune-covered sphere glows with immense power.

Size and Lighting: The room stands 120 feet tall and is magically lit with normal light.

Spell Engine: The spell engine is a 10-foot diameter sphere that floats in the center of the room. It is a powerful magical structure created by Kazsethil and his assistant Sheima which maintains and continually renews the *mythic dimensional lock*, *screen*, and *mythic guards and wards* spells covering the Crimson Ziggurat (these spells treat both Sheima and Kazsethil as the casters, and allow them to use the *arcane eye* and *alarm* effects across planar boundaries). The spell engine cannot be destroyed normally (destruction of its form creates a fully-functioning magical echo in its place), but a DC 45 Spellcraft check reveals that as a construct of Phenesiril-era abjuration the structure is vulnerable to necromancy and evocation effects. The Spell Engine can be destroyed by inflicting at least 20 negative levels on it before dealing at least 50 points of force damage to it (the Spell Engine has a touch AC of 10 and saving throw bonuses of +5). Once destroyed, the spells which the spell engine maintained immediately end.

Havalor's Memoir: A DC 50 Perception check allows one to locate Havalor's Memoir in the library, allowing it to be targeted by spells which could destroy Havalor's Astral Legend. Havalor does not put up a fight inside the mindscape, instead allowing the PCs to destroy her.

Tomes: Reading through the contents of Kazsethil's library reveals a great deal about the secrets of the universe, granting anyone who spends one hour reading through the books a +10 bonus on all Knowledge and Spellcraft checks. In addition, numerous spellbooks are archived within the library, the library containing every arcane spell ever created (including spells of the Transmutation and Necromancy schools, which Kazsethil cannot cast) as well as a wide variety of occult rituals (chosen at GM discretion).

E3: THE OBSERVATORY

Ancient Avatal possessed a great tradition of astronomy, a tradition that Kazsethil engaged with during his time on the lost continent. It was during this time that he was visited by a powerful outsider from the far reaches of the cosmos, guiding him to follow Onia to the new land of Phenesiril and offering him glimpses of the powerful secrets of Sin Magic. Ever the romantic, Kazsethil recreated this fateful observatory in his reconstruction of Ras, using it to house the individual who he believes was most responsible for his ascent.

This domed room glows with multicolored light, a massive telescope sitting broken on the floor. The closed dome of the ceiling reflects a starscape alien to this world, with immense nebulae illuminating the decorated stone floor. An iridescent figure hovers in the air, magic radiating from them as their gaze meets yours.

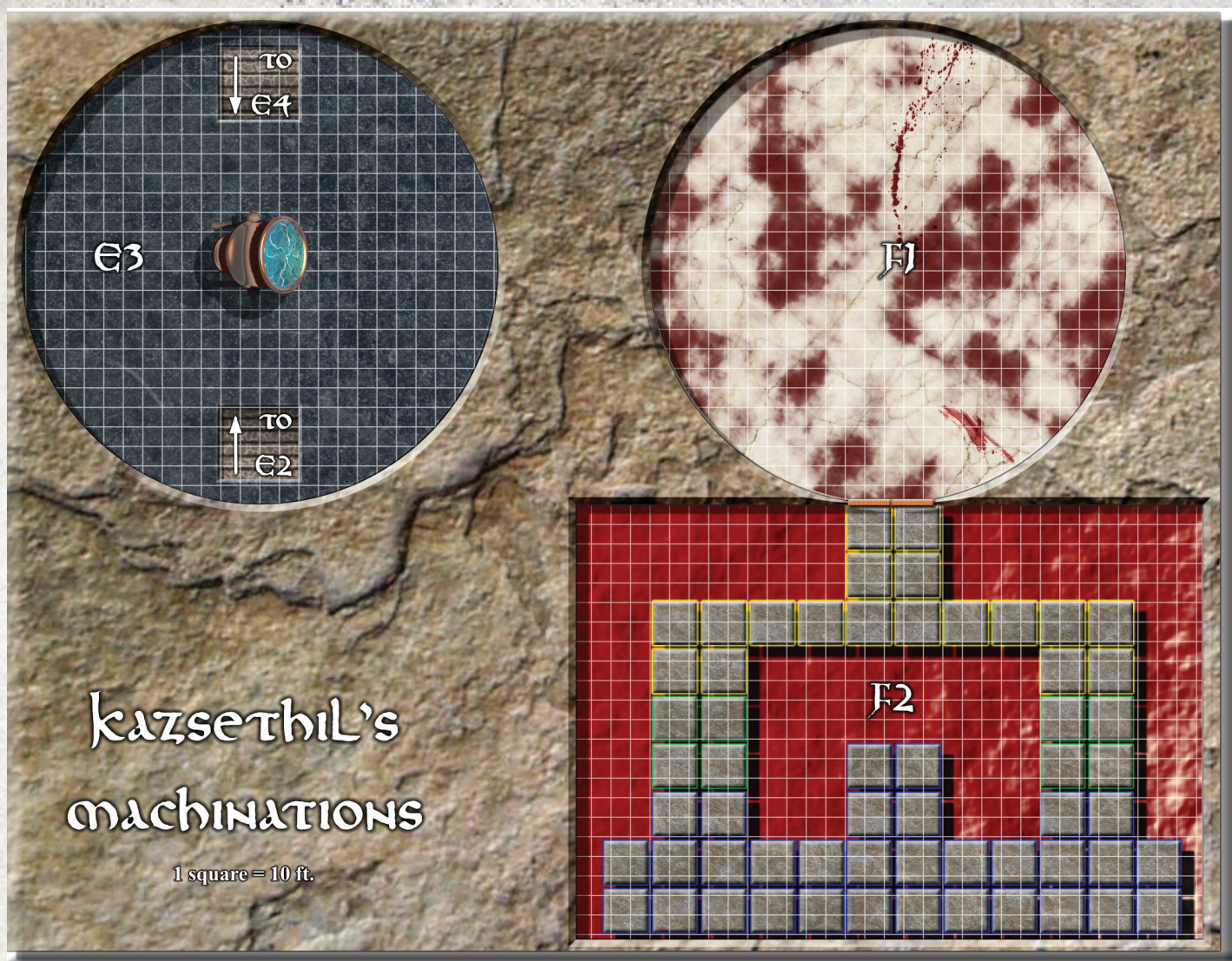
Size and Lighting: The room is normally dark but is illuminated by the Shining Elder and the shining sorcerers. The ceiling is 40 feet above the floor.

Telescope: The telescope was shattered by Kazsethil as part of the ritual used to bind the Shining Elder to this location and provides difficult terrain. The destruction represents how Kazsethil feels he doesn't need to learn anything more from the Shining Elder, and thus the outsider holds no more power over him. The debris has 5 hp and hardness 6, and underneath it are two *symbols of insanity* (DC 28)

Creatures: The most powerful and noticeable creature in this room is the Shining Elder, a multicolored figure that glows with arcane power. Accompanying the Elder are two shining sorcerers, two fluxwraiths, and two quintessence golems. All of these other creatures obey the orders of the Shining Elder. These creatures are not loyal to Kazsethil and hence won't attack unless provoked.

The Shining Elder is one of the most ancient beings in the multiverse, formed of the volatile quintessence of the astral plane in the time before many of the planes took shape. Travelling through existence as it stabilized, the Shining Elder worked to bind the framework of magic into a series of codified principles, creating the system of spells and spell-like abilities which exists throughout the multiverse. The Shining Elder has since travelled between worlds and planes guiding the development of magic, appearing before powerful spellcasters and instructing them in the use and function of the arcane. The shining children, formed by the Elder out of astral detritus, have aided their creator and his mortal patrons in this pursuit, although their inherently destructive nature has led to credence in their deployment.

The Shining Elder appeared before Onia and each of the seven original Sinlords, offering each of them some special incentive for crossing the sea to Larisen. For Kazsethil, the Sinlord presented the temporally-preserved souls of two members of Eimha's cult, people who Kazsethil viewed as parental figures and who he desired to one day resurrect. These two became the Fluxwraiths in this room, for despite Kazsethil and the Shining Elder's immense abilities they were unable to completely reclaim what the aboleths had so thoroughly sought to destroy.



The art of Sin Magic was a creation of the Shining Elder, a series of arcane techniques which were designed to sow the seeds of the wielder's own downfall. As the Shining Elder had anticipated, the Sinlord's divergent abilities and philosophies turned the wizards against each other, resulting in the immense conflict which eventually subsumed both Phenesiril and Avatal and ultimately condemned both nations to destruction by the Aboleths. The Shining Elder feared what the Avatali could accomplish with their Aboleth-granted knowledge and abilities and saw the annihilation of their civilization as a merciful fate for existence.

Although Kazsethil was eternally frustrated with the Shining Elder for their inability to resurrect the Fluxwraiths, he dealt little with the Shining Elder following his dominion of Rasonia. Only recently did the Sinlord learn of the Shining

Elder's true role in shaping reality, and it was then that he drew the being back to this world in order to obtain some of their greatest secrets. In one final act of spite, Kazsethil bound the Shining Elder to this observatory, a replica of the one where they first met, and bound the gateway to his final staging ground using the same arcane techniques that the Elder has used to stabilize magic across the cosmos. The Shining Elder must perish if the gateway is to be opened, but the death of the Shining Elder could have a volatile impact upon magic across the entire multiverse.

The Shining Elder has figured out Kazsethil's plans, and gladly shares it with the PCs. Contrary to what they think, Kazsethil does not wish to become a god, for to do so would mean preserving the individuality and thus isolation which has tormented the Sinlord across his existence. Rather, the

Sinlord aims to merge with the very forces of magic that make up the universe, an act that would allow him to infuse himself into the minds and souls of every being in the cosmos. If his ritual with the Sanguine Locus is completed, Kazsethil would exist no longer as a being but rather as a cosmic law, a force shaping the thoughts of creatures just as gravity and electricity shape matter.

As destructive as this fate has the potential to be, the Shining Elder is more afraid of what might occur should they be destroyed and thus lose their grip on the order of magic. If the Shining Elder is destroyed, they warn, the ensuing turmoil could restructure the planes, cause spells to behave erratically, create unprecedented new forms of magic across existence, and potentially rewrite physical laws in numerous other ways. Despite all of this, the Shining Elder is fully aware of mortal stubbornness and has prepared to fight the PCs to the death using their collection of powerful servants.

FLUXWRAITHS^{AP126} (2)

CR 17

XP 102,400

hp 273

TACTICS

During Combat The fluxwraiths begin by casting *haste*, *arcane sight*, and *mirror image* (preferably while under the effects of *time stop*, which either they or The Shining Elder can create). They then move to affect as many PCs as possible with their slow aura, potentially casting *haste* again to benefit their other allies. They will go after non-casters first, using *time shift* to take them out of the fight. Against foes with stronger will saves, the fluxwraiths will employ *temporal stasis* or *temporal madness* to weaken or remove them.

Morale The fluxwraiths fight until destroyed, having nowhere to escape to.

QUINTESSENCE GOLEMS⁸⁶ (2)

CR 20

XP 307,200

hp 376

TACTICS

During Combat At the Shining Elder's behest, the quintessence golems close in on targets and attempt to cripple them with their slam attacks. They are typically sent at spellcasters but are spaced out from each other to take advantage of soul siphon in as large an area as possible.

Morale The golems fight until destroyed.

SHINING ELDER

CR 26/MR 10

XP 819,200

CE Large outsider (extraplanar, mythic)

Init +25/+5^M; dual initiative; **Senses** *aura sight*, blindsight 90 ft, darkvision 60 ft, *greater arcane sight*, *true seeing*;

Perception +34

Aura absolute radiance (60 ft, DC 35)

DEFENSE

AC 47, touch 32, flat-footed 35 (+4 armor, +12 deflection, +11 Dex, +10 natural, +4 shield, -1 size)

hp 507 (22d10+386); regeneration 15 (epic weapons)

Fort +38, **Ref** +30, **Will** +37

Defensive Abilities elder's wards, mythic immortality; DR 15/epic; **Immune** aging, blindness, critical hits and sneak attacks, disease, fire, poison; **Resist** acid 30, cold 30, electricity 30, sonic 30; **SR** 38

Weakness bound



OFFENSE

Speed 90 ft., fly 90 ft. (perfect)

Melee Cosmic Blade +39/+34/+29/+24 (8d6+18/18-20/x4)

Ranged Cosmic Blade +38/+33/+28/+23 (8d6+6/18-20/x4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks absorb spell, archmage's lore (13 points, DC 32), cosmic blade, expert spellcaster, mythic power (12/day, surge +1d12), mythic spell dominion

Spell-Like Abilities (CL 25th; concentration +37)

Constant—aura sight, freedom of movement, greater arcane sight, mage armor, shapechange, *spellbane*^{LSM}, sunbeam, tongues, true seeing

At will—greater dispel magic, greater teleport, light, major image, mirage arcana (DC 27), prismatic spray (DC 29), rainbow pattern (DC 26), scintillating pattern, sunburst (DC 30)

3/day—major creation, permanent image, prismatic wall (DC 30), wall of force

1/day—mage's disjunction, prismatic sphere (DC 31), wish (DC 31)

Arcanist Spells Prepared (CL 20th, concentration +33, DC 23+spell level)

9th (6/day)—meteor swarm, *telekinetic storm*^{OA}, time stop

8th (6/day)—maze, moment of prescience, *phasic challenge*^{MatT}

7th (6/day)—ethereal jaunt, mind blank, waves of exhaustion

6th (6/day)—antimagic field, globe of invulnerability, *overwhelming presence*^{UM}

5th (7/day)—flame strike, greater bladed dash, *wall of ectoplasm*^{OA}, *wreath of blades*^{UC}

4th (7/day)—ball lightning, *blessing of fervor*^{APG}, *enervation*, *etheric shards*^{OA}

3rd (7/day)—displacement, fickle winds, fireball, *mindscapes door*^{OA}

2nd (7/day)—heroism, instigate psychic duel, resist energy, silence, web

1st (8/day)—burning hands, magic missile, *mirror strike*^{UC}, *moment of greatness*^{UC}, true strike

o (at will)—arcane mark, create water, detect magic, ghost sound, mage hand, mending, prestidigitation, ray of frost, read magic

TACTICS

During Combat The Shining Elder immediately casts *mythic time stop* and uses the frozen rounds to cast *mind blank*, quickened *mythic heroism*, quickened *blessing of fervor*, *wreath of blades*, quickened *displacement*, *overwhelming presence*, and several instances of *resist energy* and quickened *resist energy* to defend against acid, cold, electricity, and sonic damage. The Shining Elder will begin fighting with an augmented *mythic meteor swarm*, *telekinetic storm*, augmented *mythic dazing fireball*, *waves of exhaustion*, or persistent *dazing ball lightning*,

mixing in quickened *enervation* or *maze* to weaken specific targets. *Spellbane* is altered regularly to negate specific spells which are being employed by the PCs. Mage's *disjunction* and *prismatic sphere* created through archmage's lore are tools of last resort.

Morale The Shining Elder fights until destroyed.

STATISTICS

Str 35, **Dex** 32, **Con** 37, **Int** 37, **Wis** 34, **Cha** 34

Base Atk +22; **CMB** +35; **CMD** 56

Feats *Arcane Strike*^M, Dazing Spell, Empower Spell, Flyby Attack, *Extra Mythic Power*^M, Heighten Spell, *Magical Aptitude*^M, Improved Initiative^M, Persistent Spell, Quicken Spell, *Selective Spell*^{APG}, *Spell Penetration*^M

Skills Bluff +37, Diplomacy +34, Disguise +34, Fly +39, Intimidate +34, Knowledge (arcana) +38, Knowledge (dungeoneering) +35, Knowledge (engineering) +38, Knowledge (geography) +35, Knowledge (history) +35, Knowledge (local) +35, Knowledge (nature) +35, Knowledge (nobility) +35, Knowledge (planes) +38, Knowledge (religion) +35, Perception +34, Sense Motive +34, Spellcraft +44, Use Magic Device +43

Languages truespeech, telepathy 300 ft., *tongues*

SPECIAL ABILITIES

Absorb Magic (Su) As a standard action, The Shining Elder may absorb a single spell that is currently being suppressed by *spellbane*. If they do, the spell's effects immediately end and The Shining Elder regains a single expended spell slot of the same level or lower as the spell absorbed.

Archmage's Lore (Su) The Shining Elder gains the Wild Arcana ability of the Archmage path, save that the spells they select may come from any spell list. In addition, The Shining Elder possesses an Arcane Reservoir as a 20th-level Arcanist with the following exploits: Counterspell, Counter Drain, Greater Spell Disruption, Quick Study, Redirect Spell, Siphon Spell, Spell Disruption, Spell Thief, and Suffering Knowledge.

Aura of Absolute Radiance (Su) The Shining Elder can radiate a 60-foot-radius aura of overwhelming light and forbidden arcane knowledge as a free action. Creatures within the affected area must succeed on a DC 35 Fortitude save or be permanently blinded and deafened and must succeed on a DC 35 Will save or be affected as per *insanity*. A creature that successfully saves cannot be affected again by the aura for 24 hours. The save is Charisma-based.

Bound (Ex) The Shining Elder has been entrapped here using the powers of both the Sanguine Locus and the Runewell of Lust, with Kazsethil siphoning their strength to power his transformation. Due to these bindings, the Shining Elder cannot leave the observatory in any way, and if destroyed by any means which would allow to return with Mythic Immortality, they return to life in this room.

Cosmic Blade (Su) The Shining Elder's weapon of choice is a blade of magical force which manifests as he attacks. This weapon can be used as either a melee or a ranged weapon, dealing 8d6 force damage with each attack. The cosmic blade has a +6 enhancement bonus, a critical threat range of 18-20, and a critical hit damage multiplier of x4.

By spending a point of mythic power, the Shining Elder can cause all attacks made with the cosmic blade to resolve as touch attacks for 1 round.

Elder's Wards (Su) The Shining Elder gains a deflection bonus to AC and a resistance bonus to saving throws equal to their charisma modifier.

Expert Spellcaster (Su) The Shining Elder does not require material or focus components to cast spells, and is treated as having the *Spell Perfection*^{UM} feat for all spells. The Shining Elder does not extend the casting time of spells when applying metamagic feats to them.

Mythic Spell Dominion (Su) The Shining Elder is capable of casting the *mythic*^{MA} version of any spell it has prepared or spell-like ability they possess. They must still expend uses of mythic power as normal.

Spells The Shining Elder casts spells as a 20th-level arcanist, and is capable of preparing any spell from any class' spell list as an arcane arcanist spell. The Shining Elder does not require a spellbook, simply recalling the spells from its extended memory.

SHINING SORCERERS (2)

CR 18/MR 6

Mythic *sorcerer*^{MC} *shining child*^{B2}

XP 153,600

CE Medium outsider (evil, extraplanar, mythic)

Init +14/-6^M, dual initiative; **Senses** darkvision 120 ft.; **Perception** +25

Aura blinding light (60 feet)

DEFENSE

AC 38, touch 25, flat-footed 33 (+10 deflection, +4 Dex, +1 dodge, +13 natural)

hp 228 (16d10+140); fast healing 10 (in bright or normal light)

Fort +15, **Ref** +11, **Will** +10

Defensive Abilities fortification (50%), *spell turning*; **DR** 10/epic;

Immune blindness, fire, poison; **Resist** cold 10, sonic 10

OFFENSE

Speed 30 ft., fly 50 ft. (perfect)

Melee 2 touches +22 (4d10+2 fire plus burning touch)

Ranged searing ray +20 touch (10d6 fire)

Special Attacks bloodline arcana, death throes (DC 28), incandescent dissolution (DC 28), metamagic adept, mythic magic 3/day, mythic power (6/day, surge +1d8)



Spell-Like Abilities (CL 12th; concentration +22)

At will—*greater teleport* (self plus 50 lbs. of objects only), *light*, *light leap*, *major image* (DC 23)

3/day—*greater dispel magic*, *mirage arcana* (DC 23), *rainbow pattern* (DC 25), *spell turning*, *sunbeam*, *wall of force*

1/day—*scintillating pattern*, *screen* (DC 28), *symbol of insanity* (DC 28)

Sorcerer Spells Known (CL 16th, concentration +26, DC 20+spell level)

5th (2/day)—*fire snake*^{APG}, *hungry pit*^{APG}, *telekinesis*

4th (2/day)—*enervation*, *shout*

3rd (2/day)—*daylight*, *vampiric touch*

Bloodline Arcane

TACTICS

Before Combat Both Shining Children inscribe *symbols of insanity* beneath the debris of the Telescope and cast *spell turning* on themselves.

During Combat The shining sorcerers activate their blinding light ability immediately and one of them destroys the debris with *shout* (revealing the *symbols of insanity*) while the other obstructs the PC's movement with *wall of force*. The shining sorcerers use Spring Attack and light leap to maneuver around the battlefield while striking at PCs with *enervation*, *sunbeam* and searing ray. They will employ *scintillating pattern*, *greater dispel magic*, and *hungry pit* to slow foes down.

Morale The shining sorcerers fight as long as the Shining Elder is alive but surrender if the Shining Elder is killed.

STATISTICS

Str 10, **Dex** 19, **Con** 20, **Int** 15, **Wis** 11, **Cha** 30

Base Atk +16; **CMB** +16; **CMD** 39

Feats Dodge, Improved Initiative^M, *Lightning Reflexes*^M, Mobility, Persistent Spell, Skill Focus (Perception), *Spring Attack*^M, Weapon Finesse

Skills Bluff +29, Diplomacy +26, Fly +12, Intimidate +29, Knowledge (arcana, planes) +21, Perception +25, Spellcraft +21, Use Magic Device +29

Languages telepathy 120 ft.

SQ arcane bond (amulet), radiant armor

Other Gear *amulet of mighty fists* +2

SPECIAL ABILITIES

Blinding Light (Ex) A shining child can radiate a 60-foot-radius aura of blinding light as a free action. Creatures within the affected area must succeed on a DC 28 Fortitude save or be permanently blinded. A creature that successfully saves cannot be affected again by the same shining child's aura for 24 hours. The save is Charisma-based.

Burning Touch (Su) A shining child corrupts the positive energy within a living creature into an unnatural burning light. For the next 5 rounds after a successful touch attack by a shining child, the target takes 2d6 points of fire damage. The burning light can be "extinguished" by casting darkness or deeper darkness on the target, or by entering an area of natural darkness (not counting the light from the burning target).

Death Throes (Su) When killed, a mythic shining child explodes in a blinding flash of searing light identical to its blinding light attack, though it also deals 12d6 points of damage to creatures within 60 feet (Reflex DC 28 halves). Half the damage is fire damage, but the other half results directly from the mythic shining child's otherworldly corruptive power and is therefore not subject to being reduced by resistance to fire-based attacks. The save DC is Charisma-based.

Fast Healing (Su) A mythic shining child gains fast healing 10 when in an area of bright or normal light (not counting its own light).

Incandescent Dissolution (Su) If a creature takes damage from a critical hit or takes damage that reduces it to below 0 hit points while inside a mythic shining child's aura of blinding light, the mythic shining child can expend one use of its mythic power as a swift or immediate action to saturate the creature's body and open wounds with matter-annihilating light, dealing 12d6 points of damage (DC 28 Fortitude half). Creatures killed by this effect are disintegrated (as *disintegrate*). The save DC is Charisma-based.

Light Leap (Sp) A mythic shining child can transport itself between areas of bright or normal light at will as a swift, move, or standard action. This otherwise acts as *dimension door*, caster level 12th, but with a maximum range of 120 feet.

Radiant Armor (Su) The light that surrounds a shining child grants it a deflection bonus to its AC equal to its Charisma bonus. The bonus is negated as long as the shining child is in the area of effect of a spell with the darkness descriptor that is at least 3rd level.

Searing Ray (Su) A shining child's primary attack is a ray of searing light. This attack has a range of 120 feet. The ray deals double damage to undead creatures.

A FULL-POWER SHINING ELDER

The Shining Elder as depicted here is weaker than what could be expected as the effective creator of magic. The creature has been weakened substantially by Kazsethil's rituals (and admittedly has been pushed down to a level where the PCs are capable of fighting against it).

If the GM wishes to incorporate a version of the Shining Elder that exists at peak strength, they should grant it the following additions. The final result should be a creature with a CR of 30.

- 12 additional hit dice, for a total of 34
- a +10 increase to all of the Shining Elder's ability scores
- a +10 increase to the Shining Elder's caster level for their spells and spell-like abilities
- ability to use mythic spells and augment them without spending uses of mythic power
- ability to use arcanist exploits as a free action on their turn rather than whatever action is normally required (this cannot be used with exploits that require an immediate action)
- ability to prepare two additional spells of each level
- three extra spells per day of each level.
- removal of bound weakness
- all metamagic feats as bonus feats, with the metamagic feats they already possess potentially being replaced
- equipment as a 20th-level PC, plus some artifact-level equipment
- immunity to ability damage, ability drain, charm effects, compulsion effects, death effects, energy drain, and petrification

E4: THE PRIVATE ROOM

Despite all of his incredible power (or perhaps because of it), Kazsethil rarely slept soundly. The Sinlord was perpetually tormented by anxieties and nightmares, and oftentimes found field rest a difficult affair. As he grew in power, he relied increasingly on magic in order to obtain rest, and for the last few millennia could only sleep soundly with the aid of his own enchantments. Kazsethil would frequently retreat to this location to recover, and considers himself quite fortunate that none of his opponents ever discovered this place.

A single barren room sits before you, unadorned save for a single rather small bed. Several defaced runes across the room indicate what might have once been portals, with only a single rune remaining intact.

Size and Lighting: This room has a ceiling 15 feet high and is completely dark.

Bed: The bed was the one Kazsethil used for sleeping, a feather bed with silk sheets. It is enchanted so that any creature which lies down on the bed falls asleep for exactly 8 hours (DC 15 Will save negates). The bed also protects any creature sleeping on it from effects such as *nightmare* or *dream* that would target a sleeping creature.

Portal: The single surviving portal's magic is being suppressed by the Shining Elder in E3. When the Shining Elder dies, the suppression subsides and the portal opens to F1.

PART 3: KAZSETHIL'S SANCTUM

F1: THE ROTUNDA OF CRUEL DESIRE

The portal in room E4 leads to a remote fortress deep within the Astral Plane, where Kazsethil is working to complete the final stages of his ritual to merge with the multiverse. The first section of the fortress is a large room where Kazsethil has conducted his final round of interrogations with extraplanar aid. Some unorthodox methods were required, leading the Sinlord to turn to some rather unusual help.

The domed structure before shines from scattered torchlight, illuminating the numerous chains suspended from the ceiling. A massive ichthyoid creature hangs impaled from the ceiling, its blood slowly trickling from a thousand wounds across its body.

Size and Lighting: This room's ceiling is 50 feet above the floor and completely dark. The room is watertight, however, so water effects will not spill out from it.

Chains: The shackled locus hangs in the air from several large metal chains, which have 30 hit points each and hardness 20.

Symbols: The broken tyrants have inscribed two *symbols of slowing*^{UM} on the doors which lead to area F2. In addition, they have inscribed a permanent *symbol of mirroring*^{UM} on the floor which affects only the broken tyrants and the termagant kytons.

Creatures: The shackled locus hangs suspended from the ceiling, unable to move from its position but still perfectly capable of using its vast array of psionic abilities. Five creatures surround the locus, each of which has played a role in its torture: three termagant kytons and two broken tyrants. The broken tyrants and the shackled locus all have enisysians attached to their bodies.

It took years of research before Kazsethil discovered that the Aboleths were behind the fall of Avatal and Phenesisiril, and many more before the Sinlord was able to capture any of the more advanced Veiled Masters or Omnipaths (the shackled locus was captured on land while exploring, and the Sinlord used it to reverse-track the two veiled masters who became the broken tyrants). For years, he attempted in vain to probe their secrets, but in the process discovered the existence of the psychic connection between all Aboleths which would become the basis for his plot to ascend.

The termagant kytons were bound by Kazsethil to aid in the extraction of information from these aboleths, and through their shadowy methods and the aid of several discovered enisysians (weapons designed by the aboleths for use against others of their kind) these fiends were able to break the minds of the aboleths and expose many of their secrets. The extracted information will be difficult to re-obtain given the fractured psyches of the aboleths, especially given the broken tyrant's new-engrained loyalty to the kytons.

While the primary duty of these creatures was torture, these outsiders have been instructed to stop any creatures from entering the Well of Blood.

BROKEN TYRANT

CR 16

Apostle kyton^{HA} veiled master^{B6}

LE Large outsider (aquatic, kyton, native, shapechanger)

Init +12; Senses darkvision 120 ft.; Perception +26

Aura mucus cloud (30 ft.)

DEFENSE

AC 36, touch 17, flat-footed 28 (+4 armor, +8 Dex, +15 natural, -1 size)

hp 264 (16d8+192) regeneration 8 (silver or good weapons and spells)

Fort +16, **Ref** +13, **Will** +17

Immune cold, electricity, mind-affecting effects; **Resist** cold 20; **SR** 27

OFFENSE

Speed 10 ft., swim 80 ft.

Melee bite +20 (2d6+9 plus 1d6 bleed, consume memory and slime), 2 claws +20 (1d6+9 plus 1d6 bleed and slime), 4 tentacles +15 touch (2d6 electricity plus bleed and thoughtlance)

Space 10 ft.; Reach 10 ft. (20 ft. with claws and tentacles)

Special Attacks agonizing prayer (DC 27), bleeding touch, delayed suggestion, seductive oration (DC 17), unnerving gaze (DC 27)

Spell-Like Abilities (CL 20th; concentration +29)

Constant—*mage armor*

At will—*detect thoughts* (DC 21), *dominate person* (DC 26), *hypnotic pattern* (DC 21), *illusory wall* (DC 23), *mirage arcana* (DC 24), *persistent image* (DC 24), *programmed image* (DC 25), *project image* (DC 26), *veil* (DC 25)

3/day—*dominate monster* (DC 30), *quicken dominate person* (DC 26), *geas/quest*, *mass suggestion* (DC 27)

1/day—*shadow walk*

Sorcerer Spells Known (CL 12th; concentration +21, DC 19+spell level, 20+spell level for symbol spells, 21+spell level for enchantment spells)

6th (4/day)—*antimagic field*

5th (7/day)—*symbol of pain*, *wall of force*

4th (8/day)—*dimension door*, *phantasmal killer*, *symbol of slowing*

3rd (8/day)—*clairaudience/clairvoyance*, *dispel magic*, *hold person*, *fly*

2nd (9/day)—*blindness/deafness*, *hold person*, *invisibility*, *symbol of mirroring*, *touch of idiocy*

1st (9/day)—*charm person*, *comprehend languages*, *erase*, *ray of enfeeblement*, *silent image*

0 (at will)—*arcane mark*, *dancing lights*, *daze*, *detect magic*, *ghost sound*, *mage hand*, *message*, *read magic*, *touch of fatigue*

TACTICS

Before Combat The broken tyrants cast *invisibility* on themselves

During Combat The broken tyrants will take different approaches, with one engaging in melee and potentially employing an antimagic field to try and shut down spellcasters. The other keeps its distance, employing its spell-like abilities and spells to incapacitate or control the PCs and any allies they may possess (typically starting with mass suggestion and quickened dominate person, or with wall of force or invisibility to create distance).

Morale The broken tyrants fight until reduced to fewer than 50 hit points, at which point they flee using *shadow walk* if they believe the PCs have a way of bypassing their regeneration.

STATISTICS

Str 28, **Dex** 26, **Con** 33, **Int** 27, **Wis** 25, **Cha** 28

Base Atk +12; **CMB** +22; **CMD** 40

Feats Combat Casting, Eschew Materials, Extend Spell, Greater Spell Focus (enchantment), Improved Initiative, Persistent Spell, Quicken Spell, Quicken Spell-Like Ability (dominate person), Spell Focus (enchantment)

Skills Knowledge (arcana) +24, Knowledge (dungeoneering) +24, Knowledge (history) +24, Knowledge (nature) +24, Knowledge (religion) +24, Knowledge (planes) +24, Perception +26, Sense Motive +23, Spellcraft +27, Stealth +24, Swim +36, Use Magic Device +25

Languages Aboleth, Aklo, Aquan, Common, Infernal, Undercommon

SQ change shape (any Small or Medium; greater polymorph), runemastery, shadow traveler, swift transformation

SPECIAL ABILITIES

Agonizing Prayer (Su) As a full-round action that provokes attacks of opportunity, an apostle kyton can orate a prayer so profane that it causes any non-kyton listening to erupt in bleeding wounds. Any non-kyton listener must succeed at a Will save (DC = 10 + 1/2 the apostle kyton's Hit Dice + its Charisma modifier) or take 1d6 points of nonlethal damage per Hit Die of the apostle kyton, take bleed damage as if struck by the apostle kyton's bleeding touch, and become staggered for 1 round. Creatures that succeed on this save halve the nonlethal damage and negate the staggered effect, but they still take the bleed damage. A creature that has taken nonlethal damage greater than or equal to its current hit points is not normally rendered unconscious by this ability, but such a creature is still helpless, rendering it susceptible to the apostle kyton's seductive oration ability.

This is a sonic pain effect.

Bleeding Touch (Su) An apostle kyton that touches a creature deals 1 point of damage plus 1d6 points of bleed damage for every 10 Hit Dice of the kyton. If an apostle kyton attacks with natural or manufactured weapons, its weapons also deal this bleed damage.

Consume Memory (Su) When a veiled master bites a creature, it consumes some of that creature's memories. The creature bitten must succeed at a DC 24 Fortitude save or gain 1 negative level. A veiled master has 5 hit points restored each time it gives a creature a negative level in this way, and it also learns some of the target creature's memories (subject to the GM's discretion). This is a mind-affecting effect. A veiled master can suppress this ability as a free action. The save DC is Charisma-based.

Delayed Suggestion (Sp) Whenever a veiled master successfully uses dominate person or dominate monster on a creature, it can also implant a delayed suggestion that triggers when the dominate effect ends. Typically, this suggestion (which functions as a spell-like ability, CL 20th, Will DC 19 negates) is for the previously dominated creature to seek out the veiled master and submit to a new domination attempt, but sometimes, a veiled master implants other suggestions (such as a suggestion to attack the first person the creature sees).

Mucus Cloud (Ex) While underwater, a veiled master exudes a 30-foot-radius cloud of transparent slime. All creatures in this area must succeed at a DC 29 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 24 hours. Renewed contact with this mucus cloud and failing another save extends the effect for another 24 hours. The save DC is Constitution-based.

Runemastery (Ex) A veiled master is particularly skilled at casting spells that create magical writing, such as explosive runes, secret page, and spells with the word “symbol” in their names. It never requires material components or focus components when casting such spells, and the save DC of these spells increases by 1. A veiled master’s symbol spells are difficult to disarm—the Disable Device DC for these symbols increases by 2.

Seductive Oration (Su) An apostle kyton has a unique perspective due to her transition into her current form. As a full-round action that provokes attacks of opportunity, an apostle kyton can speak to the pleasures and wonders it experienced during its transformation. Any creature that listens to this speech for 1 continuous minute must succeed at a Will save (DC = 10 + 1/2 the apostle kyton’s Hit Dice + the apostle kyton’s Charisma modifier) or take 1d6 points of Wisdom damage. This Wisdom damage increases by 1d6 for every 8 Hit Dice of the apostle kyton. A creature that succeeds at its save can’t be affected by that apostle kyton’s seductive oration ability for 24 hours.

After failing the save to resist the apostle kyton’s seductive oration, the target begins to question the definitions of morality, physicality, and life. Once per week, as long as the affected creature remains in communication with the apostle kyton, it must attempt a saving throw against seductive oration again or have its alignment shift one step toward lawful evil and take 1d6 additional points of Wisdom damage. The save DC increases by 1 per consecutive week of contact with the apostle kyton. A successful save prevents the alignment shift. A creature can’t take Wisdom damage from seductive oration more than once per week, even if it encounters multiple apostle kytons.

When the target’s alignment completely shifts to lawful evil (or if the target is lawful evil when first seduced), the target must immediately succeed at a Will save (with the same DC as seductive oration, including any increases from extended contact) or gain a greater madness.

If your campaign uses the sanity system, then instead of dealing Wisdom damage, seductive oration deals sanity damage equal to 1/2 the apostle kyton’s CR. If the target is turned lawful evil, the greater madness it gains is in addition to any madness it might gain from the sanity damage itself.

Creatures that are driven insane by an apostle kyton often eventually become broken souls, but some rare individuals gain the shadowbound corruption or even transform into apostle kytons themselves.

Slime (Ex) A creature hit by any of a veiled master’s bite or claw attacks must succeed at a DC 29 Fortitude save or have its skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature’s new flesh is soft and tender, reducing its Constitution score by 4 as long as the condition persists. If the creature’s flesh isn’t kept moist, it dries quickly and the creature takes 1d12 points of damage every 10 minutes. Remove disease and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

Spells A veiled master casts spells as a 12th-level sorcerer.

Swift Transformation (Su) A veiled master can use its change shape ability as a swift action.

Thoughtlance (Su) Four of a veiled master’s tentacles end in glowing spheres of light. These spheres deal 2d6 points of electricity damage on a successful touch attack and also blast a creature’s mind with waves of mental energy. A creature touched by one of these tentacles (regardless of whether the touch deals electricity damage) must succeed at a DC 24 Will save or be staggered for 1 round. Additional touches increase the duration of this effect by 1 round. While a creature is staggered in this manner, it must attempt concentration checks to cast spells as if it were experiencing extremely violent motion while casting (DC = 20 + spell level). The save DC is Charisma-based.

Unnerving Gaze (Su) An apostle kyton’s unnerving gaze (see the kyton subtype) causes those who fail their saving throws to be fascinated by the apostle kyton. The apostle kyton’s seductive oration doesn’t break this fascination effect, but other attacks break the effect as normal.

SHACKLED LOCUS

CR 23

Broken soul^{B4} omnipath^{B6} psychic (wildepath^{WO}) 3

XP 819,200

LE Gargantuan aberration (aquatic)

Init +14; Senses darkvision 60 ft., *detect magic*; Perception +37

DEFENSE

AC 38, touch 16, flat-footed 28 (+4 armor, +10 Dex, +18 natural, -4 size)

hp 529 (24d8+3d6+408); fast healing 10

Fort +25, Ref +21, Will +22

DR 5/-; Immune electricity, mind-affecting effects; Resist acid 5, cold 20, fire 5, sonic 5; SR 29

OFFENSE

Speed 15 ft., swim 100 ft.

Melee triple-jawed bite +22 (3d6+7 plus slime), tail slap +20 (3d6+3 plus slime) or torturous touch +22 (2d6 slashing and 1d6 dex plus daze and slime)

Space 20 ft.; Reach 20 ft.

Special Attacks agonized wail (DC 30), baleful gaze (DC 30), dark half, mucus cloud, nature's command, overpowering mind, phrenic pool (8), slime, thought barrage, torturous touch (DC 30)

Spell-Like Abilities (CL 20th; concentration +27)

Constant—*detect magic*, *mage armor*, *tongues*

At will—*detect thoughts* (DC 19), *dominate person* (DC 22)

3/day—*arcane eye*, *dominate monster* (DC 26), *geas/quest* (DC 23), *mind fog* (DC 22), *mirage arcana* (DC 22)

1/day—*astral projection*, *veil* (DC 23)

Psychic Spells Known (CL 18th; concentration +24; DC 22+spell level)

9th (4/day)—*mass suffocation*, *tsunami*^{APG}

8th (7/day)—*bilocation*^{OA}, *blood mist*^{UM}, *prediction of failure*^{UM}

7th (8/day)—*ectoplasmic eruption*^{OA}, *greater scrying*, *psychic crush III*^{OA}, *repulsion*, *vortex*^{APG}

6th (8/day)—*antilife shell*, *greater dispel magic*, *incorporeal chains*^{OA}, *intellect fortress III*^{OA}, *mind thrust VI*^{OA}, *primal regression*^{OA}

5th (8/day)—*etheric shards*, *fickle winds*, *id insinuation IV*^{OA}, *mental barrier*^{VOA}, *possession*^{OA}, *waves of fatigue*

4th (9/day)—*condensed ether*^{OA}, *illusory wall*, *mindwipe*^{OA}, *riding possession*^{OA}, *stoneskin*

3rd (9/day)—*babble*^{OA}, *catatonia*^{OA}, *displacement*, *ice spears*^{ISM}, *synesthesia*^{OA}

2nd (9/day)—*aboleth's lung*^{ARG}, *aversion*^{OA}, *invisibility*, *paranoia*^{OA}, *resist energy*, *touch of idiocy*

1st (9/day)—*deja vu*^{OA}, *marid's mastery*^{ARG}, *psychic reading*^{OA}, *shield*, *thought echo*^{OA}, *true strike*

o (at will)—*arcane mark*, *bleed*, *detect magic*, *grave words*, *mage hand*, *open/close*, *prestidigitation*, *read magic*, *telekinetic projectile*^{OA}

Discipline Abomination

TACTICS

During Combat The shackled locus readies an action to cast *tsunami* as soon as the broken tyrants and termagants move out of attack of opportunity range, flooding the room. It uses Stand Still and torturous touch to prevent foes from getting close to it, reaching out at any nearby targets with baleful gaze. Once it has space to move around, the shackled locus swims to keep distance and casts *quicken etheric shards* and *antilife shell*. It continues to use its vast array of spells to attack or possess targets from a distance (using *mass suffocation*, *vortex*, and *prediction of failure* first). The shackled locus is indiscriminate in its attacks against the kytons and the PCs.

Morale If the kytons are dead, the shackled locus attempts to negotiate with the PCs for its freedom. It might even be willing to help the PCs fight Kazsethil.

STATISTICS

Str 24, Dex 30, Con 38, Int 35, Wis 22, Cha 24

Base Atk +19; CMB +29; CMD 50



Feats Combat Casting, Combat Reflexes, Diehard, Endurance, Eschew Materials, Great Fortitude, **Hidden Presence^{OA}**, Improved Initiative, **Intrusive Presence^{OA}**, Lightning Reflexes, Logical Spell, **Manipulative Presence^{OA}**, Multiattack, Power Attack, Quicken Spell, Stand Still, Selective Spell, Toughness

Skills Bluff +38, Intimidate +46, Knowledge (all) +46, Perception +37, Spellcraft +46, Swim +39, Use Magic Device +35, **Racial Bonus** +8 Intimidate

Languages Aboleth, Aklo, Aquan, Avatali, Common, Draconic, Phenesiril, Undercommon; telepathy 300 ft.; *tongues*

SQ exceptional abilities, primal spells, servant of the mesh, telepathic mesh, vast knowledge

SPECIAL ABILITIES

Agonized Wail (Su) As a standard action, a broken soul can emit an agonized wail that inspires terror in those who hear it. All creatures within 120 feet must succeed at a Will save or become shaken for as long as they remain within 120 feet of the broken soul. A successful save renders a creature immune to that broken soul's agonized wail for 24 hours. This is a sonic mind-affecting fear effect.

Baleful Gaze (Su) Any creature within 60 feet of a broken soul must succeed at a Fortitude save or take 1d4 points of Strength, Constitution, and Charisma drain. Whatever the result of the saving throw, the creature cannot be affected by the same broken soul's baleful gaze again for 1 minute.

Exceptional Abilities (Ex) Although the shackled locus does not have any equipment, it has increased its ability scores through numerous *wish* spells. It thus possesses a +4 inherent bonus to intelligence and a +1 inherent bonus to both Constitution and Wisdom.

Mucus Cloud (Ex) An underwater omnipath exudes a cloud of clear slime 20 feet from itself in all directions. Any creature in this area must succeed at a DC 33 Fortitude saving throw each round or lose its ability to breathe air (but gain the ability to breathe water) for 24 hours. Renewed contact with the mucus cloud and failing another saving throw extends the effect for another 24 hours. An omnipath can suppress or reactivate this ability as a swift action. The save DC is Constitution-based.

Servant of the Mesh (Su) Any creature that failed its saving throws against both an omnipath's mucus cloud and slime attack begins to transform into a creature better suited to serving as part of the omnipath's telepathic mesh. The creature takes a -6 penalty on Will saving throws to resist domination effects from the omnipath and on saving throws to resist becoming part of the telepathic mesh.

Slime (Ex) A creature hit by any of an omnipath's natural attacks must succeed at a DC 33 Fortitude saving throw or have its flesh and skin transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new flesh is soft and tender, reducing its Constitution score by 4 as long as the condition persists. If the creature's flesh isn't kept moist,

it dries quickly and the victim takes 1d12 points of damage every 10 minutes. Remove disease and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

Spells The shackled locus can cast spells as an 18th-level psychic.

Telepathic Mesh (Su) An omnipath can form telepathic connections between a select group of creatures whose Hit Dice total no more than 10 x the omnipath's Hit Dice (270 HD for the shackled locus). This ability functions only for creatures that are on the same plane as the omnipath. Only aboleths, deep walkers, veiled masters, and creatures dominated by an aboleth, omnipath, or a veiled master can be added to the telepathic mesh. As a standard action, an omnipath can add a number of creatures equal to twice its Hit Dice to its telepathic mesh. Creatures added to the telepathic mesh must succeed at a DC 29 Will save or be incorporated into the mesh. Aboleths, deep walkers, and veiled masters must be within 30 feet of an omnipath to initially be included within the telepathic mesh, but targets dominated by creatures within the telepathic mesh can later be added to the mesh no matter the distance, so long as all parties are on the same plane. A creature that leaves the same plane as the omnipath is no longer considered to be part of the telepathic mesh; if the creature immediately succeeds at another DC 29 Will saving throw upon returning to the plane, it becomes free from the telepathic mesh. As an immediate action, an omnipath can remove any creature from the telepathic mesh.

An omnipath can communicate telepathically with all individual creatures in the telepathic mesh simultaneously. All creatures within the mesh are considered valid targets for all forms of possession employed by the omnipath. As long as at least two creatures in the telepathic mesh are within 12 miles of each other, if one creature in the mesh is aware of a particular danger, all of the other creatures in the mesh are as well. No creature in the group is considered flanked or flat-footed unless all of them are.

An omnipath can share the senses of up to six creatures in the telepathic mesh at once. It can stop sharing the senses of one target and switch to another's senses as a standard action.

The telepathic mesh can be interrupted via a successful break enchantment spell (the DC of this spell's caster level check is equal to the save DC of the telepathic mesh). The save DC is Intelligence-based.

Thought Barrage (Su) As a standard action, an omnipath can fire three rays of shimmering blue-white energy from the glowing balls of light on its tail as a +23 ranged touch attack with a range of 300 feet (no range increment). Any creature struck must succeed at a DC 29 Will saving throw or be stunned for 1 round. The save DC is Charisma-based.

Torturous Touch (Su) A broken soul can make a touch attack to cause hideous, painful wounds to rip open in the target's

body. This touch deals 2d6 points of slashing damage and 1d6 points of Dexterity damage, and causes the touched creature to fall prone in a fit of convulsions and be dazed for 1d4 rounds. A successful Fortitude save negates the Dexterity damage and the convulsive fit.

Triple-Jawed Bite (Ex) An omnipath has three sets of jaws nestled within one another. If an omnipath hits with its bite, it can make a second bite attack as a free action. If this second bite attack hits, the target must succeed at a DC 33 Will saving throw or be shaken for 1d4 rounds, and the omnipath can make a third bite attack as a free action. If the third bite attack is successful, the target must succeed at a DC 33 Fortitude saving throw or be staggered for 1d4 rounds. The save DCs are Constitution-based.

Vast Knowledge (Ex) Gleaning countless pieces of information from the vast network of active minds it can access at any time, an

omnipath treats all Knowledge skills as class skills. In addition, it gains a +4 racial bonus on Intelligence-, Wisdom-, and Charisma-based checks when using skills in which it has ranks.

TERMAGANT KYTONS^{ISB} (3)

CR 17

XP 102,400

hp 263

TACTICS

During Combat The termagants first attempt to nauseate targets with unnerving gaze before grappling them, hoping to deliver their poison. Using their flight ability, they drag their grappled targets out of the fight, dropping them into their allies again if ever they are close to death (which triggers shared rupture).

Morale The termagants are bound by Kazsethil to stop intruders and fight to the death.



XP 1,200

hp 37

TACTICS

During Combat The enisysians stay out of the fighting, clinging to the shackled locus or broken tyrants.

Morale If the shackled locus and both broken tyrants are killed, the enisysians transform into birds and attempt to fly away.

F2: THE WELL OF BLOOD

The Sanguine Locus is an artifact powered by blood, with complex rituals such as Hereslyn's attempt at immortality requiring the blood of hundreds of creatures in order to succeed. The scope of Kazsethil's plan extends far beyond eternal youth, however, and so requires an even greater offering.

Above what seems an ocean of blood, a series of stone platforms hover. Atop the corpse of an immense celestial, a large rune-inscribed cauldron siphons blood from the pool below in what appear to be inverted waterfalls of gore. A large woman in green robes presides over the cauldron, glowering at you as you enter.

Size and Lighting: The room is once again completely dark, with the ceiling being 50 feet above the pool of blood.

Bloodsea: The accumulated blood of Kazsethil's countless victims flows through this extraplanar structure, providing magical energy for the Sinlord's grand plan. The volume of blood extends out in every direction and runs several miles deep. The blood within the bloodsea is taken from every conceivable type of creature, many of them hazardous, and any creature which becomes immersed in the bloodsea becomes nauseated for 1 minute (DC 34 Fortitude save reduces this to sickened for 1 minute).

Platforms: The stone platforms are held aloft by *immovable rods* underneath them, two for every ten square feet of platform. If these rods are removed or suppressed, the platforms sink into the blood. The platforms themselves have 40 hp and hardness 10 for every 10-foot square. The platforms outlined in green are sloped, with the platforms outlined in yellow being 10 feet above the blood level and the platforms outlined in blue being 20 feet above the blood level.

Celestial Corpse: The massive marble body on which Sheima conducts her ritual is that of the Empyrean Lord Monalar, one of few in the heavens who uncovered Kazsethil's plan and who sought to put a stop to it. Monalar located

this place and attacked it with a massive celestial host, only for Kazsethil and his own host of allies to turn them back and in the process slay their leader. Monalar's soul has been captured by Sheima and hidden somewhere in the multiverse, the celestial's corpse remaining here as a twisted prize for the wizard. Kazsethil also had one of his underlings shield the corpse with *rest eternal*^{APG} (CL 25) to stop Monalar's return. The blood of Monalar may provide a valuable asset in the destruction of the Sanguine Locus, however.

Runewell of Lust: Blood flows into the Runewell of Lust*, a powerful artifact created by Kazsethil in the image of other Runewells from across Phenosiril. As Kazsethil possessed the Sanguine Locus on which all of the Runewells were modelled, he utilized his Runewell in an unusual manner, entrusting it to Sheima and using it as an entryway into the Sanctum of Desire rather than as an exit. Submerging oneself in the Runewell of Lust transports one to The Sanctum of Desire.

Creatures: The green-robed woman presiding over the Runewell of Lust is Sheima, a longtime ally of Kazsethil and one-time Sinlord of Greed. She is aided by two Immortal Ichors which surround her, two rune giants who guard her, two scarlet sovereigns who defend the runewell, and four clockwork bloodswimmers which currently dwell within the bloodsea.

Sheima had a deceptively short 43-year reign as Sinlord of Greed but faked her death to ally with Kazsethil following a series of brutal military defeats. Although an immensely skilled wizard, Sheima never held much patience for statecraft and believed that her magical aptitude could be put to better use as the Sinlord of Lust's chief artificer. With Kazsethil's immense wealth and influence, Sheima found herself capable of magical undertakings her position as Sinlord of Greed never permitted her, while the Sinlord of Lust reaped the benefits of these many magical discoveries. When Phenosiril collapsed, Kazsethil handed many of his resources over to Sheima, allowing her to continue studying and inventing while he explored the cosmos.

Although Kazsethil is undoubtedly an arcane genius, he has come to rely a great deal on Shiema's handiwork and most certainly could not have come this far in his plan without her assistance. Due to a combination of gratitude, dedication to her work, and the Sinlord's legendary manipulation skills, Sheima has cooperated every step of the way and has even put aside her reservations about conflict to defend her patron. She has created multiple followers to defend her during this time (the clockwork bloodswimmers and immortal ichors) and has even taken up the aid of Kazsethil's giant soldiers and the Sinlord's extraplanar assistants who once helped create the Sanguine Locus. Of course, should events not transpire to her liking, Sheima is perfectly willing to leave Kazsethil behind.

SHEIMA

CR 23/MR 6

Female pureblood Avatali human transmuter 10/**bloatmage**^{CoS}
10/**archmage**^{MA} 6

NE Medium humanoid (human, mythic)

Init +12; Senses *arcane sight*, *darkvision* 60 ft, *see invisibility*;
Perception +26

DEFENSE

AC 31 touch 18, flat-footed 28 (+6 armor, +5 deflection, +3 Dex, +7 natural)

hp 220 (20d6+148)

Fort +17, **Ref** +14, **Will** +24; +4 vs mind-affecting effects

Defensive Abilities corpulence, force of will, hard to kill, mythic contingencies, mythic corpulence, mythic saving throws; **DR** 5/-; **Immune** cold, confusion, disease, feeblemind, nonlethal, paralysis, sleep; **SR** 24

Weaknesses hemophilia

OFFENSE

Speed 10 ft, fly 60 ft (perfect)

Melee mithral dagger +16 (1d4+5/19-20)

Ranged +13

Special Attacks channel power, grasp of the dead 3/day (DC 20), mythic absorb bloodline 7/day, mythic blood pool, mythic bloodsurge (3/day, +1d12), mythic power (13/day, surge +1d8), perfection of self +10 (20 rounds/day), wild arcana

Bloodline Spell-Like Abilities (CL 20th; concentration +21)
3/day—grave touch

Transmuter Spell-Like Abilities (CL 20th; concentration +34)
16/day—augment (+5 natural armor or +4 to one ability score)

Transmuter Spells Prepared (CL 21st, 22nd for transmutation spells, concentration +35, DC 24+spell level, 25+spell level for transmutations)

9th—*energy drain*, *mage's disjunction*, *mass icy prison*, *maze of madness and suffering*, *quickenened baleful polymorph* (2), *shapechange*, *time stop*, *wish*^M

8th—*death clutch*^{HA}, *dimensional lock*^M, *greater angelic aspect*^{CoP}, *moment of prescience*, *phasic challenge* (2), *prediction of failure*, *prismatic wall*, *quickenened telekinetic charge*^{UC}

7th—*control construct*^{UM} (2), *ethereal jaunt*, *greater teleport*, *mass fly*, *particulate form*^{MaTT}, *plane shift* (2), *waves of exhaustion*

6th—*contingency*^M, *cold ice strike*, *disintegrate*^M (2), *flesh to stone*, *greater dispel magic* (2), *guards and ward*^M, *true seeing*

5th—*baleful polymorph* (2), *cloudkill*, *fabricate*, *fickle winds*, *magic jar*, *transmute rock to mud*, *wall of force*, *wall of stone*, *wreath of blades*

4th—*animate dead*, *dimensional anchor*, *enervation*, *firefall*^{APG}, *greater make whole* (2), *stone shape*, *telekinetic charge*, *telekinetic sphere*, *wall of fire*

3rd—*dispel magic* (2), *fireball*, *haste*, *slow* (2), *sheet lightning*^{RG}, *waves of blood* (2), *wind wall*

2nd—*alter self*, *blood transcription*^{UM}, *limp lash*, *pyrotechnics* (2), *resist energy* (4), *web*

1st—*anticipate peril*^{UM}, *blood money*^{ROTR} (4), *comprehend languages*, *expeditious retreat*, *magic missile*, *shield*, *true strike*

0 (at will)—*detect magic*, *mage hand*, *prestidigitation*, *read magic*

Sin Magic Specialization Transmutation **Prohibited Schools** Enchantment, Illusion

TACTICS

Before Combat Sheima is alerted to the PCs when they enter the Crimson Ziggurat and observes them using the spell engine as they progress. She takes mental notes on their abilities and fighting styles and uses her *wand of sending* to relay important details to Kazsethil. When the PCs seem close to closing in, she casts *anticipate peril* and *shapechange* on herself (keeping her normal form but being prepared to shift as needed). She readies an action to cast *time stop* should anyone enter the Well of Blood.

During Combat Sheima begins by casting *time stop*, after which she casts *borrowed time*, *quickenened greater angelic aspect*, *true seeing*, *quickenened shield*, *wreath of blades*, *fickle winds*, and *quickenened call the void* (several of these use her rods). *blood money* is used to provide the necessary material components. Sheima's first round of fighting is spent casting *mage's disjunction*, *quickenened energy drain*, and *quickenened baleful polymorph*. She spends the rest of the fight trying to take out targets rapidly using *intensified mythic disintegrate*, *maze of madness and suffering*, *mass icy prison*, *death clutch*, *flesh to stone*, or similar spells. *telekinetic charge* is used to get bodies between Sheima and the PCs, while *haste* and *particulate form* are used to strengthen the wizard's allies.

Morale Sheima does not wish to die for Kazsethil, and even with numerous *clone* bodies scattered across the multiverse is unwilling to take chances. If reduced below 50 hit points or otherwise placed in a situation where death is likely, Sheima uses *plane shift* to flee the battlefield.

STATISTICS

Str 20, **Dex** 16, **Con** 22, **Int** 38, **Wis** 22, **Cha** 12

Base Atk +10; **CMB** +13; **CMD** 28

Feats **Bloatmage Initiate**^{CoS}, **Brew Potion**, **Craft Construct**, **Craft Magical Arms and Armor**, **Craft Rod**, **Craft Wondrous Item**, **Extra Path Ability**^M, **Forge Ring**, **Heighten Spell**, **Mythic Crafter**^{M,MA}, **Mythic Spell Lore**^M, **Quickened Spell**, **Scribe Scroll**, **Spell Focus** (Transmutation)

Skills **Craft** (alchemy) +37, **Craft** (blacksmithing) +37, **Craft** (weapons) +37, **Heal** +29, **Knowledge** (all) +37, **Perception** +26, **Spellcraft** +37, **Use Magic Device** +24

Languages Aboleth, Abyssal, Aklo, Avatali, Celestial, Draconic, Elven, Giant, Infernal, Larisen, Phenesiril, Sylvan, *tongues*



SQ amazing initiative, arcane builder (wondrous items), corpulence, crafting mastery, display of intelligence, immortal, incorporeal form, mythic bloatmage abilities, physical enhancement +5 (dex and con), recuperation

Combat Gear masterwork mithral dagger (4, for casting wreath of blades), blood draughts, *greater quicken metamagic rod*, *intensified metamagic rod*^{UE}, lesser quicken metamagic rod, maximize metamagic rod, wand of sending (50 charges)

Other Gear *annihilation spectacles*^{UE} (can cast any transmutation spell), belt of giant strength +6, *cape of free will*^{MA} +5/+6, *headband of mental might* +6 (intelligence and wisdom, grants ranks in Knowledge (local), Knowledge (nobility), and Perception), *ring of transcendent spells*^{MA}, *robes of the summit*^{RotR}, *ring of protection* +5, *Runewell Amulet*^{*}, *Septemplex Tome*^{*}, splintered mind, jade circlet worth 1,500 gp for casting *shapechange*



SPECIAL ABILITIES

Blood Draughts Sheima has collected draughts of a variety of blood types, and can consume any one of them as a standard action to gain the benefits of one sorcerer bloodline of her choice by means of the absorb bloodline ability. Currently, she benefits from the Undead bloodline

Exceptional Stats (Ex) Sheima has always possessed many talents, and these talents have been amplified by the vast fortune she has acquired. Her ability scores were generated using 20 points, rather than the standard array. Additionally, she has several artifacts and her gear was determined as if she were a PC rather than an NPC to account for her vast wealth. These advantages increase her total CR by 1.

Immortal (Ex) Sheima has lived for thousands of years without aging. She gains the +3 bonus to her Intelligence, Wisdom, and Charisma scores for having lived beyond venerable age, yet she retains the youth of a young woman and does not gain the penalties to her physical ability scores. She is immune to disease and to all forms of madness (including confusion effects and feeblemind).

Mythic Bloatmage Abilities Sheima has selected the following mythic class features for the Bloatmage prestige class in place of several of her mythic abilities.

Mythic Absorb Bloodline: This ability is usable an additional number of times per day equal to the bloatmage's mythic tier, and the effects of consumed blood are permanent until replaced rather than lasting for one hour.

Mythic Blood Pool: The bloatmage does not become sickened when number of blood points is greater than her class level but less than or equal to twice her class level. If her blood pool would ever exceed twice her class level, she may spend a use of mythic power as a free action to immediately reduce her blood pool to her class level rather than flying into a rage.

Mythic Bloodsurge: When using bloodsurge, a bloatmage may convert acquired blood points into mythic power at a rate of 1 point of mythic power per three blood points.

Mythic Corpulence: a bloatmage has a 50% chance to negate critical hits and sneak attacks, as if wearing medium fortification armor.

Mythic Contingencies (Sp) If Sheima is reduced below 100 hit points, she is immediately affected by *heal*. The first three times any of Sheima's ability scores take more than 10 points of damage or drain usually from casting *blood money*), she is affected by *restoration* targeting that ability score.

Permanent Spells (Sp) Sheima has made the following spells permanent on herself: *arcane sight*, *darkvision*, *see invisibility*, and *tongues*.

CLOCKWORK BLOODSWIMMERS (4)

CR 16

Advanced hemodynamic* *clockwork leviathan*^{B3}

XP 76,800

N Huge construct (clockwork)

Init +12; Senses darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 38, touch 22, flat-footed 28 (+8 Dex, +2 dodge, +16 natural, +4 profane, -2 size)

hp 208 (16d10+88) fast healing 10

Fort +10, **Ref** +15, **Will** +7

Defensive Abilities 50% chance to negate critical hits; **DR** 10/adamantine; **Immune** fire, construct traits; **SR** 31

Weaknesses vulnerable to bleed, vulnerable to electricity, vulnerable to negative energy

OFFENSE

Speed 30 ft., swim 60 ft.

Melee bite +30 (2d6+16 plus bleed and grab), 2 slam +30 (1d8+16 plus bleed and grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks bleed (1d6), breath weapon (60-ft. line, 12d8 fire damage, DC 23 for half, usable every 1d4 rounds, 3/day), grind, swallow whole (2d8+24 slashing damage plus 2d6 fire damage, AC 18, 33 hp)

TACTICS

During Combat The bloodswimmers are commanded to strike against smaller and more fragile-looking targets, typically after Sheima has been able to suppress any escape abilities with *mage's disjunction*. They use their natural attacks to grapple and swallow targets as soon as possible, diving into the bloodsea to try and nauseate targets they have swallowed.

Morale The bloodswimmers are commanded to fight until destroyed

STATISTICS

Str 43, **Dex** 26, **Con** 21, **Int** —, **Wis** 15, **Cha** 11

Base Atk +16; **CMB** +34 (+38 grapple); **CMD** 54 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes

Skills Stealth +12 (+16 in water), Swim +24; Racial Modifiers +12 Stealth (+16 in water)

SQ swift reactions, winding

SPECIAL ABILITIES

Breath Weapon (Su) A clockwork leviathan's breath weapon is a powerful jet of scorching steam—it functions equally well above and under water.

Grind (Ex) A clockwork leviathan deals an additional 1d8+24 points of slashing damage when it makes a successful grapple check because of the myriad twisting gears and churning pistons that make up its jagged underbelly.

Swallow Whole (Ex) A clockwork leviathan's interior is filled with injurious grinding gears and superheated water—in addition to taking damage, a swallowed creature must hold its breath or risk drowning as long as it remains inside a clockwork leviathan's "stomach."

IMMORTAL ICHORS^{B4} (2)

CR 17

XP 102,400

hp 270

TACTICS

Before Combat The immortal ichors have already dominated the runescape rune giants and scarlet sovereigns, and command them over the course of the fight. Should the giants die, they return immediately as *juju zombies*^{B2}.

During Combat The immortal ichors flood enemies with swarms using *insect plague* or *creeping doom* before charging them and engaging in melee to drain their wisdom. *quicken charm person* is used on as many targets as possible so that the ichors can create minions using corrupt ally

Morale The immortal ichors fight until reduced to 50 hp. If they sense that the PCs can bypass their regeneration, they attempt to flee.

SPECIAL ABILITIES

Darkvision (Sp) Sheima has cast a permanent *darkvision* spell on each of the immortal ichors in order to facilitate their actions in combat.

RUNESLAVE RUNE GIANTS (2)

CR 18

XP 153,600

hp 290

SCARLET SOVEREIGNS (2)

CR 17

XP 102,400

Advanced sorcerer *scarlet walker*^{ROTR}

LE Huge outsider (evil, extraplanar, lawful)

Init +11; **Senses** bloodsense, darkvision 60 ft.; **Perception** +29

DEFENSE

AC 32, touch 20, flat-footed 20 (+11 Dex, +1 dodge, +12 natural, -2 size)

hp 272 (19d10+152); fast healing 10

Fort +13, **Ref** +22, **Will** +18

Defensive Abilities evasion, unusual anatomy (50%); **Immune** acid, cold, poison; **SR** 27

Weaknesses vulnerable to electricity

OFFENSE

Speed 40 ft., climb 40 ft.; *air walk*

Melee 2 claws +28 (3d6+9/19-20 plus bleed), tentacle +23 (4d6+4 plus paralysis and bleed)

Space 15 ft.; **Reach** 30 ft.

Special Attacks bleed (1d6), blood-draining gaze, long limbs (+15 ft.), paralysis (1d4 rounds, DC 26)

Scarlet Walker Spell-Like Abilities (CL 16th; concentration +25)

Constant—*air walk*, *detect thoughts* (DC 21)

At will—*sending*

3/day—*confusion* (DC 23), *demand* (DC 27), *quicken lesser confusion* (DC 20)

1/day—*feeblemind* (DC 24), *insanity* (DC 26), *true seeing*

Sorcerer Creature Spell-Like Abilities (CL 19th; concentration +28)

12/day—acidic ray (1d6+8 acid)

Sorcerer Spells Known (CL 19th; concentration +28)

6th (3/day)—*greater dispel magic*

5th (4/day)—*dominate person* (DC 24), *mind fog* (DC 24)

4th (4/day)—*enervation*, *greater invisibility*

TACTICS

During Combat The scarlet sovereigns casts *mind fog* and *enervation* on the first round of combat and uses *quicken lesser confusion* each round on a well-armed PC. They cast greater invisibility on the second round, following that up with its mind-affecting spells and spell-like abilities. *Confusion*, *enervation*, and *feeblemind* are used reguarly.

Morale The scarlet sovereigns fight to the death and through undeath.

STATISTICS

Str 28, **Dex** 33, **Con** 25, **Int** 18, **Wis** 24, **Cha** 29

Base Atk +19; **CMB** +30; **CMD** 52 (60 vs. trip)

Feats Combat Reflexes, Dodge, Improved Critical (claw), Improved Natural Attack (claw), Mobility, Power Attack, Quicken Spell-Like Ability (*lesser confusion*), Spring Attack, Toughness, Weapon Finesse

Skills Acrobatics +33, Climb +17, Intimidate +31, Knowledge (arcana) +26, Knowledge (nature) +26, Knowledge (planes) +26, Perception +29, Sense Motive +29, Spellcraft +23, Stealth +25, Use Magic Device +28

Languages Abyssal, Aklo, Infernal, Phenesiril; telepathy 300 ft.

SQ bloodline arcana (+50% duration on polymorph effects), compression, no breath

SPECIAL ABILITIES

Blood-Draining Gaze (Su) All creatures within 20 feet of a scarlet walker are subject to the monster's eerie blood-draining gaze. Affected creatures must succeed at a DC 26 Fortitude save or thin streams of blood pour from their eyes, flowing through the air and into the eye-socketlike pits in the scarlet sovereign's face. This does not impact the victim's vision, but deals 1 point of Constitution damage and sickens the victim for 1 round from the hideous pain. A creature already suffering from a bleed effect takes a -4 penalty on the saving throw. This is a bleed effect. The save DC is Constitution-based.

Bloodsense (Su) scarlet sovereigns can sense living creatures with blood in their veins and undead creatures that feed on blood (such as vampires). This ability functions like blindsight to a range of 60 feet.

F3: THE SANCTUM OF DESIRE (CR 29)

Kazsethil's ultimate plan to become a being beyond even the Gods ends in his private demiplane, the Sanctum of Desire. It was here that Kazsethil hid in order to escape the collapse of Phenesiril, and it will be here where the final Sinlord ends his mortal existence one way or another. Through the power of the Sanguine Locus, the tremendous quantities of blood, and the arcane knowledge collected across millennia, Kazsethil aims to merge with the fabric of magic itself. However, he understand the immense threat the PCs pose to this plan and will not go down without a fight.

The steps of a great stone altar stand before you as blood gushes down in immense falls all around you. Numerous guards stand on the altars' three tiers, with the final tier hosting a massive crimson orb and the Sinlord himself. Beneath a tremendous statue in his own image and within a hurricane of blood, Kazsethil smiles, as if he doesn't expect you to stop him but is intrigued by your efforts.

Size and Lighting: This area is magically lit with normal light, the ceiling being 100 feet above ground level.

Altar: Each level of the altar is 20 feet above the previous one, being connected by steps. Blood flows up several channels The channels are about 1 foot deep, enough to be considered difficult terrain.

Bloodfalls: The blood from the bloodsea pours down into this room, flooding its lowest levels. The eight bloodfalls themselves provide total cover to those within or behind them. The pools of blood across the demiplane are 30 feet deep. The blood nauseates targets just as the blood in F2 does.

The Sanguine Locus: Central to Kazsethil's plan is the Sanguine Locus*, a powerful artifact he created long ago which grants him immortality through the blood sacrifice of others. Having studied and amplified the object's abilities for millennia, Kazsethil is prepared to unleash its ultimate potential. The Sanguine Locus floats at the top of the altar with the Sinlord inside, and currently contains 25 charges. Kazsethil uses the artifact's myriad abilities throughout the fight, most notably Create Life (which creates Kazsethil's Embodiment) and Manifest Magic. Kazsethil views Blood Simulacra as too weak to put up a proper fight against the PCs.

Creatures: Kazsethil is the party's primary adversary, and stands immersed in the Sanguine Locus at the top of the altar. Between him and the PCs are numerous guards: four Runeslave Rune Giants, both Sinspawn Paragons (transformed from *Kazsethil's Romantic Guisarmes**), and

four adventurers (Magdra, Preyta, Theyl, and Weylan) who Kazsethil has seduced and transplanted into clone bodies. The massive statue of the Sinlord is in fact a massive stone colossus loyal to Kazsethil. Finally, Kazsethil can use the Sanguine Locus to call forth Kazsethil's Embodiment.

His biological parents unknown, the child who would become Kazsethil was raised in the city of Ras by the cult of Eimha, a secret religion dedicated to the pursuit of knowledge, the exploration of secrets, and the mastery of one's environment through subterfuge and trickery. Eimha's agents were a communal family, and Kazsethil grew up surrounded by numerous parents and siblings. He felt genuine love when among these individuals and was more than willing to forgive their twisted and frequently brutal methods. The cult also provided Kazsethil an education, and from a young age the boy displayed an aptitude for arcane magic.

The idyllic days of Kazsethil's youth were terminated by the aboleths' pogroms against Eimha's disciples, the aberrations fearing that these agents had discovered too much of the aboleth agenda to stay alive. Kazsethil narrowly escaped numerous assassination attempts, eventually apprenticing himself to the wizard Onia for protection. Kazsethil served Onia loyally for years, eventually travelling with her to found Phenesisiril and become one of the nation's seven rulers. When the time came to overthrow Onia and claim Phenesisiril for themselves, Kazsethil was the only one of the seven Sinlords who did not contribute forces to the war, although his agents were concealed within each of his opponents' armies. Some regarded Kazsethil's unwillingness to directly engage his enemies as cowardice or weakness, but the Sinlord of Lust simply understood the political value of subtlety.

Through diplomacy, manipulation, and carefully-executed strategy, Kazsethil controlled a large swath of Phenesisiril for over a thousand years, outlasting countless opponents. The Sinlord made allies across the universe and ruled uncontested over numerous subjects, and tales echoed across the world of the extravagant revelries the Sinlord's fortune provided him. In spite of these luxuries and accomplishments, the Sinlord was never able to recapture the sense of belonging he possessed amongst the agents of Eimha and was haunted by an intense loneliness that only grew with his magical ability. He hid this aspect of himself deep within, concealing it with a comprehensive disguise of excess, brutality, and magical dominion.

By the time Phenesisiril collapsed, Kazsethil's persona had subsumed him completely, his every action serving his ambitions for even greater power and control. After immersing himself in the Sanguine Locus to hide from the Aboleths once again, the Sinlord emerged from a centuries-long sleep and went on to explore the multiverse. He discovered even greater arcane secrets at the far reaches of

reality and used this knowledge to steer his rival Sinlords (and any other creatures who would oppose him) towards oblivion. It was during this conflict that Kazsethil discovered the concept of merging with the universe, of becoming one with all of the minds in the universe. After establishing plans to eliminate any opponents who could conceivably stop him, the Sinlord pooled all of his assets for his final plan.

While exploring many of his old haunts, Kazsethil came across numerous fascinating stories of Phenesisiril's rediscovery, one of which involved a group of heroes who killed the Sinlord of Greed and another of which told of an adventurer who grew in strength after having their mind forced into one of Kazsethil's unusually powerful clone bodies. Intrigued by both concepts and wishing to feed his dramatic sensibilities one last time, Kazsethil tracked down four of the heroes and turned them to his side, convincing them of his virtue just as he had magically convinced the multiverse long ago. Bestowing upon them additional equipment and transferring them into several of his remaining clone bodies, Kazsethil made these heroes into his personal guard as he worked to complete his plan. These heroes, all capable individuals in their own right, have been brainwashed by the Sinlord into serving him and will go to any extreme in order to protect him.

KAZSETHIL

CR 27/MR 10

XP 3,276,800

Male pureblood Avatali human enchanter 20/*trickster*^{MA} 10

Unaligned Medium humanoid (human, mythic)

Init +38^M; Senses *arcane sight*, blindsense 30 ft (intelligent creatures only), darkvision 60 ft., *see invisibility*, *true seeing*;

Perception +31

Aura despair (30 ft., 20 rounds/day), mythic presence (30 ft., DC 35)

DEFENSE

AC 43, touch 22, flat-footed 36 (+13 armor, +5 deflection, +7 Dex, +5 natural, +3 shield)

hp 412 (20d6+360); fast healing 10 (120 temp hp)

Fort +23, **Ref** +24, **Will** +30

Defensive Abilities *freedom of movement*, hard to kill, mirror dodge, *mythic contingencies*, mythic saving throws, *steward of the great beyond*^{CoP} 3/day, unstoppable, 50% chance to negate critical hits and sneak attacks; **DR** 10/adamantine, **Immune** bleed, confusion, disease, *feeblemind*, mind-affecting effects; **SR** 30

Weaknesses locus-bound

OFFENSE

Speed 30 ft., fly 60 ft. (perfect)

Melee Kazsethil's *Romantic Guisarmes** +25 or +23/+23/+18/+18 (2d4+15/19–20/x3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

Special Attacks force of will, infectious charms, mythic power (25/day, surge +1d12)

Enchanter Spell-Like Abilities (CL 20th; concentration +38)
21/day—dazing touch

Enchanter Spells Prepared (CL 22nd; concentration +40, DC 28+spell level or 32+spell level for enchantments)

9th—*ascension*^{M,MA}, dominate monster, mass icy prison, overwhelming presence, power word kill^M, reach irresistible dance^M (2), spellbane^M, wish^M

8th—*euphoric tranquility*^{APG}, maze, moment of prescience, prediction of failure, quickened confusion^M (2), quickened dimension door, quickened dimensional anchor, quickened telekinetic charge

7th—dazing ball lightning, dazing shout, greater teleport, limited wish^M, persistent dominate person^M, persistent hold monster (2), persistent icy prison, plane shift^M, project image

6th—antimagic field^M, cloak of dreams, cold ice strike (2), contingency^M, dazing fireball, globe of invulnerability^M, greater dispel magic, rune of transgression* (2), unconscious agenda

5th—cloudkill, dominate person^M, feeblemind, icy prison, life bubble, mind fog, persistent image, persistent suggestion^M (2), wall of force^M, wreath of blades

4th—aura of the unremarkable, charm monster, confusion^M (2), dimension door, dimensional anchor, horrific doubles, ice storm, *mad sultan's melody*^{HA}, stonewalk^M, telekinetic charge

3rd—displacement, fireball^M, heroism^M, hold person, reach touch of idiocy, suggestion^M (4), waves of blood

2nd—hideous laughter^M (2), invisibility^M (2), *qualm*^{UC} (2), resist energy (5)

1st—burning hands (2), charm person (2), disguise self, magic missile (3), moment of greatness (2), silent image

0 (at will)—arcane mark, detect magic, prestidigitation, read magic



Sin Magic Specialization enchantment; **Prohibited Schools** necromancy, transmutation;

TACTICS

Before Combat Kazsethil casts *ascension* on Magdra, Preyta, Theyl, and Weylan at the start of the day to give them their current mythic ranks. When he gets an indication that the PCs are coming (either the death of the Shining Elder or a *sending* spell from Sheima, he casts *mythic stoneskin*, *moment of prescience*, *mythic heroism* (targeting the same allies as *ascension*), *life bubble*, *aura of the unremarkable*, *resist energy* (acid, cold, fire, electricity, and sonic), and *mythic spellbane* (blocking *antimagic field*, *dispel magic*, *energy drain*, *enervation*, *mage's disjunction*, *gate*, *greater dispel magic*, *summon monster ix*, and one other spell coinciding with what the PCs have used up until this point)

During Combat Kazsethil begins the fight by casting *overwhelming presence* and *quicken mass icy prison* to take out as many targets as possible. During Magdra's *time stop*, Kazsethil casts *wreath of blades*, *horrific doubles*, *displacement*, *moment of greatness* (targeting the same allies as *ascension* plus the *sinspawn* champions), *cloak of dreams*, and *project image*. Kazsethil typically relies on spells that weaken or incapacitate targets, aiming to daze, dominate, entrap, or otherwise cripple opponents so that his allies can finish them off. He uses *mythic confusion*, *mind fog* and *prediction of failure* to weaken powerful foes and saves *mythic power word kill* for when there are numerous weakened opponents. *mythic antimagic field* (preserving enchantment) is a tool of last resort that Kazsethil employs.

Morale Kazsethil is unable to escape and so fights to the death.

STATISTICS

Str 19, **Dex** 24, **Con** 22, **Int** 46, **Wis** 24, **Cha** 40

Base Atk +10; **CMB** +14; **CMD** 36

Feats Eschew Materials, Extra Mythic Power^M, Flyby Attack, Greater Spell Focus (enchantment), Heighten Spell, Improved Initiative^M, Martial Weapon Proficiency (guisarme), Mythic Spell Lore^M, Persistent Spell, Quicken Spell, Reach Spell, Scribe Magical Tattoo, Scribe Scroll, Spell Focus^M (enchantment), Spell Penetration^M, Spell Perfection (*suggestion*)

Skills Bluff +45, Craft (clothing, tattoo) +33, Diplomacy +45, Disguise +39, Escape Artist +31, Fly +42, Intimidate +45, Knowledge (all) +45, Perception +31, Sense Motive +31, Spellcraft +45, Use Magic Device +39

Languages Aboleth, Abyssal, Aklo, Avatali, Celestial, Draconic, Dwarven, Elven, Giant, Infernal, Phenesiril, Shoanti, Sylvan; *tongues*

SQ amazing initiative, arcane bond (Kazsethil's Romantic Guisarmes), beyond morality, enchanting smile, enduring armor, exceptional statistics, fleet charge, immortal, inherent bonuses, *interplanar prestige*^{C&C}, legendary hero, mythic

presence (DC 35), mythic spellcasting, no one of consequence, path dabbling, perfect mimic, permanent spells, profane ascension, recuperation, sanguine infusion, subtle magic, supreme trickster, thwart detection

Combat Gear Kazsethil's Romantic Guisarmes, greater quicken metamagic rod, greater threnodic metamagic rod, mithral daggers (4, for casting wreath of blades), *ring of three wishes*^{UE};

Other Gear +1 animated heavy steel shield, magic tattoos replicating *truesight goggles*^{UE}, *circlet of mindsight*^{UE}, *gloves of spell snaring*^{MA}, cracked dusty rose prism ioun stone, *emerald ellipsoid ioun stones*^{AP138} (24), orange prism ioun stone, pale green prism ioun stone, ring of freedom of movement, Runewell Amulet*, scintillating garment*, Septemplex Tome*, stone of good luck, cold iron scepter worth 1,000 gp for casting *spellbane*, diamond worth 25,000 gp for casting *wish*, diamond worth 1,500 gp for casting *limited wish*

SPECIAL ABILITIES

Exceptional Stats (Ex) Kazsethil's ability scores were generated using 25 points, and he has more gear than an NPC of his level would normally have. These modifications increase his total CR by 2.

Immortal (Ex) The powers of the Sanguine Locus have allowed Kazsethil to live well beyond a human's normal lifespan. Unless slain by violent means, he is immortal. He gains the +3 bonus to his Intelligence, Wisdom, and Charisma scores for having lived beyond venerable age, yet he retains the youth of a young man and does not gain the penalties to his physical ability scores. He is immune to disease and to all forms of madness (including confusion effects and feeblemind). Kazsethil also has the immortal base mythic ability from his mythic tiers.

Inherent Bonuses (Ex) Kazsethil has used *wish* spells to gain a +5 inherent bonus to all of his ability scores.

Locus-Bound (Ex) Due to the power invested in the Sanguine Locus, Kazsethil's body, mind, and soul cannot leave the Sanctum of Desire unless the Sanguine Locus is destroyed. Any effect which would cause him to leave by force (such as *maze* or *plane shift*) instead deals 20d6 points of damage to the Sinlord.

Mythic Contingencies (Sp) When Kazsethil takes damage from a spell, a *mythic globe of invulnerability* forms around with the maximum possible mythic augmentation.

If affected by a hostile effect which could be removed by *break enchantment*, Kazsethil is targeted with *mythic break enchantment* (CL 22nd) with the maximum possible mythic augmentation.

If reduced to below 100 hit points, Kazsethil is affected as per *heal* (CL 22nd). This occurs again the second time he is reduced below 100 hit points.

If Kazsethil is targeted by an effect which inflicts ability damage, ability drain, or negative levels, he is affected by both *death ward* and *restoration*.



Permanent Spells (Sp) Kazsethil has made the following spells permanent on himself: *arcane sight*, *darkvision*, *see invisibility*, and *tongues*.

Profane Ascension (Ex) Kazsethil received the blessing of a powerful demon lord before subduing them and erasing all memory of him from their mind. As a result, he possesses a +6 profane bonus to intelligence.

Sanguine Infusion (Ex) Kazsethil calculates his hp using his Charisma rather than his Constitution modifier, and he is immune to bleed effects.

SPELLS OF A CERTAIN PERSUASION

There are certain spells which are thematically appropriate for the Sinlord of Lust but at the same time may not be appropriate at all tables. Many players understandably feel that having sexual acts forced upon is a violation of trust, and it is vitally important that GMs respect this boundary. Nonetheless, if the party is comfortable with the following spells, Kazsethil's prepared spells can include them.

- all instances of *hold person* would be replaced with *matchmaker*^{UM}
- all instances of *qualm* would be replaced by *unnatural lust*^{UM}

MAGDRA

CR 21/MR 1

XP 409,600

Female pureblood Avatali human sorcerer 20/archmage 1

LN Medium humanoid (human, mythic)

Init +14^M; Senses Perception +22

DEFENSE

AC 31, touch 22, flat-footed 26 (+4 armor, +5 deflection, +5 Dex, +2 luck, +5 natural)

hp 175 (20d6+103)

Fort +21, Ref +22, Will +25;

Defensive Abilities hard to kill; SR 18

OFFENSE

Speed 30 ft

Melee staff of power +16 (1d6+6)

Ranged +19

Special Attacks *blood havoc*^{MaTT}, *blood intensity*^{MaTT} 5/day, *blood piercing*^{MaTT} 4/day, mythic power 3/day (surge +1d6), school power (evocation), wild arcana

Sorcerer Spells Known (CL 20th, 24th for *delayed blast fireball*; concentration +30; DC 20+spell level, 24+spell level for evocations, 26+spell level for *delayed blast fireball*)

9th (7/day)—*clashing rocks*, *ride the lightning*^{UM}, *time stop*^M, *wish*

8th (7/day)—*greater shout*, *power word stun*, *prismatic wall*, *telekinetic sphere*

7th (7/day)—*ethereal jaunt*, *delayed blast fireball*, *greater polymorph*, *greater teleport*

6th (8/day)—*chain lightning*, *cold ice strike*, *disintegrate*, *true seeing*

5th (8/day)—*fickle winds*, *lightning arc*, *magic jar*, *overland flight*, *wall of stone*

4th (8/day)—*dimension door*, *echolocation*, *enervation*, *firefall*, *wall of fire*

3rd (8/day)—*dispel magic*, *displacement*, *fireball*, *haste*, *sheet lightning*

2nd (9/day)—*darkness*, *darkvision*, *glitterdust*, *invisibility*, *scorching ray*, *web*

1st (9/day)—*burning hands*, *enlarge person*, *identify*, *magic missile*, *shield*, *snapdragon fireworks*^{UM}

o (at will)—*acid splash*, *detect magic*, *disrupt undead*, *flare*, *light*, *mage hand*, *mending*, *prestidigitation*, *read magic*

Bloodline Arcane

TACTICS

During Combat Magdra spends a point of mythic power to roll a 20 on initiative, using a second in conjunction with her rod to cast *mythic maximized time stop*. During this period, she casts *quickenened haste* on her allies, *prismatic wall* to shield Kazsethil, and *quickenened displacement*, *overland flight*, *quickenened shield*, and *fickle winds* on herself. She uses the remaining rounds to cast *elemental dazing delayed blast fireball* (acid) once and *empowered delayed blast fireball* multiple times around the PCs, setting the spells to activate as soon as the *time stop* effect ends. In ensuing rounds, Magdra moves around with *quickenened dimension door* and *dazing ride the lightning* while attacking with *chain lightning*, *cold ice strike*, *clashing rocks*, *greater shout*, and various other spells in her arsenal.

Morale Magdra fights until Kazsethil is killed, at which point she surrenders

STATISTICS

Str 10, **Dex** 20, **Con** 18, **Int** 12, **Wis** 14, **Cha** 30

Base Atk +10; **CMB** +10; **CMD** 25

Feats **Elemental Spell**^{APG}, **Empower Spell**, **Eschew Materials**, **Extend Spell**, **Greater Spell Focus** (evocation), **Greater Spell Penetration**, **Improved Initiative**^M, **Heighten Spell**, **Intensified Spell**, **Quickened Spell**, **Spell Focus** (evocation), **Spell Penetration**, **Spell Perfection** (*delayed blast fireball*), **Spell Specialization**^{UM} (*delayed blast fireball*), **Still Spell**

Skills **Bluff** +33, **Knowledge** (arcana) +24, **Knowledge** (planes) +24, **Perception** +22, **Spellcraft** +24, **Use Magic Device** +33

Languages Common, Draconic, Larisen

SQ arcane apotheosis, bloodline arcane (+1 DC for metamagic spells that increase spell level), hero of legend, mythic spellcasting

Combat Gear greater dazing metamagic rod, greater maximize metamagic rod, staff of power (50 charges)

Other Gear *amulet of natural armor* +5, *belt of physical might* +6 (dex and con), *cloak of resistance* +5, *handy haversack*, *headband of alluring charisma* +6, *ring of protection* +5, *robe of the archmagi*, diamond worth 25,000 gp for casting *wish*, ointment worth 250 gp for casting *true seeing*

SPECIAL ABILITIES

Hero of Legend (Ex) Magdra was born with incredible skill which has been used well in adventuring, possessing wealth equivalent to a 20th-level PC and ability scores calculated with a 20-point buy. This increases Magdra's CR by 1.

PREYTA

CR 21/MR 1

XP 409,600

Female pureblood Avatali human cleric 20/**hierophant**^{MA} 1

NG Medium humanoid (human, mythic)

Init +9; **Senses** Perception +34

DEFENSE

AC 27, touch 13, flat-footed 24 (+14 armor, +3 Dex)

hp 258 (20d8+204)



Fort +23, **Ref** +15, **Will** +26;
Defensive Abilities hard to kill

OFFENSE

Speed 20 ft.

Melee +5 *flaming burst holy keen* *sacrosanct*^{MA} *spell stealing*^{UE} *spell storing scimitar* +31/+26/+21 (1d6+15/15-20 plus 1d6 fire and bestow curse)

Ranged +24

Special Attacks channel positive energy 10/day (DC 25, 10d6+1), divine presence (20 rounds/day), inspired spell, mythic power (3/day, surge +1d6), nimbus of light (20 rounds/day), sun's blessing +20

Domain Spell-Like Abilities (CL 20th; concentration +29)

12/day—touch of glory (+10)

12/day—rebuke death (1d6+10)

Cleric Spells Prepared (CL 20th; concentration +29; DC 19+spell level)

9th—energy drain, gate, mass heal (2), prismatic sphere, quickened breath of life

8th—antimagic field, fire storm, frightful aspect, greater angelic aspect, quickened death ward, sunburst

7th—bestow grace of the champion^{UM}, circle of clarity^{UM}, destruction, ethereal jaunt, holy sword, regenerate

6th—banishment, blade barrier, greater dispel magic, greater shield of dawn^{SG}, heal, quickened resist energy

5th—breath of life, fickle winds, flame strike, greater forbid action^{UM}, life bubble (2), true seeing

4th—blessing of fervor, fire shield, freedom of movement (4), greater magic weapon

3rd—aura sight, bestow curse, dispel magic, magic vestment, remove blindness/deafness, searing light, wind wall

2nd—bless weapon, grace (2), ironskin^{MC}, resist energy, shield other, weapon of awe^{APG}

1st—barbed chains^{HA}, bless, command, divine favor, obscuring mist, remove sickness, sanctuary, shield of faith

0 (at will)—detect magic, guidance, read magic, flare

Domains Glory, Healing, Sun

TACTICS

Before Combat At the start of the day, Preyta casts *greater magic weapon* and *magic vestment* on her equipment and *life bubble* on herself and her allies.

During Combat When Magdra casts *mythic time stop*, Preyta uses her rod and casts *quickened ironskin*, *greater angelic aspect*, *quickened resist energy* (sonic), *greater shield of dawn*, *fire shield*, *true seeing*, *freedom of movement*, and *frightful aspect* on herself before casting *blessing of fervor* on herself and her allies and *quickened shield other* on Kazsethil. She finishes by casting *quickened death ward* on herself and *blade barrier* between the PCs and Kazsethil. During the battle, Preyta focuses primarily on protecting and healing her allies but is willing to engage with enemies in melee using her scimitar. If she feels significantly threatened, she will use *gate* to call in a solar angel.

Morale Preyta fights until Kazsethil is dead.

STATISTICS

Str 22, **Dex** 19, **Con** 22, **Int** 12, **Wis** 28, **Cha** 20

Base Atk +15; **CMB** 21; **CMD** 35

Feats Divine Interference, Extra Channel, Extra Mythic Path Ability^M, Furious Focus, Heavy Armor Proficiency, Power Attack, Quick Channel, Quicken Spell, *Reactive Healing*^{ACG}, Selective Channeling, Toughness, Turn Undead

Skills Heal +27, Knowledge (religion) +29, Perception +34, Sense Motive +37, Spellcraft +19

Languages Common, Celestial

SQ aura, faith's reach, healer's blessing, hero of legend, overflowing grace, proxy

Combat Gear +1 *flaming burst holy keen sacrosanct spell stealing spell storing scimitar* (currently contains *bestow curse*), +1 *bolstering*^{UE} *channeling*^{MTT} *deathless*^{UE} *determination*^{UE} *heavy fortification spell storing warding*^{UE} *mithral full plate* (currently contains *dispel magic*), greater quicken metamagic rod, lesser quicken metamagic rod, strand of prayer beads, wand of cure light wounds (50 charges)

Other Gear belt of physical perfection +6, glorious flame ring, handy haversack, headband of mental superiority +6 (Wis and Cha), malleable symbol, mantle of the faithful vessel, pale green prism ioun stone, *ring of protected life*^{USH}, offerings worth 10,000 gp (for casting *gate*), ointment worth 250 gp for casting *true seeing*

SPECIAL ABILITIES

Hero of Legend (Ex) Preyta was born with incredible skill which has been used well in adventuring, possessing wealth equivalent to a 20th-level PC and ability scores calculated with a 20-point buy. This increases Preyta's CR by 1.

RUNESLAVE RUNE GIANTS (4)

CR 18

XP 153,600

hp 290

THEYL

CR 21/MR 1

XP 409,600

Nonbinary pureblood Avatali human *unchained rogue*^{PFU} 20/*trickster*^{MA} 1
CN Medium humanoid (human)

Init +23; **Senses** Perception +31

DEFENSE

AC 40 touch 23, flat-footed 28 (+8 armor, +5 deflection, +10 Dex, +2 dodge, +5 natural)

hp 214 (20d8+124)

Fort +21, **Ref** +31, **Will** +16;

Defensive Abilities danger sense +6, hard to kill, improved evasion, improved uncanny dodge

OFFENSE

Speed 30 feet

Melee +5 *dueling keen negating*^{UE} *sneaky*^{APG} *shocking burst rapier* +35 or +33/+27/+23 (1d6+19/15-20 plus 1d6 electricity) and +5 *returning adamantite dagger* +32/+27/+22 (1d4+14/19-20)

Ranged +5 returning adamantine daggers +34/+29/+24 or +32/+32/+27 (1d4+19/19-20)

Special Attacks debilitating injury, finesse training (dagger, rapier, sap), master strike (DC 30), mythic power 3/day (surge +1d6), sneak attack +10d6

TACTICS

Before Combat Theyl hides behind one of the blood waterfalls in the room

During Combat Theyl uses Combat Stamina in conjunction with Improved Initiative to roll a natural 20 on initiative. They use Magdra's *mythic time stop* to apply *greater invisibility*, *fly*, and *silence* to themselves (or their weapon, in the case of *silence*). When the effect wears off, Theyl jumps out from hiding to deliver a sneak attack on the PCs, preferring to inflict the hampered and bewildered conditions. If they cannot strike a target flat-footed, they use hunter's surprise or Two-Weapon Feint to deal sneak attack damage whenever possible, preferring crippling strike

Morale Theyl fights until Kazsethil dies, or until death if Preyta dies before them.

STATISTICS

Str 10, **Dex** 30, **Con** 22, **Int** 18, **Wis** 16, **Cha** 18

Base Atk +15; **CMB** +15; **CMD** 35

Feats Combat Expertise, **Combat Stamina**^{PFU} (21), **Dodge**^M, **Extra Rogue Talent**^{APG} (defensive roll), Greater Two-Weapon Fighting, Improved Initiative, **Improved Two-Weapon Feint**^{UC}, Improved Two-Weapon Fighting, Mobility, Spring Attack, **Two-Weapon Feint**^{UC}, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +42, Bluff +31, Diplomacy +37, Disable Device +37, Disguise +37, Escape Artist +37, Knowledge (local) +30, Perception +30, Sense Motive +30, Sleight of Hand +37, Stealth +47, Use Magic Device +31

Languages Common, Elven

SQ hero of legend, rogue's edge (acrobatics, bluff, perception, stealth), rogue talents (bleeding attack +10, confounding blades, crippling strike, defensive roll, distracting attack, double debilitation, fast stealth, fast tumble, hunter's surprise, multitasking, opportunist, positioning attack, redirect attack, weapon training), supreme stealth (blindsight), trapfinding +10

Combat Gear +5 dueling keen negating sneaky shocking burst rapier, 3 +5 returning adamantine daggers, scroll of time stop, wand of dimension door (CL 7th, 50 charges), wand of fly (CL 5th, 50 charges), wand of greater invisibility (CL 7th, 50 charges), wand of silence (CL 3rd, 50 charges)

Other Gear amulet of natural armor +5, belt of physical might +6 (Dex and Con), boots of elvenkind, cloak of resistance +5, handy haversack, headband of mental superiority +4 (grants ranks in Knowledge (local), Sense Motive,

and Use Magic Device), improved shadow bracers of armor +8, ring of protection +5, **unfettered shirt**^{UE}

SPECIAL ABILITIES

Hero of Legend (Ex) Theyl was born with incredible skill which has been used well in adventuring, possessing wealth equivalent to a 20th-level PC and ability scores calculated with a 20-point buy. This increases Theyl's CR by 1.

WEYLAN

CR 21/MR 1

XP 409,600

Male pureblood Avatali human fighter 20/**champion**^{MA} 1

CG Medium humanoid (human)

Init +20; **Senses** Perception +28



DEFENSE

AC 48 touch 20, flat-footed 43 (+19 armor, +5 deflection, +5 Dex, +5 natural, +4 shield)

hp 260 (20d10+145)

Fort +27, **Ref** +21, **Will** +24

Defensive Abilities armed bravery, armor specialization, armor training +2, armored juggernaut, bravery +5, defensive weapon training, hard to kill, 50% chance to negate critical hits and sneak attacks; **DR** 8/-

OFFENSE

Speed 30 ft.

Melee 2 +5 *flaming ghost touch keen shocking vicious adamantine short swords* +50 or +48/+48/+43/+43/+38/+38/+33 (3d6+28/17-20/x3, plus 1d6 fire and 1d6 electricity, 1d6 to self)

Ranged +3 *longbow* +33/+28/+23/+18 (1d8+13/x3)

Special Attacks abundant tactics (6), fleet charge, mythic power (3/day, Surge +1d6), trained initiative, weapon training (heavy blades) +6, weapon mastery (longsword)

TACTICS

During Combat Weylan activates his *winged boots* and uses swift charge to charge the nearest foe. He'll make use of Mythic Power Attack as he dishes out immense full attacks, caring little for any damage he takes (he assumes Preyta will heal him). Combat Stamina and Barroom Brawler are used to obtain advantages in specific circumstances (such as gaining a certain feat that would be advantageous against a certain foe or piling on extra damage for a certain attack. He spends 10 when rolling for initiative).

Morale Weylan fights until Kazsethil is destroyed, at which point he lays down his weapons. He fights to the death if Magdra, Preyta, or Theyl is killed, however.

STATISTICS

Str 28, **Dex** 22, **Con** 22, **Int** 13, **Wis** 18, **Cha** 12

Base Atk +20; **CMB** +29; **CMD** 45

Feats Advanced Weapon Training (*Armed Bravery*^{WMH}), *Barroom Brawler*^{APG}, Crippling Critical, Combat Expertise, Combat Stamina (26), Critical Focus, Critical Mastery, Double Slice, Greater Penetrating Strike, Greater Two-Weapon Fighting, Greater Weapon Focus (Short Sword), Greater Weapon Specialization (Short Sword), Hammer the Gap, Improved Initiative, Improved Two-Weapon Fighting, Penetrating Strike, Power Attack^M, Staggering Critical, Stunning Critical, Two-Weapon Fighting, *Weapon Focus*^M (Short Sword), Weapon Specialization (Short Sword)

Skills Climb +30, Intimidate +24, Perception +24, Swim +30

Languages Common, Goblin

SQ Extra Mythic Feat, Hero of Legend

Combat Gear 2 +5 *ghost touch keen vicious impact*^{UE} *adamantine longswords*, +5 *bolstering moderate fortification mithral full plate armor*

Other Gear *amulet of natural armor* +5, *belt of physical perfection* +6, *cloak of resistance* +5, *gloves of dueling*^{UE}, *headband of inspired wisdom* +6, *ring of protection* +5, *winged boots*, 50 arrows

SPECIAL ABILITIES

Hero of Legend (Ex) Weylan was born with incredible skill which has been used well in adventuring, possessing wealth equivalent to a 20th-level PC and ability scores calculated with a 20-point buy. This increases Weylan's CR by 1.

SINSPAWN CHAMPIONS (2)

CR 21/MR 1

XP 409,600

Lustspawn bard 20/*marshal*^{MA} 1

NE Medium aberration (mythic)

Init +8; **Senses** darkvision 60 ft., sin-scent; **Perception** +25

DEFENSE

AC 24, touch 17, flat-footed 19 (+5 armor, +2 deflection, +4 Dex, +1 dodge, +2 natural)

hp 218 (23d8+116)

Fort +14, **Ref** +20, **Will** +17 +4 vs. bardic performance, language-dependent, and sonic; **Immune** mind-affecting effects; **SR** 13

OFFENSE

Speed 40 ft.

Melee 2 claws +23 (1d4+6), bite +23 (1d8+6 plus sinful bite)

Special Attacks advance, bardic performance 51 rounds/day (swift action; countersong, deadly performance, dirge of doom, distraction, fascinate, frightening tune, inspire competence +6, inspire courage +4, inspire greatness, inspire heroics, mass suggestion, soothing performance, suggestion), lend power, mythic power (3/day, surge +1d6), rally, sinful bite (DC 20)

Spells Known (CL 20th; concentration +29; DC 19+spell level)

6th (6/day)—*analyze dweomer*, *brilliant inspiration*^{APG}, *greater scrying*, *programmed image*, *project image*

5th (7/day)—*greater dispel magic*, *nightmare*, *shadow walk*, *shadowbard*^{UM}, *song of discord*

4th (7/day)—*dance of a hundred cuts*^{UM}, *freedom of movement*, *greater invisibility*, *heroic finale*^{APG}, *hallucinatory terrain*, *modify memory*

3rd (7/day)—*crushing despair*, *fear*, *major image*, *phantom steed*, *purging finale*, *see invisibility*

2nd (7/day)—*bladed dash*, *darkness*, *mirror image*, *rage*, *shatter*, *silence*

1st (8/day)—*alarm*, *charm person*, *disguise self*, *feather fall*, *magic mouth*, *saving finale*

0th (at will)—*detect magic*, *flare*, *mage hand*, *message*, *open/close*, *read magic*

TACTICS

During Combat The sinspawn champions begin by casting *shadowbard* and using inspire courage, employing Counterpoint to Inspiration to increase the bonus granted. The shadowbards use inspire greatness and deadly performance. The Sinspawn Champions use their spells for support, employing *greater dispel magic* and *song of discord* to weaken foes while buffing allies with *brilliant inspiration*, *greater invisibility*, *purging finale*, and *saving finale*. They will use their advance, rally, and lend power abilities to amplify their allies. Protecting Kazsethil is their main priority.

Morale The Sinspawn Champions fight to the death.

STATISTICS

Str 17, **Dex** 18, **Con** 18, **Int** 10, **Wis** 9, **Cha** 28

Base Atk +17; **CMB** +20; **CMD** 34

Feats **Basic** **Harmony**^{C&C}, **Combat Casting**, **Compelling Harmonies**^{C&C}, **Counterpoint to Inspiration**^{C&C}, **Discordant Voice**, **Dodge**, **Extra Path Ability**^M, **Harmonic Spell**, **Improved Initiative**, **Lingering Performance**, **Persistent Spell**, **Quicken Spell**, **Spellsong**

Skills **Perception** +25, **Perform (act)** +32, **Perform (dance)** +35, **Perform (oratory)** +32, **Perform (sing)** +35, **Use Magic Device** +35

Languages **Phenesiril**

SQ additional order, bardic knowledge +10, jack-of-all-trades (use any skill, all skills are class skills, take 10 on any skill), lore master 3/day, martial proficiency, versatile performance (act, dance, oratory, percussion, sing)

Combat Gear *amulet of mighty fists* +3, *hero's hauberk*^{ACG}

Other Gear *belt of physical perfection* +2, *cloak of resistance* +3, *hat of disguise*, *headband of impressive charisma* +6, *mouthpiece of the dominion*^{AP88}, *ring of protection* +2

SPECIAL ABILITIES

Martial Proficiency (Ex) Sinspawn are proficient in all simple and martial weapons, armor, and shields (except tower shields).

Sin-Scent (Su) Sinspawn can smell the presence of creatures whose nature reflects the sinspawn's sin. For example, lustspawn can scent creatures that are especially desirous or lustful, at the GM's discretion.

Sinful Bite (Su) A creature bitten by a lustspawn is overwhelmed with lust (DC 20 Will save negates). These unfettered impulses and emotions are so powerful that the target becomes sickened for 1d6 minutes. An affected target that is bitten a second time is staggered if it fails its saving throw. Additional failed saves increase the duration of this effect but do not increase its severity. Calm emotions, remove curse, or break enchantment negates the effects of sinful bite. The save DC is Charisma-based. This is a mind-affecting effect.

STONE COLOSSUS^{B4}

CR 19/MR 7

XP 204,800

hp 265

KAZSETHIL'S EMBODIMENT

CR 24/MR 6

XP 1,228,800

Advanced elohim^{B4}

hp 467

TACTICS

During Combat Kazsethil's Embodiment targets creatures with *mage's disjunction* before taking out powerful targets with *mythic baleful polymorph*, *plane shift*, or *mythic disintegrate*. Although it prefers to keep its distance from fights, it will use its grappling abilities if engaged. It will try to protect Kazsethil and follow his commands, using *Heal* to recuperate the Sinlord if ever he begins failing.

Morale Kazsethil's Embodiment fights until Kazsethil dies, at which points it escapes with *greater teleport* or *plane shift*.

IMPACT OF ALTERED MAGIC

As a powerful being which springs into existence following the death of the Shining Elder, Kazsethil's Embodiment is a perfect opportunity to show off how new forms of magic might be creeping into existence. Those who wish to alter the creature to facilitate this should replace its spell-like abilities and feats with the following.

SPHERES OF POWER EMBODIMENT

Magic^{SoP}

Caster Level 23rd; **MSB** +23, **MSD** 34, **Concentration** +32

Tradition Natural (none); **CAM** Cha

Spell Points 34

Alteration^{SoP} **Sphere** – DC 30; **Duration** concentration or 23 minutes w/ 1 sp; **Range** Close (80 ft.); **Target** 1 or 12 w/ 1 sp, **Talents** Animal Mind, Anthropomorphic Transformation, Mass Alteration, Ranged Alteration
–*shapeshift* 5 traits

Life^{SoP} **Sphere** – DC 30; **Range** Close (80 ft.); **Target** 1 or 12 w/ 1 sp, **Talents** Greater Healing, Mass Healing, Ranged Healing
–*invigorate* +23 temp hp (1 hour)
–*cure* 1d8+46. (1 sp)
–*restore* ability damage, battered, dazed, fatigued, shaken, staggered

Mind^{SoP} **Sphere** – DC 30, **Range** Close (80 ft.), **Target** 1 or 12 w/ 1 sp, **Talents** Expanded Charm, Fear, Group Charm, Paralyze, Powerful Charm
–charm 1 sp greater, 2 sp powerful (fear, paralyze)

Warp^{SoP} **Sphere** – DC 30, **Range** Medium (330 ft.), **Target** Close (80 ft.), **Talents** Quick Teleport, Ranged Teleport, Unwilling Teleport
–teleport splinter (1 sp each: move action, unwilling)

Weather^{SoP} **Sphere** – DC 30; **Duration** concentration or 23 minutes w/ 1 sp; **Target** 25 ft. radius to 330 ft radius (max range 330 ft.); **Talents** Focused Weather, Greater Weather, Severe Weather
–*control weather* severity 5, +1 w/ 1 sp

TACTICS

During Combat Kazsethil's Embodiment begins by casting *control weather* to create severity 5 wind, spending a spell point to keep it going without having to concentrate. It then teleports around the battlefield, crippling foes with *charm* and *shapeshift* and utilizing *Counterspell Mastery* and *Greater Counterspell* to shut down opposing spellcasters. It uses *shapeshift*, *restore* and *cure* to keep its allies strong.

STATISTICS

Feats **Combat Reflexes**, **Counterspell**^{SoP}, **Counterspell Mastery**^{SoP}, **Dodge**, **Great Fortitude**^{M,MA}, **Greater Counterspell**^{SoP}, **Improved Counterspell**^{SoP}, **Improved Great Fortitude**, **Improved Initiative**^M, **Iron Will**^{M,MA}, **Quicken Spell**

CONCLUDING THE ADVENTURE

Kazsethil's ritual has progressed to a point where his essence is bound to the Sanguine Locus, with the artifact consuming his body and soul if he fails to o hit points. For the Sinlord, there are no options beyond ascension or annihilation.

The Sanguine Locus remains charged with immense power from Kazsethil's rituals, and given time it may be possible for somebody to repeat his attempts at ascension if the artifact is not destroyed. Fortunately, those who are capable of identifying the means of destroying the Sanguine Locus are capable of finding the necessary components throughout the Crimson Ziggurat (the demon lord blood from Federia, the mythic vampire blood from Hereslyn, the infernal duke blood from Nephestek, the empyreal lord blood from the well of blood, the titan blood from Sohorr, and either Havalor in D2 or Sheima in F2 for the mortal who has lived for more than 10 times their normal lifespan) (DC 40 Knowledge (Arcana) check to identify the method of destroying the Sanguine Locus). If any of the PCs choose to utilize the Locus' power, they could in time achieve the same results Kazsethil was aiming for (see "What if Kazsethil wins" for details on what these are).

With Kazsethil gone, the city of Rasonia is leaderless, forcing the PCs to either take control of the city in the Sinlord's stead or appoint some other government. Nephestek is willing to aid the PCs if they freed him, although the Infernal Duke's plans all end with him in control of the city. Whatever the PCs decide could have long-reaching implications for the future of Rasonia and the entire nation of Larisen, although the specifics of this course are beyond the scope of this adventure.

In addition to Nephestek, many other opponents may escape in order to cause trouble in various ways. Even if the PCs do not set Sheima, Federia, Solusen, Setlikax, Hereslyn, Sohorr, or the Shackled Locus free, other adventurers are likely to unearth them in time and potentially give them avenues for escape.

The death of the Shining Elder is likely to spell dramatic change for the world, seeing as how this entity was responsible for keeping magic in a uniform and stable state. The structure of magic will begin to collapse,

with strange new forms of magic emerging in Larisen and the realms beyond which defy the rules and structures that have bound mages for so long. Spellcasters may even find their abilities changing, adopting new strengths and weaknesses in relation to how the spellcaster has used them. The PCs or perhaps other adventurers may face opponents wielding unfamiliar forms of magic, new spells or even new magical traditions which the universe must learn to contend with. Some PCs may even attempt to repeat Kazsethil's ritual with the express purpose of returning magic to the way it was (the specifics of this ritual are beyond the scope of this adventure). These "neo-magics," as they may be called, may be taken from any number of third-party *Pathfinder* products, with a few recommendations including *Spheres of Power*, *Ultimate Psionics*, and *Akashic Mysteries*.

Regardless of what transpires, a world without Sinlords and without the Shining Elder will differ dramatically from the one the PCs came to save.

UNFORGIVEN

There will inevitably be some player or party who wishes to try and redeem Kazsethil in spite of the countless atrocities he has committed on personal, national, and cosmic levels. Perhaps someone in the party sympathizes with the Sinlord, wishes to learn from or strike a deal with him, is intentionally trying to be obstinate, or simply does not grasp the magnitude of Kazsethil's devastating legacy. If the party thinks this way, they are attempting to appeal to a humanity which simply isn't there. The Sinlord of Lust is beyond negotiation, beyond penance, and far beyond any attempts at redemption. Although his mythic abilities have placed an "unaligned" marker on his character sheet, Kazsethil's intentions, perspectives, and ambitions are unmistakably selfish in the extreme. He has transcended morality not by discovering some great philosophical truth but by harnessing magics so powerful that the fabric of the multiverse itself has been deceived. Forgiving the Sinlord is certain to be an atrocious mistake.

In the event that Kazsethil somehow survives the final encounter (most likely in an outcome that destroys the Sanguine Locus), the following considerations should be made.

Kazsethil is exceedingly unlikely to forgive the PCs foiling his plan and maintains an impressive collection of resources across the multiverse. The vectors of attack he has against the PCs and those close to them are potentially infinite.

Kazsethil is completely desensitized to the suffering others experience at his hands. In this adventure alone, he has shown a willingness to kill, mutilate, torture, exploit, and humiliate anyone who so much as slights him. Although he might feign cooperation at first, the fates he will inflict on the PCs once they turn their backs are likely to be unimaginably horrific.

Kazsethil has millennia of experience with subterfuge, manipulation, and plotting, not to mention nigh-infinite patience and a nigh-infinite lifespan. If he is forced to wait until the PCs perish of old age or even until their civilization crumbles before he returns to power, he is willing to do this.

Kazsethil will never be happy with his mortal existence. He has already tried every path to fulfillment imaginable and found them lacking. In time, he will attempt to transcend mortality again.

WHAT IF KAZSETHIL WINS?

If Kazsethil manages to defeat the PCs, he binds the souls of those killed into Mythic Akaruzugs to prevent them from ever returning (employing Sheima's aid if the blootmage is still alive and resurrecting her if she isn't). For any PCs unfortunate enough to survive, Kazsethil brainwashes them into complete servitude, perhaps even warping one into believing they are Kazsethil himself so that nobody notices the Sinlord's disappearance.

With these final foes removed, Kazsethil completes his ritual, merging with the sanguine locus and ascending

beyond mortality to become a part of magic itself. In this state, Kazsethil has access to the minds of every creature to have ever existed and is capable of rewriting their thoughts and views however he sees fit (his first prerogative is to erase any questions regarding his morality or new form of existence, although he is unlikely to interfere in other ways). This deep connection to the minds of countless creatures satisfies Kazsethil's desire to fully understand the thoughts of others in a way that his mortal self never could, fulfilling his ambitions for now. Whether or not he obtains fulfillment is somewhat irrelevant, however, seeing as there is nothing in the multiverse capable of opposing him.

With this newfound power, Kazsethil also becomes capable of rewriting the rules of magic, and without the Shining Elder to oppose him will proceed to do so in order to prevent others from ascending to the level of power he wielded in mortal life. Following these revisions, the functions of magic and of reality in general may be quite different, perhaps best run with a system other than the 1st edition of the *Pathfinder Roleplaying Game*.

In this new world, Kazsethil will be remembered across existence as a hero, his atrocities wiped from the memories and tomes of all who ever witnessed them. Whatever proxy Kazsethil creates will rule over Larisen (now called New Phenesisiril) for untold ages, regaled as a paragon of virtue by all. This erasure may not be perfect, however, and in remote corners of existence there may still exist fragments of Kazsethil's true history. Such information may not impede the ascended Sinlord, but could potentially shake his proxy's dominion over New Phenesisiril.

APPENDIX:

GM AND PLAYER OPTIONS

CLASS OPTIONS

SIN MAGIC OPTION: DOUBT

Among the deadly sins which defined and shattered Phenesisiril, there was one sin which reigned above the other seven. This was the sin which first brought the Sinlords to Phenesisiril, the sin which allowed them to throw off their Aboleth masters, the sin which might also be considered the greatest of virtues, and the sin whose true understanding the Shining Children kept from humanity in order to ensure their control. This was the sin of doubt, the willingness to question the universe as it is presented even when it means leaping into the unknown.

A wizard who follows the path of doubt must specialize in the divination school and receives two additional spell slots of each spell level he can cast. These bonus spell slots must both be used to prepare the same spell from the divination school, allowing the wizard to cast that spell twice (as he has prepared the spell twice). The doubt mage must select two other schools of magic as prohibited schools. A doubt mage can never prepare a spell that is of these prohibited schools—he treats these spells as if they were not on the wizard spell list. If using a spell trigger or spell completion item to cast a spell from his prohibited schools, he must use the Use Magic Device skill to do so.

MAGIC ITEMS

GREATER EXTRACTION SCARIFICATOR PRICE 26,000 GP

Aura strong conjuration and transmutation; **CL** 15th
Slot none; **Weight** 5 lbs.

A much more magically potent version of typical bloodletting devices used by doctors and mad alchemists, a *greater extraction scarificator* can transform the blood of powerful creatures into potent magical tinctures. An extraction scarificator can be used only on a willing or helpless target. When placed against exposed flesh, the extraction scarificator's blades deal 2d4 points of Constitution damage plus 1 Constitution bleed.

Three times per day, a *greater extraction scarificator* can be used to extract and concentrate one of the four bodily

humors from its target as well. The humor to be extracted can be adjusted as needed and must be immediately poured into a potion vial or the extracted humor is lost. Potions created with this item are unique in that they replicate spells of a higher level than potions normally can.

Extracting a humor takes a variable number of rounds—as soon as the victim has taken a total of 10 points of Constitution damage in all from the bleed effect, the extraction is complete. For 24 hours after extraction, this purified humor has an additional effect, functioning as one of four potions as listed below (all function at caster level 15th).

Black Bile: *potion of true seeing*

Blood: *potion of heal*

Phlegm: *potion of greater heroism*

Yellow Bile: *potion of transformation*

Construction Requirements	Cost 13,000 gp
Craft Wondrous Item, <i>greater heroism</i> , <i>heal</i> , <i>transformation</i> , <i>true seeing</i> , <i>vampiric touch</i>	

KAZSETHIL'S ROMANTIC GUISARMES MAJOR ARTIFACT

Aura strong all; **CL** 20th
Slot none; **Weight** 10 lbs.

Alignment NE; **Senses** darkvision 120 ft., hearing

Intelligence 10; **Wisdom** 9; **Charisma** 28; **Ego** 33

Languages read languages, read magic, speech, telepathy (Abyssal, Aklo, Avatali, Phenesisiril)

These two weapons were originally forged in tandem by Kazsethil and Onia, with each of them wielding one of the two guisarmes. When Kazsethil betrayed his master, he claimed her weapon as his own and now carries them both into battle (after quite a few modifications have been made to their magic).

Each of the two *Romantic Guisarmes* is a +5 called *cruel dueling keen invigorating mithral guisarme*. The guisarmes are considered light weapons, and when both are wielded in tandem, they grant the wielder the benefits of the Two-Weapon Fighting feat.

As a standard action, the wielder can transform one or both of the guisarmes into Sinspawn Champions or from Sinspawn

back into guisarmes. If slain, the Sinspawn Champions revert to their guisarme forms. While in their guisarme forms, the two weapons retain their bardic performance ability, their feats relating to bardic performance, and their ranks in Perform skills. The guisarmes cannot transform or use bardic performance if they were slain in the last 24 hours. In addition, the guisarmes can communicate telepathically with each other at any range.

DESTRUCTION

If there is no current Sinlord of Lust living in the world, *Kazsethil's Romantic Guisarmes* can be destroyed by hurling one into the heart of the Positive Energy Plane and one into the heart of the Negative Energy Plane. After this occurs, both crumble into dust.

RUNEWELL AMULET

MAJOR ARTIFACT

Aura strong transmutation; **CL** 20th

Slot neck; **Weight** —

This amulet of gold and red crystal grants the wearer a +5 enhancement bonus to her natural armor. In addition, the wearer becomes attuned to both the *Runewell of Lust* and the *Soul Lens* that controls it—allowing the wearer to benefit from the fragmentary souls gathered and absorbed by the runewell. As long as the runewell functions, the wearer does not age and has no need for food or water. In addition, she can fly at a speed of 60 feet with perfect maneuverability and gains fast healing 10. If the runewell amulet is removed, the wearer loses all of these abilities. While this does mean the wearer begins aging normally and must eat and drink, she does not suffer any ill effect from the years that passed or the meals she missed while she wore the amulet.

DESTRUCTION

A *Runewell Amulet* must be thrown into an active *Runewell* of an opposing magic (a *Runewell of Gluttony* or a *Runewell of Greed* in the case of this particular amulet)—doing so causes the amulet to shatter into four fragments, which then scatter throughout the world. If these four fragments can be gathered and placed back in the associated runewell (the runewell of lust in this case), the amulet reforms and returns to full use

RUNEWELL OF LUST

MAJOR ARTIFACT

Aura strong necromancy; **CL** 20th

Slot none; **Weight** 900 lbs.

Kazsethil's *Runewell of Lust* has long been hidden within the Crimson Ziggurat but has since been transferred to his sanctum on the Astral Plane. Like all runewells, the *Runewell of Lust* is capable of absorbing fragments of the corresponding sin from across the nation of Larisen and

facilitating the return of the corresponding Sinlord, but this role was fulfilled long ago when Kazsethil returned. The Runewell acts as a portal into the Sanctum of Desire, and grants Sheima and Kazsethil the ability to cast *scrying* at-will to view any location within and around Rasonia. The Runewell itself is 10 feet in diameter and 10 feet deep; the clear warm liquid it contains emits a pleasant, perfumed scent. Sheima and Kazsethil can use the Runewell as an added focus component when casting spells, and doing so allows them to ignore any spell resistance or immunities to their spells that targets might possess.

DESTRUCTION

The Runewell of Lust is linked to Kazsethil, and as long as he lives, the Runewell cannot be destroyed. If Kazsethil is slain, the contents of the Runewell immediately cools and becomes ordinary water, destroying the runewell in the process (although it can still be used as a portal to travel to the Sanctum of Desire).

SANGUINE LOCUS

MAJOR ARTIFACT

Aura strong enchantment, illusion, and necromancy; **CL** 20th
Slot none; **Weight** 1,200 lbs.

The origins of the Sanguine Locus are a mystery lost to the ages, but countless rumors surround Sinlord Kazsethil and his history with the artifact. Some speak of a pact formed when the Sinlords turned against Onia, a secret weapon which Kazsethil stole for himself. Others tell tales of how Kazsethil took a spiritual fragment of every creature he seduced and bound them together in a mighty artifact. The most profane texts write of an expedition deep into the nightmare realm of Leng, where Kazsethil and an entourage of alien horrors sculpted the Locus from the entrails of a long-dead god. Regardless of its origin, the Sanguine Locus has become a powerful tool for the Sinlord and for others who utilized it in his absence, bestowing immense power at a great cost to all those around the wielder. Countless others have tried to replicate, and although the Sinlords' runewells have emulated many of its abilities they were unable to replicate Kazsethil's horrific success.

Unlike other magical pools created by the sinlords, it needs no well as a container—it is a 30-foot-diameter sphere of roiling, churning blood in which brief glimpses of limbs and faces (not all of them humanoid) constantly form and dissolve. The Sanguine Locus requires specially prepared blood to function. A single drop of blood and one 12-hour ritual performed by any character capable of casting 9th-level spells who succeeds at a DC 30 Spellcraft check is enough to awaken the pool and grant it 1 charge. Additional charges can be stored in the Sanguine Locus by performing this ritual multiple times, but only one such

ritual can be performed at any one time (effectively limiting the Sanguine Locus's capacity to be recharged to a rate of no more than 2 charges per day). The pool can store up to 25 charges at a time.

A creature that spends 10 minutes bathing in the blood of the Sanguine Locus becomes infused with its power for 1 week, during which time the creature is immune to bleed effects and modifies its total hit points with its Charisma modifier rather than its Constitution modifier. While immersed, a creature has no need to eat, drink, or breathe, and can see into every chamber of whatever structure the Locus is housed in as if using an unlimited number of *clairaudience/clairvoyance* sensors. The creature can still observe only one location at a time, but can switch locations as a move action. As a side effect, a creature that has been so infused can use teleport effects within the structure that houses it without restriction, regardless of whatever defensive effects are inside. The Sanguine Locus must have at least 1 charge stored to grant these boons to those that bathe within its waters, but granting these boons does not deplete its charges.

Once a creature is infused with the Sanguine Locus's power, it can spend the pool's charges to use the following abilities, as long as the creature is fully immersed in the pool at the time.

Blood Simulacrum: A creature infused with the Sanguine Locus's power can spend 2 of the pool's charges to create a blood simulacrum of itself. This creation takes 12 hours to complete and functions the same as that created by the spell *simulacrum*, save that the simulacrum's creator can choose at the time of creation to grant a blood simulacrum the redirection ability. Up to seven blood simulacra can exist at any one time, but only one can have the redirection ability at a time.

Redirection (Su): As long as this simulacrum lives, any divination spell that attempts to locate or otherwise target the real creature is instead redirected to target this simulacrum. The caster of the divination spell has a small chance to notice the redirection with a successful DC 40 Spellcraft check as the divination spell is cast, but even if the redirection is noted, it remains impossible to tell where the effect was redirected from. This effect also affects long-distance spells like *demand*, *dream*, *nightmare*, and *sending*, but not mental communication such as *telepathy*.

Create Life: Once per day, a creature can use the Sanguine Locus to manifest a living creature to serve as a loyal minion—the type of creature created is determined by the combined power of the user's soul and personality, but as a general rule the pool creates a minion whose CR is 3 lower than the creator's CR. In Hereslyn's case, life created using

this power manifests as a *taniniver*. Creatures created by other NPCs (or even PCs) should be selected and customized as needed by the GM to represent the source. Only one life can be created by the Sanguine Locus at a time, and as long as the created life lives, it remains loyal to its creator unless it's subjected to mind control effects. Creating life costs 5 charges but requires only a standard action.

Eternal Youth: The ritual to gain eternal youth requires blood samples from numerous mortals to be mixed into the Sanguine Locus. Once this step is completed, a creature must immerse itself in the Sanguine Locus, soaking in the pool's power. At the end of each day, the pool expends 1 charge. Once the user has spent 100 charges in this manner, and as long as all 100 charges were spent within the span of a single year, all of those creatures that provided blood samples drop dead, and for each donor that dies, the user ceases to age for 1 year. Note that using this function of the Sanguine Locus is an evil act and may have alignment repercussions for the user.

Manifest Magic: At a cost of 20 charges, a creature can activate the Sanguine Locus as a standard action to cast *wish*, but only in that spell's capacity to duplicate an existing spell. Kazsethil often used this ability to cast *necromancy* or *transmutation* spells, magic his specialization normally forbade him from using. The pool currently doesn't have enough charges remaining for Hereslyn to use this ability.

The Sanguine Locus may possess other abilities when used by a mythic creature, abilities which require even greater volumes of blood and have the potential to affect the entire universe.

DESTRUCTION

To destroy the Sanguine Locus, fresh samples of blood drawn from a titan, a demon lord, an infernal duke, an empyreal lord, and a mythic vampire must be introduced into the pool simultaneously (in the same round). Once these five blood samples have been added to the pool, a mortal creature that has lived at least 10 times as long as its natural lifespan would normally allow must enter the pool and use the pool's ability to manifest magic to cast *plane shift*, moving itself and the pool to the Negative Energy Plane. The Sanguine Locus can attempt to save against this effect (it has a total Will save bonus of +18 against this specific effect). If it resists, the Sanguine Locus absorbs the mortal, effectively destroying the mortal as if via a sphere of annihilation; in this event, further attempts to destroy the pool require new samples of blood drawn from different creatures than those whose blood was used for the previous attempt. If the Sanguine Locus is successfully plane shifted to the Negative Energy Plane, the energies of that plane swiftly destroy the pool and deal 20d20 points of negative energy damage to the creature that transported the pool in the first place (DC 30 Fortitude half).

SCINTILLATING GARMENT

MAJOR ARTIFACT

Aura strong abjuration and conjuration; **CL** 20th
Slot body; **Weight** 1 lb.

Kazsethil's *Scintillating Garment* is the traditional robe of the Sinlord of Lust. Woven of the finest of silks and accented with precious stones, the garment is surprisingly light and easy to move in. The Scintillating Garment functions as a *robe of scintillating colors*, but it has additional powers as well. The wearer casts spells at +1 caster level and gains a +5 deflection bonus to AC, a +5 resistance bonus on saving throws, and spell resistance 30. Four of the garment's pockets function as *handy haversacks*. The wearer of this garment is immune to mind-affecting effects unless he chooses otherwise, and the garment grants all of his ability scores a +6 enhancement bonus (the bonus to Intelligence also imparts ranks in Escape Artist, Fly, and Use Magic Device).

DESTRUCTION

The *Scintillating Garment* is destroyed if it is immersed in the waters of a destroyed *Runewell of Lust*.

SEPTEMPLEX TOME

MINOR ARTIFACT

Aura strong varies; **CL** 16th
Slot none; **Weight** 5 lbs.

This tome holds an infinite number of pages to inscribe spells upon. Any wizard who prepares spells from a *Septemplex Tome* can prepare bonus spells as if her Intelligence were 6 points higher. This is not an actual bonus to Intelligence and grants the user no additional benefit. A *Septemplex Tome* contains all sorcerer/wizard spells (save for those of the wielder's prohibited schools, if they have them). At the GM's discretion, it could certainly hold more spells.

DESTRUCTION

A special 9th-level spell must be designed that exists only to destroy the specific and particular *Septemplex Tome* into which it is inscribed. This spell, which has numerous expensive and rare material components, must then be cast on the Septemplex Tome by its owner.

SOUL LENS

MAJOR ARTIFACT

Aura strong necromancy; **CL** 20th
Slot none; **Weight** 8 lbs.

This large lens of red crystal has the Phenesiril rune for enchantment and lust inscribed upon its surface. The lens is fitted in an iron ring, which is attached to an articulated arm that allows the lens's position to be adjusted to any angle and configuration. The soul lens has but a single purpose—whenever a creature is subjected to a specific ritual in which its body is branded, tattooed, or otherwise marked with the

Septemplex rune, the lens can focus upon that creature's soul. At any point thereafter when the marked creature dies, its soul passes through this lens on its way into the afterlife and eventual judgement—as the soul passes through, the soul lens filters elements of the sin of greed from the soul and focuses that fragment of soul-energy into the *Runewell of Lust*. This does not significantly damage the soul (although it does cause it a severe amount of spiritual anguish)—a creature that dies and has its soul filtered through the soul lens can still be brought back to life as normal.

DESTRUCTION

A *parasitic*^{ROTR} weapon must be used to smash the *soul lens*. The soul lens has hardness 20 (this hardness cannot be bypassed) and 200 hit points, but the *parasitic* weapon gains the full benefits of its *bane* special abilities when damaging the *soul lens*. The *soul lens* takes no damage from other attacks.

FEATS

SIN MAGIC INITIATE

You have learned to specialize your magic in the style of the ancients

Prerequisite: Ability to prepare arcane spells

Benefit: Choose a school of magic. For every spell level you are capable of casting, you may prepare one additional spell per day so long as the spell is of that chosen school, and you are considered to be a wizard of your character level specializing in that school for the purpose of meeting prerequisites. However, you cannot prepare any spells from your two prohibited schools, which are based on your chosen school. If using a spell trigger or spell completion item to cast a spell from your prohibited schools, you must use the Use Magic Device skill to do so as if the spells were not on your class spell list.

Special: A wizard who is already a Sin Magic Specialist cannot select this feat.

TABLE A1: SCHOOLS AND PROHIBITED SCHOOLS

Chosen School	Prohibited Schools
Abjuration	Evocation and Necromancy
Conjuration	Evocation and Illusion
Divination	Any two other than divination, chosen when you select the feat
Enchantment	Necromancy and Transmutation
Evocation	Abjuration and Conjuration
Illusion	Conjuration and Transmutation
Necromancy	Abjuration and Enchantment
Transmutation	Enchantment and Illusion

SPELLS

RUNE OF TRANSGRESSION

School universal [curse, evil]

Level sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

Range close (25 feet + 5 feet/2 levels)

Target 1 creature

Duration permanent, see text

Saving Throw Will partial (see text); **Spell Resistance** yes

An unknowably ancient arcane secret passed down to ancient wizards by the enigmatic Shining Children, the Rune of Transgression invokes a school of magic in its purest form, creating a mechanism which allows the wielder to circumvent most any defense offered against it. The target of this spell is branded with a glowing white rune corresponding to a certain sin, causing it to take a -4 penalty on all saving throws and a -10 penalty to any spell resistance it may possess (you may choose to negate these penalties if you are casting this spell on a willing creature). In addition, the target suffers from an additional effect depending on the sin invoked by this spell. A successful Will saving throw reduces the duration of this spell to 1 round

Envy (Abjuration): The caster level of the target and of any effects on them are reduced by 10 for the purpose of dispelling.

Wrath (Evocation): The target loses any energy resistances or immunities that it possesses.

Greed (Transmutation): The target does not automatically end your transmutation effects upon them when they change shape, and if they possess the shapechanger subtype cannot end your transmutation effects by reverting to their natural shape.

Pride (Illusion): The target loses any special or supernatural senses it possesses as well as any special bonuses to saving throws against illusions.

Sloth (Conjuration): The target takes a -4 penalty to attack rolls, damage rolls, and AC against called or summoned creatures.

Lust (Enchantment): The target loses any immunities or bonuses to saving throws against mind-affecting effects, fear effects, and compulsion effects.

Gluttony (Necromancy): The target loses any channel resistance and any immunities or bonuses to saving throws against negative energy, energy drain, and death effects

Doubt (Divination): The target cannot benefit from effects which would block or falsify divinations (such as *mind blank*, *nondetection*, *screen*, or *undetectable alignment*).

In order to invoke a specific sin with this spell, a character must be specialized in the corresponding arcane school (for example, only a wizard or arcanist who specializes in the abjuration school could invoke Envy with a Rune of Transgression). A character who is not a specialist in a certain school may still cast this spell, but they only inflict the penalties on saving throws and spell resistance. A specialist can prepare *rune of transgression* as if it belonged to their specialty school (so a transmuter could prepare it as their 6th-level transmutation school bonus spell).

TEMPLATES

HEMODYNAMIC CONSTRUCT

Originally created by demonic disciples, Hemodynamic Constructs are mechanical entities infused with powerful blood magic. Numerous living creatures are required to provide the blood that fuels these entities and enables them to move with incredible alacrity, and in some ways Hemodynamic Constructs are more akin to living creatures than machines. Hemodynamic is a template which can be applied to any construct (referred to hereafter as the base creature).

Challenge Rating: Base creature +3

Senses: Hemodynamic Constructs gain lifesense out to 60 feet and Blindsight out to 30 feet.

Armor Class: Hemodynamic Constructs gain a +4 Profane bonus to AC

Defensive Abilities: Hemodynamic Constructs gain spell resistance equal to 15 + their new CR and fast healing 10. In addition, they have a 50% chance to negate any bonus damage from critical hits or precision damage, as per the *Moderate Fortification* armor enhancement.

Weaknesses: Hemodynamic Constructs possess the following weaknesses

Vulnerable to Bleed (Ex): Bleed effects, blood drain, and attacks that target a creature's blood affect a hemodynamic construct normally. In addition, a Hemodynamic construct is vulnerable to ability damage or drain to its Constitution score (but not to its other ability scores).

Vulnerable to Negative Energy (Ex): Hemodynamic constructs are damaged by negative energy effects as if they were living creatures.

Special Attacks: All of a Hemodynamic construct's attacks gain the bleed (1d6) property.

Ability Scores: +6 Strength, +4 Dexterity, +6 Charisma. In addition, a Hemodynamic construct gains a constitution score equal to 10+1/2 the Hemodynamic construct's new CR. This is used to calculate the Hemodynamic Construct's hit points and Fortitude saving throws.

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